Divi	nation	Di	vination		Divination		Divination
1 Know Thy Enemy		2 Fate's Judgement		3 Scrying		4 The Stars Align	
<7+> {12+} Augm Range <18";	()na IIIrn	<5+> {9+}	Hex Missile Instant Damage ange 18"	<7+> {12+}	Augment Range <18"> {6"Aura}	<8+> {12+} Ra	Augment nge <18"> {6"Aura} One Turn
The target gains +2 Offensive S and +2 Agi		The target suffers <1D3: automatically with Armour Attacks, with no Special S Armour Saves	Penetration 0 and Magical Saves allowed (note that	The target gai	ns Distracting and Hard Target.	reroll failed to-hit r	ine Attacks. In addition, it must olls with Close Combat <and oting> Attacks.</and
Divi	nation	Di	vination		Divination		
5 Unerring Strike		6 Mirror of the Veil		A Guiding Light			
<7+> {10+} Mis	sile Instant age	(/+)/1()+(ex Permanent 9"){6" Aura}		ange 12" One Turn		
The target suffers <2D6> {3D6 with Armour Penetration 1, Magical Atta	Divine Attacks and	The target gains Magic R applied to frie		spell are A unit cannot be a	units with all models affected by the subject to Minimised Roll. ffected by this spell more than once per Magic Phase.		

