

## 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.

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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).



THE IX AGE  
FANTASY BATTLES



WIZARD KING SPELL  
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