Divinazione	Divinazione	Divinazione	Divinazione
1 Conosci il tuo nemico	2 Fate's Judgement	3 Scrutare	4 Le stelle si allineano
Augment <7+> {12+} Gamma <18"> One Turn	C5+> {9+} Instant Damage	Augment <7+> {12+} Gamma <18"> One Turn	Augment <8+> {12+} Gamma <18"> One Turn
The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.	Gamma 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>
Divinazione	Divinazione	Divinazione	
5 Colpo infallibile	6 Presagio di morte	UN Luce guida	
Hex	O. Hex Darmanant	Augment	

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

Missile

Damage Gamma 18" Instant

<7+> {10+}

8+ Hex Permanent Gamma 24"

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.

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.

Gamma 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.

