

2
COSTM
CLOCKWORK TRAP4
DF0
SP0
WP1
SZ*Peon (4), Construct • Frontier*

Inanimate: This model may not activate and always counts as having activated this turn. During the end phase, this model's owner may choose to kill this model.

"It's A Trap!": When an enemy model ends its activation within 3", one model with this ability may be placed into base contact with it and declare a ⚡ action targeting it.

"My Leg, Ah!": Enemy models that activate within 3" gain a **Staggered** token.

CLOCKWORK TRAP

Attack Actions

Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----

Bear Trap

1"	4	Df	-	1
----	---	----	---	---

This attack has a raise value of 3.

• **Reposition:** Move this model up to 3".