

# Minotaur Brute

**May be Hired By:** Beastmen, Warriors of Chaos

## Minotaur Brute

90gc to hire

Starting Experience: 32

Race: Minotaur

Skills: Combat, Strength, Gifts

M	WS	BS	S	T	W	I	A	Ld
5	3	2	4	4	3	3	1	7

## SPECIAL RULES

### Cause Fear

**Huge (1 Hero slot; 1 Henchman slot):** A Minotaur Brute takes up one hero slot and one henchman slot as well (*i.e. it counts as two members of the warband; counts as two models for the purposes of Rout tests; takes up two spaces in deployment combat groups, etc...*).

**Cannot Break:** Cannot voluntarily leave close combat.

### Cannot Hide

**Horns:** Warrior gets +1 Strength the turn he charges.

**Cloven Hooves:** May re-roll failed *jump down* tests.

**Bloodgreed:** Whenever a warrior with this rule takes an enemy *out of action* with a close combat attack, this warrior immediately gains another attack with the same weapon that may be directed at any enemy within 1" of him. Warriors with this rule can gain multiple attacks during the same turn if he takes multiple enemies out of action. Additionally, any warrior with this rule that takes an enemy *out of action* in close combat *cannot* make any Free Hack attempts until the start of his next turn.

## EQUIPMENT PROFICIENCIES

### Close Combat Weapons

Hand Weapon

Great Weapon

### Missile Weapons

Throwing Axes

### Armor

Light Armor

Shield

**Minotaur racial max stats:**

WS - 8

BS - 4

S - 6

T - 5

W - 3

I - 7

A - 2

Ld - 7