



# EYES AND EARS

2  
COST

4  
DF

7  
SP

3  
WP

2  
SZ



Peon (5), Living • Cadmus

**Demise (Expendable):** After this model is killed, either draw a card or make a Scheme marker in base contact with this model.

**¶ Innocent Bystander:** Attack actions without a TN that target this model gain a TN of 12.

# EYES AND EARS

| Attack Actions | Rg | Skl | Rst | TN | Dmg |
|----------------|----|-----|-----|----|-----|
|----------------|----|-----|-----|----|-----|

|                  |     |   |    |   |   |
|------------------|-----|---|----|---|---|
| <b>Eavesdrop</b> | +6" | 4 | Wp | - | - |
|------------------|-----|---|----|---|---|

*Enemy only.* Target must reveal a random card in their hand. This model may have the target discard that card and draw a card.

• **Social Parasite:** If the revealed card was a •, the target gains a **Parasite** token.

| Tactical Actions | Rg | Skl | Rst | TN | Dmg |
|------------------|----|-----|-----|----|-----|
|------------------|----|-----|-----|----|-----|

|                    |   |   |   |   |   |
|--------------------|---|---|---|---|---|
| <b>"Free Hat!"</b> | - | - | - | - | - |
|--------------------|---|---|---|---|---|

Enemy models in base contact with this model gain a **Parasite** token. Then, kill this model.