Divination	Divination	Divination	Divination
1 Know Thy Enemy (7+> {12+}	2 Fate's Judgement 18" <5+> {9+} Hex, Missile, Instant Damage The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).	3 Scrying <7+> {12+} Augment Augment Turn The target gains Distracting and Hard Target.	4 The Stars Align <8+> {12+}
Divination	Divination	Divination	
5 Unerring Strike	6 Portent of Doom	A Guiding Light	

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	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.

