



2  
COST

# CLOCKWORK TRAP

4  
DF

0  
SP

0  
WP

1  
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".