



- COST

CLOCKWORK QUEEN

THE PARADOX

5
DF5
SP6
WP2
SZ

Master, Unique, Construct • Ampersand

Trash Heap

Goop



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

Parts on Order: Once per turn. When a Remains marker is made within 6" of this model, this model may remove it after resolving the current action (if any) to infuse a ♦.

Reverse Gyros: After resolving an enemy attack action targeting this model, this model may drain a ♦ to move the attacker up to 6".

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The Paradox

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Explosive Calibration $\dagger 12"$ 7 Sp - X

Choose a Remains marker within 6" of the target.

X is equal to the distance between the target and the chosen marker (maximum 4). Then, remove the marker and make a Remains marker in base contact with the target.

- ◆ **Skim Schematics:** Once per activation. Draw one card for each tactical action printed on the target's stat card.
- **Stagger:** Target gains a **Staggered** token.

Exploit Vulnerability $\dagger 12"$ 6 Df - 2

This model may remove a **Staggered** token from the target. If a **Staggered** token was removed, summon a Self-Repair Bot in base contact with the target.

- ◆ **Critical Strike:** When resolving, this action deals +1 damage to the target.
- **Lost a Wheel:** Make a Remains marker within 4" of the target.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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Quick Weld

8"	0	-	4	-
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Ally only. Target gains an **Improvised Part** token.

- ◆ **"Let Me Take a Look":** Place this model into base contact with the target.
- **Enchant:** Target gains an **Impact** token.