Divination	Divination	Divination	Divination
1 Know Thy Enemy Augment <7+> {12+} Range <18"> One Turn {6"Aura}	2 Fate's Judgement Hex <5+> {9+} Missile Damage Instant	3 Scrying Augment <7+> {12+} Range <18"> One Turn {6"Aura}	4 The Stars Align Augment <8+> {12+} Range <18"> One Turn {6"Aura}
The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.	Range 18" 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).	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.</and>
Divination	Divination	Divination	
5 Unerring Strike Hex Align Align	6 Mirror of the Veil Hex (7+){10+} Range (18"){6" Permanent Aura}	A Guiding Light Augment Range 12" One Turn	

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

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

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.

