## Divination

0 Scrying Augment One Turn 7+ [10+] • Range 18" [6"Aura] The target gains Distracting and Hard Target. Divination Fate's Judgement 1 • Hex Missile 7+ [10+] Instant • Damage Range 18"

The target suffers D3[D6] hits that wound automatically, with no Ward or Regeneration Saves allowed.

## Divination

2 Know Thy Enemy

8+ [12+]
Augment
Range 18" [6"Aura]
One Turn

The target gains +2 Weapon Skill and +2 Initiative.

#### Divination

3	The Stars Align	
9+ [12+]	<ul> <li>Augment</li> <li>Range 18" [6"Aura]</li> </ul>	One Turn

The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks.

## Divination

4 Look to the West

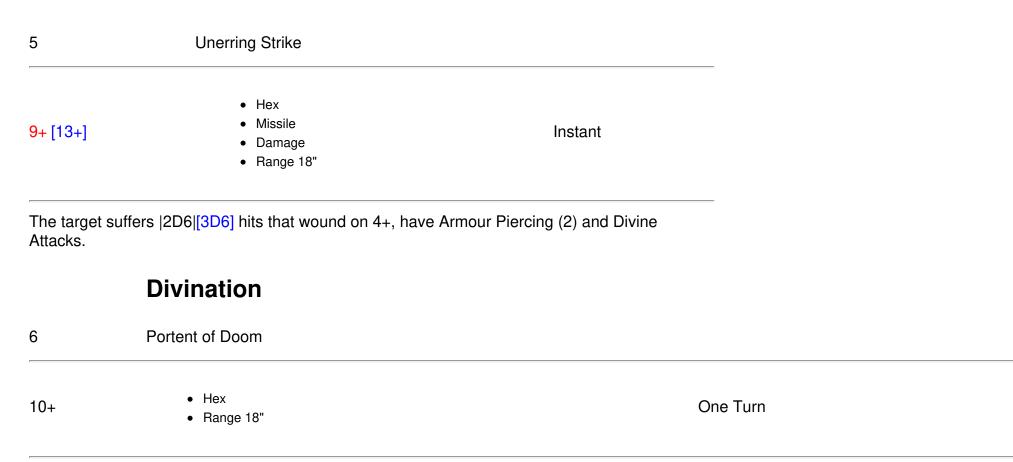
AugmentRange 18"

9+

One Turn

The target gains Stubborn and Immune to Psychology.

#### Divination



At the start of the following phases, roll a D6, plus one extra D6 for each Character in the unit. If one or more dice result in a '6', the target cannot perform the corresponding action this Phase. Declare Charges sub-phase: Declare Charges. Remaining Moves sub-phase: March Move. Magic Phase: Cast Spells. Shooting Phase: Shoot.

# Divination

A Guiding Light

- Augment
- Range 18"

One Turn

When the target takes a Leadership Test, roll an additional D6 and remove the highest D6 rolled. A unit cannot be affected by this spell more than once per Magic Phase.















