Know Thine Enemy

CV	*Type*	*Duration*
5+	Range	Inst.

Effect

Choose a friendly unit within 18 of the caster. The chosen unit gains +2 Offensive Skill and +2 Defensive Skill. The effects last until the start of your next Magic Phase.

Fate's Judgement

CV	*Type*	*Duration*
5+	Range	Inst.

Effect

Choose an enemy unit within 18 and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3 hits that wound automatically with AP 0.

Scrying

CV	*Type*	*Duration*
7+	Range	Inst.

Effect

Target a friendly unit within 18 of the caster. Melee and Shooting Attacks against the target unit suffer a –1 To-Hit penalty. The effects last until the start of your next Magic Phase.


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