Divination

1	Know Thy Enemy			
7+ [12+]	AugmentRange 18" [6"Aura]	One Turn		
The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.				

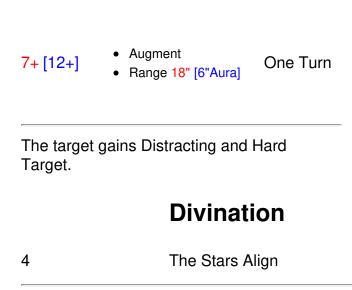
Divination

2	Fate's Judgement	
5+ [9+]	 Hex Missile Damage Range 18" 	Instant

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).

Divination

3 Scrying



8+ [12+]

• Augment
• Range 18" [6"Aura]

One Turn

The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.

Divination

5 Unerring Strike

- Hex
- Missile
- Damage
- Range 18"

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

Divination

6 Portent of Doom

8+HexRange 24"

Permanent

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.

Divination

A Guiding Light

• Augment

• Range 12"

One Turn

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.













