

THE HALF-LIGHT

A

You do not know where you are, but you must head back to the Citadel. A wandering scout nearby could help you.

EFFECT: Place the Maenad in J8 under your control. She has 3 movement points, 0 actions and 1 Lux. She can spend 1 action or 2 Lux to perform a 2-damage attack (3 damage with overload) with a distance of 1 that always hits. This effect remains active until the end of the mission.

GOAL

OBJECTIVE: Make the Maenad destroy 5 shadows.

AT COMPLETION: Reveal B, discard.



THE HALF-LIGHT

B

The wandering scout rewards you with Umbra earned from destroying the shadows.

EFFECT: Destroy the lightstream tiles in M7, L7. You gain 3 actions, 6 Umbra, 5 movement points and 4 Lux.

GOAL

OBJECTIVE: Along with the Maenad, destroy all remaining shadows.

AT COMPLETION: Reveal C, discard.



THE HALF-LIGHT

The longer you stay in the Land of the Night, the more you understand it, even growing able to bend it to your will.

EFFECT: Place 2 Lurkers in H7 and H8. Gain 2 actions, 3 Umbra and the “Shadow Ethologist” card.

GOAL

OBJECTIVE: Make one shadow destroy another.

AT COMPLETION: Victory.

