# Divination

1	Know Thy Enemy		
<7+> {12+}	<ul> <li>Augment</li> <li>Range &lt;18"&gt; {6"Aura}</li> </ul>	One Turn	
The target gains Agility.	s +2 Offensive Skill, +2 Defensiv	ve Skill, and +2	
	Divi	nation	
2	Fate's Judgement		
<5+> {9+}		<ul><li>Hex</li><li>Missile</li><li>Damage</li></ul>	
		Range 18"	

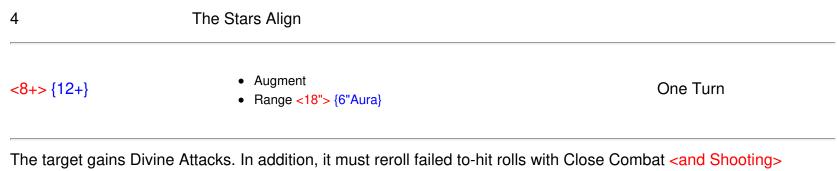
The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

### Divination

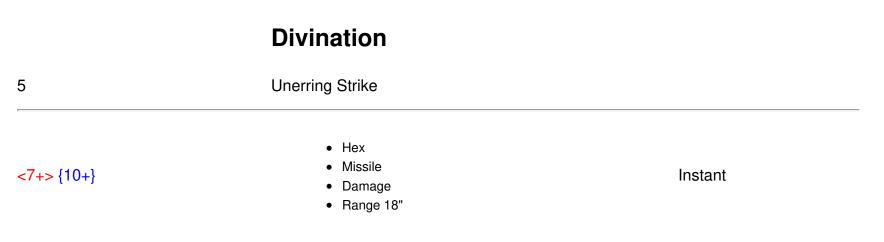
3 Scrying

The target gains Distracting and Hard Target.

#### Divination



Attacks.



The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, **Divine Attacks and Magical Attacks**.

#### Divination

• Hex

• Range 24"

6	Portent of	Doom
0		

8+

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

One Turn

• Range 12"

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.













