5	Your N	
	-	

Divinazione

nosci il tuo nemico	
 Augment Gamma <18"> {6"Aura} 	One Turn
Offensive Skill, +2 Defensive	Skill, and +2
Divi	nazione
Fate's	Judgement
•	Hex Missile
•	Damage Gamma 18"
	 Augment Gamma <18"> {6"Aura} Offensive Skill, +2 Defensive Divit Fate's

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).



Divinazione

Scrutare

3

<7+> {12+} • A • G	ugment amma < <mark>18"> {6"Aura}</mark> One Turn	
The target gains D	stracting and Hard Target.	
	Divinazione	
4	Le stelle si allineano	
<8+> {12+}	 Augment Gamma <18"> {6"Aura} 	One Turn
The target gains D Attacks.	vine Attacks. In addition, it must reroll failed to-hit rolls	with Close Combat <and shooting=""></and>
	Divinazione	
5	Colpo infallibile	

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

Instant

• Hex • Missile

• Damage • Gamma 18"

<7+> {10+}

	Divinazione	
6	Presagio di morte	
8+	HexGamma 24"	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.



Divinazione

UN

Luce guida

AugmentGamma 12"

One Turn

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.













