




			<h1>Chamanisme</h1>
1	Predator's Instinct		
7+	Augment Aura Replicable Portée 8"	One Turn	
<p>The target gains +2" Cha and Resistance (Ranged Attacks).</p> <p>No model or unit can be affected by more than one instance of this spell simultaneously</p>			

	<h1>Chamanisme</h1>		
2	Awaken the Beast		
7+	Augment Portée 18"	One Turn	
<p>The target gains +1 Str and +1 AP.</p>			

	Chamanisme		
3	Swarm of Insects		
9+	Hex Missile Damage Portée 36"	One Turn	
<p>Immediately when the spell is cast, the target suffers 5D6 hits with AP 0 and Magical Attacks. These hits always wound on 6+.</p> <p>In addition, it suffers -1 to hit with Shooting Attacks.</p>			

	Chamanisme		
4	Savage Fury		
8+	Universal Portée 18"	One Turn	
The target gains Fearless, Frenzy, Fury, and Unruly.			

	Chamanisme	
5	Totemic Summon	
11+	Instant	
<p>Summon a Totemic Beast (profile below), that is immediately placed on the Battlefield using the rules for Ambush (Board Edge).</p>		

	Chamanisme		
6	Wild Shape		
11+	Universal Portée 24"	One Turn	
<p>The target's Height is increased by +1, to a maximum of 5, and it gains +1 Res and Stomp Attack (1 hit). If it already had Stomp Attack, the number of hits caused by its Stomp Attack is increased by +1. In models with multiple model parts, only a single model part, chosen by the caster, is affected.</p>			

