



MOLEMAN

4

COST

4
DF5
SP4
WP1
SZ

Minion (3), Beast • Chimera

Don't Mind Me: The following do not restrict this model from taking the **Interact** action: being engaged, leaving engagement with a **Walk**, and targeting a marker with an enemy in base contact.

MOLEMAN

Attack Actions Rg Skl Rst TN Dmg

Sharp Claws	1"	4	Df	-	1
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This attack has a raise value of 3.

- **Rake the Eyes:** Choose a suit. The target must reveal the top three cards of its fate deck and discard any of the chosen suit. Place the rest back on top of the deck in any order.

Tactical Actions Rg Skl Rst TN Dmg

Tunneling	8"	0	-	7	-
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Target a marker, ignoring LoS. This model may drain a ♦ to target a Strategy marker. Place this model within 1" of the target.

- **Undermine:** Remove an enemy Scheme marker within 2". Draw a card or infuse a ♦.

- **I Can Dig It:** Make a Scheme marker in base contact with this model.