

| Sciamanesimo | | |
|---|-----------------------|----------|
| 0 | Risvegliare la bestia | |
| 6+ [8+] | Augment Gamma 18" | One Turn |
| The target gains +1 Strength [Toughness]. | | |

| Sciamanesimo | | |
|---|---|-----------|
| 1 | Sciame di insetti | |
| 5+ [8+] | Hex Missile Damage Gamma 24" [48"] | Permanent |
| 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 | |
| 5+ [9+] | Universal Gamma 6" [18"] | One Turn |
| The target gains Frenzy. | | |

| Sciamanesimo | | |
|--|--------------------------------|---------|
| 3 | Pounding Drumbeat | |
| 5+ [9+] | 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 | | |
|---|--------------------------------|----------|
| 4 | Ululato agghiacciante | |
| 6+ [9+] | Augment Gamma 18" [12"Aura] | One Turn |
| All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier. | | |

| Sciamanesimo | | |
|--|------------------------|----------|
| 5 | Spezzare lo spirito | |
| 9+ [12+] | Hex Gamma 18" [36"] | 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 | |
| 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 | |
| | Gamma Caster | One Turn |
| Close Combat Attacks against the target cannot wound on better than 5+. | | |

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES