

# THE MERCIFUL

A

There are some shadows blocking the way to reach the terrorist.

## GOAL

**OBJECTIVE:** Reveal 4 shadows and head back to H3.

**AT COMPLETION:** Reveal B, discard.



# THE MERCIFUL

B

To serve justice to the terrorist, you need your team members. One of them is pinned down by shadows. He needs help.

**EFFECT:** Place Cyclops (as an NPC) in L8. Cyclops has 5 movement points and 3 Lux. You can move Cyclops whenever you wish, but if he ends up adjacent to an undetected shadow, he suffers 2 damage. Gain 4 Lux and 1 action.

## GOAL

**OBJECTIVE:** Get the Cyclops to the land in H3.

**AT COMPLETION:** Reveal C, discard.



# THE MERCIFUL

C

There are too many shadows nearby. Cyclops could help you take them out, but he needs to replenish his reserves to perform a massive strike. Allow him to do this and he will clear the way for you.

**EFFECT:** Gain the “The miracle of Mercy” card, 6 Lux and 1 action. Spending 1 Lux, The Cyclops can now attack a max of 3 times with his impulse cannon.

## GOAL

**OBJECTIVE:** Destroy 6 shadows.

**AT COMPLETION:** Victory.

