

<p style="text-align: center;">Shamanism</p> <p>0 Awaken the Beast</p>	<p style="text-align: center;">Shamanism</p> <p>1 Swarm of Insects</p>	<p style="text-align: center;">Shamanism</p> <p>2 Savage Fury</p>	<p style="text-align: center;">Shamanism</p> <p>3 Pounding Drumbeat</p>
<p>6+ [8+] 18" Last one Augment Turn</p>	<p>5+ [8+] 24" [48"] Hex, Missile, Permanent Damage</p>	<p>5+ [9+] 6" [18"] Last one Universal Turn</p>	<p>5+ [9+] 18" [12"Aura] Instant Augment</p>
<p>The target gains +1 Strength [Toughness].</p>	<p>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.</p>	<p>The target gains Frenzy.</p>	<p>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.]</p>
<p style="text-align: center;">Shamanism</p> <p>4 Chilling Howl</p>	<p style="text-align: center;">Shamanism</p> <p>5 Break the Spirit</p>	<p style="text-align: center;">Shamanism</p> <p>6 Totemic Summon</p>	<p style="text-align: center;">Shamanism</p> <p>A Scarification</p>
<p>6+ [9+] 18" [12"Aura] Last one Augment Turn</p>	<p>9+ [12+] 18" [36"] Last one Hex Turn</p>	<p>11+ [14+] 96" Instant Ground</p>	<p>Caster Last one Turn</p>
<p>All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.</p>	<p>The target suffers a -1 modifier to hit, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).</p>	<p>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))</p>	<p>Close Combat Attacks against the target cannot wound on better than 5+.</p>

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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