



# 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
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<b>Eavesdrop</b>	+6"	4	Wp	-	-
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*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
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<b>"Free Hat!"</b>	-	-	-	-	-
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Enemy models in base contact with this model gain a **Parasite** token. Then, kill this model.