CLOCKWORK QUEEN

MATRIARCH OF THE MACHINE

- COST

6 DF

7 SP

5 WP

2 SZ

Master, Unique, Construct • Ampersand

Repair Bay

Bucket Bot

🛡 **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Creative Salvage: After this model kills a model, it may make a Scheme or Remains marker within 1" of the killed model.

Improvised Tech: This model's **Impact** tokens increase damage by +2, instead of +1.

💧 1 2 3 4 5 6 7 8 9 10 11 12 13 14

CLOCKWORK QUEEN
Matriarch of the Machine

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Clockwork Gauntlets ✍2"	6	**Df**	-	2

This attack has a raise value of 3.

- ☝ **Broken Spring:** *Once per activation. This model deals 1 irreducible damage to itself.* Declare this action again.
- 🦇 **Stagger:** Target gains a **Staggered** token.

	Rg	Skl	Rst	TN	Dmg
Shattered Crystal ✦10"	6	**Df**	-	3

The target and enemies within (Ɏ)2" of it gain a **Staggered** token.

- 🦇 **Coordinated Attack:** Another friendly model may declare a ✍ action targeting the same model.
- 🦅 **Dismember:** Make a Remains marker in base contact with the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚡ **Voltaic Blast**	8"	0	-	6	-

Make a Remains marker within range. All enemies within (Ɏ)2" of the marker must pass a TN 12 **Df** duel or be dealt 2 damage.

- ⬥ **"It Works in Reverse!":** Friendly models within (Ɏ)2" of the marker heal 2.
- 📖 **Arm Up:** A friendly model within 2" of the made marker gains an **Impact** token.

40 mm