



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".