Divination

1 Know Thy Enemy

<7+> {12+}

• Augment

• Range <18"> {6"Aura}

One Turn

The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

Divination

2 Fate's Judgement

<5+> {9+}

Hex

Missile

Damage

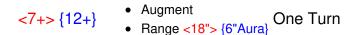
• Range 18"

Instant

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).

Divination

3 Scrying



The target gains Distracting and Hard Target.

Divination

4 The Stars Align

• Augment
• Range <18"> (8+> {12+})

• Range <18"> (6"Aura)

The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.

Divination

5 Unerring Strike

<7+> {10+}

• Missile
• Damage

• Range 18"

Hex

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

Divination

6 Mirror of the Veil

(7+){10+}

• Hex
• Range (18"){6" Aura}

Permanent

The target gains Magic Resistance (3) that is also applied to friendly spells.

Divination

A Guiding Light

- Augment
- Range 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.













