

The Liche-King

2000 pts

Vampire Covenant or Undying Dynasties Only
Character, Single model, One of a Kind

	M	WS	BS	S	T	W	I	A	Ld	
The Liche-king	-	5	3	6	6	6	5	4	10	Ridden Monster
Spectral Crew(1)	6	3	-	3	-	-	1	2D6	-	60x100mm base

Armour:

The Black Armor

Undead Special Rules:

Undead
Evoked (1)

Special Rule:

Regeneration (6+)

Undead Incarnate: The model and all units (friendly or foe) with *Undead* special rule within 12" gains *Stubborn*.

Supreme Lord of the Undead: The model must (always) be the General and count as *Hierophant* in Undying Dynasties army.

The Liche-King

Weapons :

The Mortis Blade

Special Rule:

Pathmaster (Evocation)

Undead Special Rules:

Necromantic Aura

Magic:

Wizard Master

Arch-Necromancer: The Liche-King must take 4 learned spells from Evocation, add +1 to the casting and dispel rolls from spells of Evocation. When he rolls on the Miscast Table, you may reroll the Miscast Roll.

Spectral Crew

Special Rule:

Random Attacks (2D6)
Armour Piercing (1)
Ethereal

MAGICAL ITEMS



Staff of Power (Enchanted Items)

At the end of the opponent's Magic Phase you may store a single unused Magic Dice from your pool and (one choice only):

- add this dice to the pool of Magic Dice the next Magic Phase
- gains +1 Attack and Lethal Strike until the end of next Magic Phase*

**affect only The Liche-King's attacks*

The Black Armor (Magical Armour)

Type: Heavy Armour. The model gains a Ward Save (5+).

The Mortis Blade (Magical Weapon)

Type: Hand Weapon. Attacks made with this weapon gain +1 Strength and Multiple Wounds (D3).

Tome of Arcane Knowledge (Arcane Item)

The model must generate:

- 1 spell from Occultism
- 1 spell from Cosmology
- 1 spell from Shamanism
- 1 spell from Witchcraft
- 1 spell from Divination

If this item is destroyed, he cannot cast this Spells this game anymore.