



• WARSCROLL •

RADUKAR THE BEAST



Overwhelmed by his wrath, Radukar has undergone a terrifying transformation. The bestial monster within has come to consume the vampire almost entirely, and he now fights with a raw and brutal fury, his ferocious howls ringing through the night.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood-slick Claws	2"	6	3+	3+	-1	2
Piercing Blade	1"	6	3+	3+	-1	D3

DESCRIPTION

Radukar the Beast is a named character that is a single model. He is armed with Blood-slick Claws.

If this model is included in a Soulblight Gravelords army with the **VYRKOS DYNASTY** lineage keyword, this model is treated as a general in addition to the model that is chosen to be the army general.

COMPANION: Radukar the Beast is accompanied by 2 Vyrkos Blood-born that attack with their Piercing Blades. For rules purposes, they are treated in the same manner as a mount.

ABILITIES

Bounding Charge: *Radukar's bestial form allows him to lope at shocking speed towards the enemy.*

This model can run and still charge later in the same turn.

The Hunger: *Soulblight creatures crave the taste of blood and are empowered when they drink deep from the veins of defeated foes.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that phase, you can heal up to D3 wounds allocated to this model.

Supernatural Reflexes: *In his more bestial state, Radukar's predatory instincts are honed to a razor's edge, rendering him almost impossible to strike.*

Subtract 1 from hit rolls for attacks that target this model.

Unleashed Ferocity: *The Beast's unnatural strength gives him terrifying power in melee combat.*

If the unmodified hit roll for an attack made with this model's Blood-slick Claws is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

COMMAND ABILITIES

Call to the Hunt: *Radukar charges into the fray, calling upon all to cut down the foe before them.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly model with this command ability that made a charge move in that turn. Add 1 to the Attacks characteristic of melee weapons used by friendly **SOULBLIGHT GRAVELORDS** units wholly within 18" of that model until the end of that phase. The same unit cannot benefit from this command ability more than once per phase.

Mustering Howl: *Radukar's howl is instantly recognisable. When released in the midst of battle, the resounding cry is met with an echoing chorus from his lupine kin.*

You can use this command ability once per battle at the end of your movement phase. If you do so, you can add 1 unit of 10 **DIRE WOLVES** to your army. The unit must be set up wholly within 12" of this model and more than 9" from all enemy units.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT GRAVELORDS, VYRKOS DYNASTY, HERO, VAMPIRE LORD, RADUKAR THE BEAST