Divinazione	Divinazione	Divinazione	Divinazione
1 Conosci il tuo nemico	2 Fate's Judgement	3 Scrutare	4 Le stelle si allineano
7+ [12+] Augment One Turn Gamma 18" [6"Aura]	Hex 5+ [9+] Damage Missile Instant	7+ [12+] Augment One Turn Gamma 18" [6"Aura]	8+ [12+] Augment One Turn Gamma 18" [6"Aura]
The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.	Gamma 18" 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 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 Gamma 18"	8+ Hex Permanent Gamma 24"	Augment One Turn Gamma 12"	
The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical	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.	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.

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.

with Armour Penetration 1, Divine Attacks and Magical

Attacks.

