



# KOGGO



**GOBLIN**

**UNIQUE HERO**

**ARCHER**

**SKITTISH**

**TORIL**

**SMALL 4**

**3**  
LIFE

 **5**

 **6**

 **1**

 **3**

POINTS  
**45**

## CLEAR SHOT

When attacking a figure that is not engaged, Koggo rolls 1 additional attack die.

## COWER

After Koggo rolls defense dice against a normal attack from an opponent's figure, you may move Koggo up to 3 spaces, and Koggo no longer has any visible Hit Zones for the duration of the attacking figure's turn while he remains unengaged. Koggo will never take any leaving engagement attacks while using Cower.



UTGAR

# KOGGO

## C3V

Yngvild's Vision  
7 of 19



5



6



2



3

