Sciamanesimo	Sciamanesimo	Sciamanesimo	Sciamanesimo
0 Risvegliare la bestia	1 Sciame di insetti	2 Furore selvaggio	3 Pounding Drumbeat
6+ [8+] Augment One Turn Gamma 18"	Hex 5+ [8+] Missile Permanent Damage Gamma 24" [48"]	5+ [9+] Universal One Turn Gamma 6" [18"]	Augment 5+ [9+] Gamma 18" Instant [12"Aura]
The target gains +1 Strength [Toughness].	Immediately after successfully casting this spell the target suffers 5D6 Strength 1 hits. If one or more unsaved Wounds are caused, the target suffers -1 Ballistic Skill. This spell is immediately ended when the target performs an Advance, March or Charge Move.	The target gains Frenzy.	The target performs a 2D6" Magical Move straight forward (it cannot move backwards, sidestep, Reform, Pivot or Wheel during this move), but it can choose to not move at all or to move less than the full distance. [When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]
Sciamanesimo	Sciamanesimo	Sciamanesimo	Sciamanesimo
Sciamanesimo  4 Ululato agghiacciante	Sciamanesimo  5 Spezzare lo spirito	Sciamanesimo 6 Invocazione totemica	Sciamanesimo  UN Scarificazione

