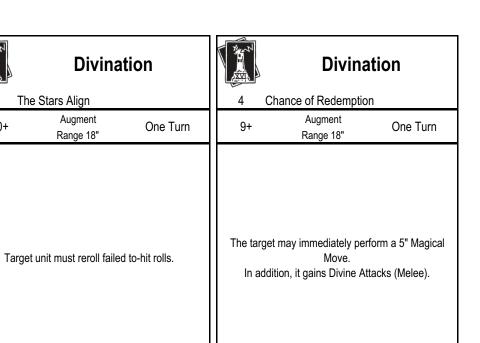
Divination		Divination 2 Fate's Judgement			
1 Foresight					
7+	Augment Replicable Range 18"	One Turn	6+	Hex Missile Damage Range 24"	Instant
The target gains +Y Def and +X Off, where "X" and "Y" depend on the Game Turn number when the spell was cast. • Game Turn 1-2: +0 Def and +4 Off • Game Turn 3-4: +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 suffers D6+X hits, where "X" is the Game Turn number when the spell was cast. These hits are set to wound on 4+ and are resolved with AP 0 and Magical Attacks.		
Divination 5		Divination			
5 In 11+	escapable Doom Hex Missile Damage	Permanent	11+	gury of Dispair Hex Range 36"	One Turn



Divination

The Stars Align

10+

Augment

Range 18"

Damage

Range 24"

Immediately when the spell is cast, and at the start of each of the caster's subsequent Magic Phases, the target suffers 1 hit that wounds automatically with AP 10 and Magical Attacks.

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

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

