

# Click Clack

Myth . Crustacean

MV CH CD RD AD

AN MYTH WND 7 2 25

29PTS

# HUGE CLAWS - 10 / COMBAT / Base / Fatigue

# HARDEN SHELL - 1

This Model suffers 1 less WND from attacks this turn.

#### ABOMINATION

This Model causes Fear. Madness is gained regardless of whether you pass or fail your Fear test. If passed you may act as normal.

#### SUREFOOTED

This Model ignores difficult terrain when moving.

#### BARNACLES

Models charging or charged by this Model suffer 1 WND.

#### CRABWALK

This Model may make Move Actions while engaged as long as it remains in base contact with all engaged enemy Models. It is also considered to be Base Size 2 when determining the height of the Model for Line of Sight purposes.

#### PROTECT THE MOTHER (FLIP)

If the Dunsmouth Witch suffers 5 or more WND from any single attack, immediately flip this card.



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### ABOMINATION

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#### SUREFOOTED

This Model ignores difficult terrain when moving.

#### BARNACLES

Models charging or charged by this Model suffer 1 WND.

#### CRABWALK

This Model may make Move Actions while engaged as long as it remains in base contact with all engaged enemy Models. It is also considered to be Base Size 2 when determining the height of the Model for Line of Sight purposes.

## PROTECT THE MOTHER (FLIP)

When this Model flips to this side mark the Model that wounded the Dunsmouth Witch. Click Clack gains \*2 to Combat Attacks while targeting the marked Model. does not provoke Disengaging Strikes when targeted by any enemy Model except the marked Model. If the marked Model is slain immediately flip this card.

WND 25