Chamanismo	Chamanismo	Chamanismo	Chamanismo
1 Despertar a la Bestia	2 Enjambre de Insectos	3 Furia Salvaje	4 Aullido Espeluznante
5+ [7+] Augment One Turn Alcance 18"	Hex 5+ [8+] Missile Damage Permanent	5+ [8+] Universal Alcance 12" [24"] One Turn	6+ [10+] Hex One Turn Alcance 36"
The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].	Alcance 24" [48"] Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.	The target gains Frenzy and Battle Focus.	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effets].
Chamanismo	Chamanismo	Chamanismo	
5 Invocación Totémica	6 Romper el Espiritu	A Cicatrización	
10+ [12+] Ground Instant Alcance 96"	9+ [11+] Hex Alcance 18" [36"] One Turn	Alcance Caster One Turn	
Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as	Melee Attacks against the target can never wound on better than 5+.	



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