

Weapon Skill – 30
Ballistic Skill – 05
Strength – 10
Toughness – 20
Agility – 35
Intelligence – 10
Perception – 35
Willpower – 20
Fellowship – 05

Skills:

Survival (0) Awareness (+10) Dodge(0) Acrobatics(0) Stealth(0)

Talents:

Frenzy:

May spend one full round to enter Frenzy gaining +10 bonus to Weapon Skill, Strength, Toughness, and Willpower, but suffering a -20 penalty to Ballistic Skill, Intelligence, and Fellowship and is immune to Fear, Pinning, Stunning effects, and the effects of Fatigue; he cannot Parry, retreat, or flee. He remains Frenzied for the duration of the combat, and cannot use psychic powers while Frenzied. After combat ends can make a Willpower test to snap out and cannot Frenzy again for at least an hour.

Normal: The Minion may choose 7 Talents none of which can be greater than Tier 2.

Double Team:

Gain additional +10 for outnumbering opponent.

Disarm:

As a Full Action, may make an Opposed Weapon Skill test and force opponent to drop weapon. If 3 or more DoS, can steal weapon.

Nowhere to Hide:

Can add DoS from the attack to reduce armour value of cover.

Hatred(Orcs):

Gain +10 bonus to attack Weapon Skill tests. Must make a Challenging (+0) Willpower test to retreat or surrender.

Takedown:

Make special attack to stun opponent.

Resistance(Cold):

Gain +10 bonus to particular resistance test.

Traits:

FLYER (3)

A creature with this trait has the natural ability to fly, whether with broad leathery wings, strange Warp energies, or inflatable gas sacs. The number in parenthesis (X) indicates its speed when flying. This number replaces the creature's Agility Bonus for movement Actions. For more details on flying, see Chapter I: Playing the Game.

BESTIAL

A creature with this trait is animalistic, tending to behave instinctively rather than rationally. No matter how high its Intelligence score is, it is still bestial. A creature with this trait never needs to make a Survival Skill Test whilst in its natural habitat. Unless starving or desperate, a bestial creature must make a Willpower Test when frightened, startled or injured. On a failed test, the creature flees.

UNNATURAL CHARACTERISTIC (3) (Perception) One or more of the creature's Characteristics is unnatural. This is indicated by a number which is then added directly to the creature's Characteristic Bonus. For example, a creature with a Strength of 41 normally has a 4 Strength Bonus. If the creature had Unnatural Characteristic Strength (3) then its Strength Bonus increases to 7 (4+3). A creature may have this Trait more than once. Each time, it is applied to a new Characteristic. In addition, whenever someone with an Unnatural Characteristic succeeds on a Test utilizing that Characteristic, they gain a number of bonus Degrees of Success equal to half of their Unnatural Characteristic.

NATURAL WEAPONS This creature has sharp claws, teeth, spines or some other natural weapon with which it can slice and dice its foes. It counts as being armed even when not wielding weapons. Its attacks deal 1d10 points of Damage plus its Strength Bonus. The creature may make attacks with its Natural Weapons using its Weapon Skill, though it cannot parry with its natural weapons, nor can it be disarmed—unless, of course its limbs are hacked off ! (In general, creatures with Natural Weapons are immune to the Power Field quality, as it's assumed they have enough teeth, claws, or spines to ignore a few being removed.) Natural weapons have the Primitive (7) Special Quality, unless stated otherwise in the profile.

DARK-SIGHT A creature with this trait sees normally even in areas of total darkness, and never takes a penalty for fighting in areas of dim or no lighting.