

2  
COSTM  
**CLOCKWORK TRAP**4  
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
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### Bear Trap

1"	4	Df	-	1
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*This attack has a raise value of 3.*

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