





KOGAN

MINOTAUR WARRIOR

MOV	AGI	RES	MEL	MAG	RNG
3	3	0	7	-	6

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
17	18	20

SOUL HARVEST **2**

	Cost	Reach	Glance	Solid	Crit
 Chainsaw	1AP	1	2	3	5
 Blunderbuss	1AP	3	3	4	5

COMMON INNATE ABILITIES

Armour Piercing (*Blunderbuss*); Regeneration (2)

Power Shot (1♣ +1♠) - [*Manoeuvre*] Enemy damaged by *Blunderbuss Attack* suffers knock down.

Sustained Attack (1♠) - [*Manoeuvre*] Enemy damaged by *Chainsaw Attack* takes 1 extra True Damage on a D6 roll of 4+. Repeat this process until 4+ is not rolled or until 3 successful rolls are made.

Battle Cry (1F) - [*Active*] Kogan can re-roll up to 2 attack dice and 1 Sustained Attack roll for each attack action. Expires at the end of this activation.

LEVEL 2 Gain 1 Health **LEVEL 3** Gain 2 Health

Lvl 2: Improved Ammo - [*Innate*] Increase the reach of *Blunderbuss* to 4.

Lvl 3: Buck Shot (1F) - [*Active*] After resolving a *Blunderbuss* Attack, Kogan may make *Blunderbuss* Attacks for (OAP) against up to 2 additional enemies (adjacent to the original target and within *Blunderbuss*' reach). Calculate the attack dice pool for each model separately. Enemies can be hit with **Buck Shot** even if Kogan does not have LoS to them. Expires at the end of this activation.

GODS



CLASS

