Divination	Divination	Divination	Divination
1 Know Thy Enemy	2 Fate's Judgement	3 Scrying	4 The Stars Align
7+ [12+] 18" [6"Aura] Last one Augment Turn	18" 5+ [9+] Hex, Missile, Instant Damage	7+ [12+] 18" [6"Aura] Last one Augment Turn	8+ [12+] 18" [6"Aura] Last one Augment Turn
The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).	The target gains Distracting and Hard Target.	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.
Divination	Divination	Divination	
5 Unerring Strike	6 Portent of Doom	A Guiding Light	
18" 7+ [10+] Hex, Missile, Instant	8+ ^{24"} Permanent	12" Last one Turn Augment	

The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.

Damage

When calculating Combat Score, a side with units containing at least one model affected by the spell suffers –X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models.

A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.

Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more

than once per Magic Phase.

