Divination	Divination	Divination	Divination
1 Know Thy Enemy	2 Fate's Judgement	3 Scrying	4 The Stars Align
Augment <7+> {12+} Range <18"> One Turn	Hex Missile Damage Range 18"	Augment <7+> {12+} Range <18"> One Turn {6"Aura}	Augment <8+> {12+} Range <18"> One Turn {6"Aura}
The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.	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	6 Portent of Doom	A Guiding Light	
Hex Missile Damage One Damage	8+ Hex Permanent Range 24"	Augment One Turn Range 12"	

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

Range 18"

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.

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.

