Sciamanesimo	Sciamanesimo	Sciamanesimo	Sciamanesimo
1 Risvegliare la bestia	2 Sciame di insetti	3 Furore selvaggio	4 Ululato agghiacciante
5+ [7+] Augment One Turn	Hex 5+ [8+] Missile Damage Permanent	5+ [8+] Universal One Turn Gamma 12" [24"]	6+ [10+] Hex One Turn Gamma 36"
The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].	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].
Sciamanesimo	Sciamanesimo	Sciamanesimo	
5 Invocazione totemica	6 Spezzare lo spirito	UN Scarificazione	
10+ [12+] Ground Instant Gamma 96"	9+ [11+] Hex Gamma 18" [36"] One Turn	Gamma 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
Type Beast
Base 40x40 mm
Global Adv Mar Dis Model Rules
3D6" - 7 Fearless, Random Movement
(3D6")
Defensive HP Def Res Arm
3 3 5 Offensive Att Off Str AP Agi
4 3 5 2 3 Breath Attack (Str 3, AP 0)

The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).

Melee Attacks against the target can never wound on better than 5+.

