| Divinazione   | Divinazione   | Divinazione                                      | Divinazione  |
|---|---|--|--|
| 1 Conosci il tuo nemico   | 2 Fate's Judgement  | 3 Scrutare                                       | 4 Le stelle si allineano   |
| Augment 7+ [12+] Gamma 18" One Turn [6"Aura]                                | Hex  5+ [9+]  Missile Damage  Gamma 18"   | Augment 7+ [12+] Gamma 18" One Turn [6"Aura]     | Augment 8+ [12+] Gamma 18" One Turn [6"Aura]   |
| The target gains +2 Offensive Skill, +2<br>Defensive Skill, and +2 Agility. | 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). | The target gains Distracting and Hard<br>Target. | The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks. |
| Divinazione   | Divinazione   | Divinazione                                      |  |
| 5 Colpo infallibile   | 6 Presagio di morte   | UN Luce guida                                    |  |
| Hex 7+ [10+] Missile Instant Damage   | 8+ Hex Permanent Gamma 24"  | Augment One Turn<br>Gamma 12"                    |  |

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

Gamma 18"

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.

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.

