## Sciamanesimo

Risvegliare la bestia 0 Augment One Turn 6+ [8+] • Gamma 18" The target gains +1 Strength [Toughness] Sciamanesimo Sciame di insetti Hex Missile Permanent 5+ [8+] Damage • Gamma 24" [48"]

Immediately after successfully casting this spell the target suffers 5D6 Strength 1 hits. If one or more unsaved Wounds are caused, the target suffers -1 Ballistic Skill. This spell is immediately ended when the target performs an Advance, March or Charge Move.

## Sciamanesimo

2 Furore selvaggio

• Universal
• Gamma 6" [18"] One Turn

The target gains Frenzy.

## Sciamanesimo

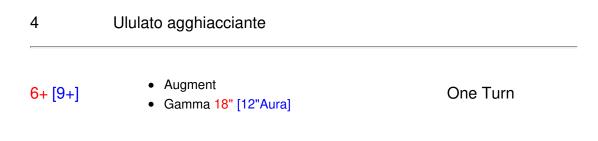
Pounding Drumbeat

- Augment
- Gamma 18" [12"Aura]

Instant

The target performs a 2D6" Magical Move straight forward (it cannot move backwards, sidestep, Reform, Pivot or Wheel during this move), but it can choose to not move at all or to move less than the full distance. [When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]

### Sciamanesimo



All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.

#### Sciamanesimo

5	Spezzare lo spirito	
9+ [12+]	<ul><li>Hex</li><li>Gamma 18" [36"]</li></ul>	One Turn

The target suffers a -1 modifier to hit, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).

## Sciamanesimo

6	Invocazione totemica	
	Ground	
11+ [14+]	Ground     Gamma 96"	Instant

Summon a Totemic Beast (statline below). It must be placed within 1"[10"] of the Board Edge. (Totemic Beast (for Totemic Summon) M: 3D6, WS: 3, BS: -, S: 5, T:5, W:3, I:3, A:4, Ld: 7, Monstrous Beast Base size 40x40mm, Special Rules: Random Movement (3D6), Immune to Psychology, Breath Weapon (Strength 3))

# Sciamanesimo

UN Scarificazione

Close Combat Attacks against the target cannot wound on better than 5+.















