

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).			

