




	Sciamanesimo
1	Predator's Instinct
7+	Augment Aura Replicable Gamma 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>	

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

	Sciamanesimo
3	Swarm of Insects
9+	Hex Missile Damage Gamma 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>	

	Sciamanesimo
4	Savage Fury
8+	Universal Gamma 18"
	One Turn
<p>The target gains Fearless, Frenzy, Fury, and Unruly.</p>	

	Sciamanesimo
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>	

	Sciamanesimo
6	Wild Shape
11+	Universal Gamma 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>	

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