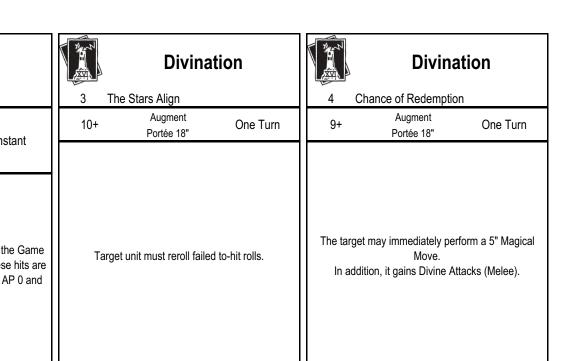
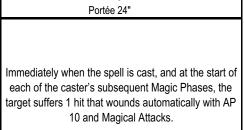
Divination			Divination			
1 Fo	resight		2 Fa	ite's Judgement		
7+	Augment Replicable Portée 18"	One Turn	6+	Hex Missile Damage Portée 24"	Ins	
The target gains +Y Def and +X Off, where "X" and "Y" depend on the Game Turn number when the spell was cast.  • Game Turn 1-2: +0 Def and +4 Off • Game Turn 3-4: +2 Def and +2 Off • Game Turn 5-6: +4 Def and +0 Off  No model or unit can be affected by more than one instance of this spell simultaneously.			The target s Turn number	The target suffers D6+X hits, where "X" is the Turn number when the spell was cast. These set to wound on 4+ and are resolved with Al Magical Attacks.		
Divination		Divination				
5 Ine	escapable Doom Hex		6 Au	ugury of Dispair Hex	One	
11+	Missile Damage	Permanent		Portée 36"		





No model or unit can be affected by more than one instance of this spell simultaneously.

ne Turn

The target suffers −3 Off, −3 Agi (to a minimum of 1), and treats all Terrain Features as Dangerous Terrain, including Open Terrain.

