Sciamanesimo	Sciamanesimo	Sciamanesimo	Sciamanesimo
1 Risvegliare la bestia	2 Sciame di insetti	3 Furore selvaggio	4 Ululato agghiacciante
5+ [7+] Augment Gamma 18" One Turn	Hex 5+ [8+] Missile Permanent Damage	5+ [8+] Universal Gamma 12" [24"] One Turn	6+ [10+] Hex Gamma 36" One Turn
The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].	Gamma 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].
Sciamanesimo	Sciamanesimo	Sciamanesimo	
5 Invocazione totemica	6 Spezzare lo spirito	UN Scarificazione	
10+ [12+] Ground Gamma 96" Instant	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")	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+.	



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