

# Minotaur Infantry

**POINTS: 175+options**

An opportunistic Chaos Space Marine commander knows a successful combination when he sees it, and when Techra the Executioner came across a feral planet inhabited by massive, aggressive humanoids that made Ogryn appear downright civilized, he made a quick slave run, filling his hold with a few dozen of the horned creatures for cannon fodder in the next invasion. What was unexpected was that the "Minotaurs" (as they called themselves) actually thrived in the type of combat seem in the 41<sup>st</sup> millennium. Since that time Techra has made himself quite a fortune supplying these beasts to other Chaos Lords; the fact that the Minotaurs are also willing to pay for the opportunity is just another bonus.



MINOTAUR INFANTRY										
	Points	WS	BS	S	T	W	I	A	Ld	Save
<b>Minotaur</b>	35	5	3	4	4	3	4	2+1	10	4+
<b>Doom Bull</b>	+55	6	4	5	5	3	5	3+1	10	3+

Name	Range	S	AP	Special
Scrap Launcher	36"	6	4*	Assault 1, Blast
Assault Ripper	18"	5	5	Assault 3
Heavy Flamer	Template	5	4	Assault 1

\*A scrap launcher has -1 to the vehicle damage chart unless the target vehicle is open-topped.

**Unit Type:**

- Infantry

**Number/squad:**

- 5 Minotaurs

**Weapons/Equipment:**

- Two close combat weapons

**Options:**

- Up to five additional Minotaurs may be added to the unit at 35 points each.
- One Minotaur may be upgraded to a Doom Bull for +50 points.
- Any Minotaur may exchange one close combat weapon for:
  - A gladiator weapon for +5 points per model
  - A heavy cleaver for +10 points per model
  - An Assault Ripper for +5 points per model.
- One Minotaur may exchange one martial close combat weapon for a Scrap Launcher or a Heavy Flamer for +15 points.

**Special Rules:**

- Alpha Bull: The Doom Bull is an Independent Character. If attached to a unit of Minotaurs, the Minotaurs may use the Doom Bull's weapon skill and ballistic skill. The Doom Bull has the same weapon options as the Minotaurs (save the Scrap Launcher), but need not be equipped identically.
- Martial Prowess: All Minotaurs have the *Furious Charge* special rule. Some Minotaurs specialize in gladiatorial combat with a variety of cruel spiked gauntlets or barbed nets. A gladiatorial weapon bestows the Rending rule. A heavy cleaver is a massive two-handed axe, usually electrified or enchanted in some manner. All wounds inflicted by a heavy cleaver ignore armor saves.
- Children of Chaos: Whether the Minotaurs were birthed in the Warp or created by an angry sorcerer is unknown, but the only truth that matters is that their anger and fury disrupts the concentration of any nearby psykers. Any psyker, friend or foe, that takes a psychic test within 12" of a Minotaur or Doom Bull must take the test on 3D6, and suffers a Perils of the Warp attack on any roll of double 1 or double 6.