## Lore of Mork

0 Mork's Curse

8+ Gamma 18"

Instant

Remains in Play. Whilst this spell is in play, the target enemy unit must re-roll any Armour Save roll of a natural 6.

## Lore of Mork

0 Itchy Nuisance 9+ • Gamma 15" Instant

Until your next Start of Turn sub-phase, the target enemy unit suffers a -D3 modifier to its Toughness and Initiative characteristics (to a minimum of 1).



