DAWN

RISE OF THE Occulites

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DARWIN GAMES

EAGLE GAMES

Preface

Dawn - Rise of the Occulites is the first game in the Rise of the Occulites Saga.
The Saga covers the evolution of the Occulites from small Tribes fighting for survival,
to massive armies, diplomacy and the beginning of industry.

Dawn takes place at the very beginning of the Occulite's evolutionary timescale. At this time the Occulites roam the lands in small Tribes, moving from cave to cave, collecting the precious Sungems to keep them warm during the Long Dark. They fight over territory and resources in an effort just to survive.

Everything that you do in Dawn has been witnessed before by a human called Darwin, who documented the Occulite's evolution for many years. But to go into more detail at this time would be spoiling the story. For more information on the history of the Occulites and their world, read the first part of Darwin's story at:
www.darwin-games.com.au or check out any of the Tribe sections included in
this and future releases. If you'd prefer to jump right into the game turn to page 5.

I wish you as much pleasure playing this game as we had creating it.
Welcome to Dawn

Ben Boersma, April 2013

For my wife Shae and our amazing son Leo. Love you both always and forever equal.

Exploring Dawn

A Guide to where to find things so you don't get lost...

This is a big book! So to help find you way around it, here is a Table of Contents for your reference. Also look at the bottom of each page to find out what it covers.
You will also find throughout the book text within an illustrated wooded frame. This text will be references to the setting's background. The semi transparent white frames hold notes, examples and important but easy to miss rules.

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Introduction to Dawn

Dawn - Rise of the Occulites is a small scale, miniatures boardgame. Each player chooses an Occulite Tribe and competes against each other, recreating pivotal moments in its short history or even leading the Tribe through its evolution, watching it grow and advance over a series of games.
Based on the information gained by the Honorary Professors Charles-Darwin over thirty odd years, this game recreates the struggles that the Occulite Tribes faced in their early days, when they were small and scattered across the land.

Contents Listing

1 Rulebook
28 figures (10 Occulites and 18 Luftles)
1 Game board
18 Terrain Overlays
1 Natural Selection Deck (108 cards)
10 Dice labelled 0 through 9 (0 counts as zero)
12 Sungems
10 Individual Player Boards
50 Dials with mechanisms for Individual Player Boards
2 Tribe Reference Boards
10 Tribal Tokens (5 Tokens for both Palaudis and Hydris)
18 Luftle Reference Cards
20 Luftle Health Tokens (10mm)
1 Condition Track Marker (Glass Bead)
Lots of Assorted Tokens (25mm)
6 Nymphlet Directional Tokens (Triangular Colour Wedges)

Contents Overview

Occulite Figures

These represent the Tribe figures controlled by the players and are sometimes referred to as models.



Game board and Terrain Overlays

This is where the adventures play out. The Terrain overlays and figures are placed on this board.



Natural Selection Deck

These cards help resolve a wide array of situations, such as fights, moving through difficult terrain and using special abilities.



Individual Player Boards

Each Occulite figure has a matching player board which is used to track his or her statistics, as they change throughout a game or a campaign. Turn the dials to keep track.



Tokens

There are a variety of tokens that you will need during your games. Not all tokens are used in every scenario. You can also use them to help create your own custom scenario if you wish.





...and lots, lots more!

Game Setup

1. Choose a Scenario

For your first game, we recommend you use the Introductory Scenario (see page 15).
Once you're familiar with the rules, you can pick any scenario in the Scenarios section of this rulebook, an expansion or one you have downloaded.
Once you are more familiar with the game, the scenarios from the Scenarios section of this rulebook, from expansions or ones you have downloaded can also be played as a campaign.
(see Campaign section, page 43).

2. Choose a Tribe

Each player chooses an Occulite Tribe, takes the corresponding figures and Player Boards, 5 Tribal Tokens, and their Tribe Board.

3. Prepare the Natural Selection Deck

Prepare the Natural Selection Deck as indicated by the scenario. This will usually entail adding a number of Sungem and/or Event cards then shuffling the deck. For some scenarios a more specific setup is required.

4. Place the Game board and follow setup instructions

Place the game board in the centre of the table, and place Terrain overlays and Tokens as indicated by the scenario.

5. Place the Tribes

Place the figures as indicated by the scenario.

Games of Dawn are set in the very early stages of Occulite Evolution. They reflect the first social groupings of Tribes and as such, there are some limitations on how they are composed. These early Tribes often had no more than five Occulites, including a Chief that would make all the important decisions that affected the Tribe.

Theories surrounding this limitation on five have been presented by Charles-Darwin's research and revolve around the concept of Occulites being a very tight knit group. Their belief was that because they had four fingers and a thumb, each hand represented the Tribe, with the fingers representing each member and the thumb being the Chief. This superstition lasted for many years, before changing, but that is another story.

Because of this superstition, games of Dawn are usually played with no more than five Occulites per side. However there are often opportunities to enlist the help of Luftles into your Tribe, which can help swell your Tribe's numbers.

6. Determine who has the Upper Hand

Each player rolls a die. The player who rolls the lowest value has the Upper Hand for the scenario and is designated 1st player. In case of tie, re-roll. In Dawn - Rise of the Occulites, rolling low is always better, with the 0 on the dice counting as zero.

7. Draw cards

Each player draws 7 cards from the Natural Selection Deck. If you draw Sungem or Event cards, discard them and draw replacement cards, then unless the Scenario indicated a special Natural Selection setup, shuffle the deck along with the possibly discarded cards. (For more info, see Cards section, pages 7 and 8).

Playing the Game

The game is played over a number of rounds. During a round, both players take a turn in activating some of their models and carry out actions with them. Each round is divided in 3 phases:

1. First player's turn

The player who has the Upper Hand for the scenario chooses a card from his hand to play and activates the number of figures that the card allows (this varies from one to four). See Player turn section, page 9.

2. Second player's turn

The second player then does the same.

Note: In some scenarios, there are creatures or situation which are played by the game mechanics. Rules for these special scenarios are covered in the relevant scenario descriptions.

3. End of round

Any effects that end or resolve at the end of a round do so now. These can include Predator movement, Events or any number of things.
Play successive rounds this way, until the objectives for the scenario have been met.

Your Tribe... Just Your Average Occulite

Genetic Blueprints

There are many different creatures living in Dawn in addition to the Occulites, each having a different set of abilities and skills. To represent these differences across species (and even Tribes), each creature is defined by five characteristics, plus possible Special Abilities.

In Darwin's notes, he mentions that all Occulites start life out with an identical Genetic Blueprint before their environment and experiences shape them.

You start the game with a tribe of five Occulites, each having the Genetic Blueprint listed below. This information can be tracked on each figure's Individual Player Board. One Occulite in each Tribe is the Chief, and will have special skills that are only usable by him (or her).

AW	S	A	D	H	ABILITIES
2	6	4	4	5	None in the Core Game



Here you will find explanations of each of the different statistics and what they mean.

Awareness (AW):
How many actions the miniature may take when it is activated. This is an indication of how aware the creature is of its surroundings and how quickly it reacts.

Speed (S) :
How many spaces the miniature may move when taking a Move action. This is an indication of how fast and far the creature moves.

Attack (A) :
This is an indication of how powerful and effective the creature is when attacking.

Defence (D) :
This is an indication of how effective the creature is at defending itself from attacks and its environment.

Health (H) :
This stat can change over the course of the game as the miniature is injured by other creatures or the environment. When a figure's Health reaches zero, it usually dies and is removed from the table. This is an indication of how healthy or robust the creature is.

Special Abilities (ABILITIES) :
This is an indication of which, if any Special Abilities the miniature has. This can change depending on which Tribe you are playing and if you are playing a campaign or a one-off match.

Chief Occulite

The Chief Occulite starts each game with 5 Tribal Tokens. A token may be discarded at any time during the game to do one of the following things:

Every Tribe, whether new or old, contains a Chief Occulite who is head of the Tribe. Darwin noted that they make all the Tribe's decisions. The Tribe's survival is therefore the Chief's sole responsibility.

- Change an Aggressive card to a Defensive card or a Defensive card to an Aggressive one, while keeping the same value.
- Draw 3 cards from the Natural Selection Deck and choose the best for a particular situation. This may be used whenever you would normally draw 1 card from the Natural Selection Deck for a test or when Letting Nature Take Its Course (see page 9).
- Give any Occulite within 12 spaces a +1 to its Awareness for that turn only (this can include the Chief itself)
- Use a card effect on a card already committed to a combat.
- Advance an Occulite 1 extra space on the Reborn Track (Advanced Game only)

Only one Tribal Token may be spent on each **Occulite** per turn. Once used, a token may not be used again until the next game. These tokens are spent by the Chief, but can be used on any Occulite in your Tribe. They may not be used on Luftles unless you have a Special Ability that states otherwise.

Note: If at any time the Chief Occulite is not on the board, any cards played to Activate figures count as one less to a minimum of 1 (so an Activate 3 card would actually count as an Activate 2. Activate 1 cards still count as Activate 1) and you may NOT use any Tribal Tokens.

Natural Selection Deck Card Breakdowns

Here we will go over the different types of cards present in the game and explain their uses.

Regular Natural Selection Deck Card

This card is the most commonly found card in the Natural Selection Deck. There are two types of these, Aggressive (when the Red number on the Spearhead is largest) and Defensive (when the Blue number on the Shield is largest).



1. Card value and type

This number is used for a range of things including resolving Combat and Breakaway actions, Hiding, Awareness Tests and interactions with Terrain Overlays. The larger number is the card's 'Value' and indicates what type of card it is: Aggressive  or Defensive .

2. Activate value 

This number indicates how many figures a player can use on his turn.

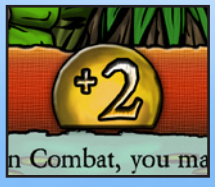
3. Card Effect Title

This is the name of the Card Effect. The image below this banner is representative of its title.

4. Card Effect

Effects can be played to modify different aspects of the game. Look to the opening of the sentence to see when you can play it. The card in this example can be played "Before a Combat".

Boost Natural Selection Deck Card



This card is the second most commonly found card in the Natural Selection Deck. It is signified by the Yellow Circle behind the number in middle of the centre banner of the card. It operates exactly the same as a Regular Natural Selection Deck Card, except that the number with the + next to it is the number of dice that can be added to an already played card. You can also use a Regular Natural Selection Card that is the same value as one you played in a Combat as a Boost card. For more information see Page 8.

Event Cards

These cards can be identified as they has no numbers in the top left hand corner and does not count as Aggressive, Defensive or Boost. Unlike Regular and Boost cards, Event cards are revealed and resolved immediately upon drawing them. In the Base set they come in Generic Event (bottom left) and Sungem (bottom right) varieties.



1. Text

This text is immediately resolved as soon as this card is drawn.

2. Illustration

There are eight Event Cards in this Base set that have an illustration of a Puscual on them (left). This image will be found on every Event card asking you to check the Scenario Description to see what happens.

There are six Sungem Event Cards that have an illustration of a Sungem on them (right). This image will always result in a Sungem being placed immediately.



Natural Selection Deck Card Explanation

The Natural Selection Deck is used to resolve many different situations that may arise during a game of Dawn. It gives you, the player, control over your Tribe's destiny. Careful card play will give you the advantage over your opponent.
The cards are split into the three categories listed below.

Regular Cards

Cards that have their larger number on the icon are Aggressive cards and cards that have their larger number on the icon are Defensive cards.
Regular cards can also be played as Boost cards, on top of another Regular card of the same value. Regular cards also have Effects on them.

Boost Cards

Cards with a icon are Boost cards. They can be played on top of any other Regular card and adds to its total.

Event Cards

Cards without an icon and number are Event cards. These can include generic Event Cards (with a Puscual illustration) or Sungem Event Cards (with a Hiden Sungem illustration).
They are played and resolved as soon as they are drawn during the game.

Explaining Boost Cards

Boost cards appear in two different forms. You have your regular Boost cards with the icon, but you also have the ability to play a regular card as a Boost card as well. To do this, it must be of the same value of the card you played originally. If this also matches the type of card, it is better again. Refer to the table below for a clear explanation with examples.

Initial Card Used	Card Used as Boost	Result	Example
		X+Y	6 + 2 = 8
		X+Y	8 + 2 = 10
	Same value	X+2	6 + 2 = 8
	Same value	X+1	6 + 1 = 7
	Same value	X+2	8 + 2 = 10
	Same value	X+1	8 + 1 = 9

Using the Card Effect on cards

To be able to utilise the Effect of a card, you must be able to satisfy the trigger that is listed at the start of the Effect's description. Some triggers are 'When Attacking', 'When Defending', 'After a Combat', 'When Activated'. You may not utilise a card's Effect if the trigger is not applicable. Effects, when triggered are resolved immediately. You may only ever use one Card Effect during a Combat sequence.

You can use a Card Effect from a card already committed (by spending it for its Activation or Value) by spending a Tribal Token.

Example : You used a Boost card in combat to increase the number of dice you roll. Before rolling, you want to spend a Tribal Token to utilise the Effect on this card (as the card has already been played for the Boost value). You check the trigger and it says "HEAL - When you activate...". You cannot utilise this Effect at this time as you are currently in a combat. You could have used the trigger at the very start of that figure's activation, before taking any actions with it.

Finding the right time to trigger Effects will give your Tribe the advantage it needs in Dawn.



Core Rules
The Foundation of the Game

The full game of Dawn: Rise of the Occulites is a thematically rich game, full of a wealth of choices each turn. We think it's fantastic fun to play, but if you're just starting out with Dawn, it can be rather intimidating.

We recommend that for your first few games, you use these Core rules. As the name suggests, these introduce the core concepts of Dawn: Rise of the Occulites and simplifies or ignores more advanced rules. The Advanced and Campaign sections in this rulebook build on the Core rules, creating a richer gameplay experience and giving you more options each turn.

Do you have to use the full rules I hear you ask? No, of course not! The game has been designed in layers, so peeling back a few of these layers and playing a simplified version will still be fun, rewarding and exciting. Some players will never feel the need to delve into the advanced or campaign rules - and that's fine! It's your game to enjoy!

Player Turn

This section will take you through how a Player Turn plays out and what options are available to you.

Start of a Player Turn

At the start of each turn, the player first has to either play a card from his hand or Let Nature Take its Course. Now is also the time when a player can use a Card Effect that has the Trigger "At the start of your Turn".



Play a card from the hand

The player chooses a card from his hand to play.
The Activate value on the card indicates how many of his figures he can use on this turn.
The other icons and values are ignored here.
Example: If you play a card that had Activate 2 on it, you can use two figures this turn.

Let Nature Take Its Course

If a player has no cards in hand at the beginning of the turn, or if they don't want to play a card from their hand, the player draws and then MUST play the top card from the Natural Selection deck.
The Activate value on this card indicates how many of their figures that player can use on this turn.
If a player draws a Sungem or Event card, the card is resolved immediately and they then draw another card, utilising its Activate value. If it is another Sungem or Event card, resolve it and draw again.

Activating a Figure

Each figure can only be activated once per round unless an Effect or Ability states otherwise.

When activated, a figure can perform as many actions as its Awareness statistic (AW). The Awareness statistic of the figure is indicated in the Genetic Blueprint table and tracked on the Player Board. See Genetic Blueprint section, page 6.
Example: A figure with an Awareness of 2, can perform 2 actions when activated.

Actions can include many things, from movement and combat, to replenishing your hand of cards or even healing to name but a few.

A figure's actions must be fully used before beginning the actions of another figure.

You may take the same action more than once as long as you have the Awareness to pay for it.

Any card with the Trigger 'When Activated' may be used once you have selected the figure to activate, but must be used before taking any actions.

Actions

Below is a list of the different actions available during your turn in the Core Rules.

Move – 1 action

Your figure may move 1 space for every 1 point in its Speed statistic (S). The Speed statistic of the figure is indicated in the Genetic Blueprint table or is tracked on the figure's Player Board. See Genetic Blueprint section, page 6.

You may move your figure in any direction. Figures are able to see in all directions around them.

You may use a Card Effect that has the Trigger "While moving" at any point during one of your figure's actual movement.

You can't Move your figure if it's adjacent to an enemy. Instead you have to Break Away (see page 11).

A space may contain only **one Occulite** or **two Luftles** at any time (other creatures and Predators are explained in their respective sections).

Movement can be hampered by the terrain type. To keep things streamlined and to avoid disagreements, every space on a Terrain Overlay regardless of appearance has the effect of that terrain type. This is the same for both the Core and Advanced games. In the Core Game, there are only three different Terrain types, which are explained below.

Clear Terrain

Move 1 space for every 1 point in Speed statistic.



This is represented in the game and its expansions by the Game board spaces themselves, Home Cave Terrain, Elevated Terrain, Rocky Outcrop Terrain and if you are already on The Ridge Terrain.

Difficult Terrain

Move 1 space for every 2 points in Speed statistic.



This is represented in the game and its expansions as Scenic Terrain, Swamps, Rivers, Shallow Water and Luftle Nest. It costs 2 points of Speed to enter The Ridge Terrain overlay.

Impassable Terrain

You may not move through this type of terrain.



This is represented in the game and its expansions by Trees, Deep Water, Lava Flats and Podmothine.

Example: An Occulite with a Speed of 6 may move up to 6 spaces over Clear terrain, or 3 spaces over Difficult terrain (or 1 space over Difficult and 4 spaces over Clear, or any other combination), but may never enter Impassable Terrain in the Core Game.

Darwin noted that early in the Occulite's evolution, while they were still adapting to their increasingly dangerous environment, Occulites moved much more cautiously than they do today. Sometimes refusing to even enter some forms of terrain.

Picking up or dropping Sungems during Movement

Occulites are able to pick up Sungems as part of a Move action (some other creatures can do it too and this is explained in the creature descriptions if they are able). If your figure moves into a space containing a Sungem it may stop to pick it up, but doing so ends its movement for that action.

A figure may drop a Sungem at any point during its move without having to stop.

A figure can only ever carry one Sungem at a time, unless a Special Ability states otherwise.

Break Away – 1 action

Breaking away allows your figure to move out of a space that is adjacent to an enemy.

Once the Break Away action is declared, both players involved must take a Break Away Test: both draw a card from the Natural Selection Deck (not from their hand) and add their Speed statistic to the result.
Both players may use Boost cards from their own hand to improve their result.
- If you score higher, move away a number of spaces equal to your Speed statistic (success).
- If you score equal or lower, stay where you are (failure).
- If you score lower by 4 or more, stay where you are and the other player may carry out a free Attack against you if they wish (fumble).

If you are breaking away from more than one figure, conduct the test one figure at a time, in the order of your choice. If you test successfully against all opponents, you can Break Away and move away a number of spaces equal to your Speed statistic. If you fail or fumble against one opponent, apply the test result and end the action (you don't have to test against any remaining opponents).

Example: Grublic is in a space adjacent to three Hydris Tribe members. He spends an action to try to Break Away. He tests against the first Hydris Tribe member and scores higher (successful, two to go!). He then tests against the second one and scores equal, so he doesn't move. He doesn't test against the third one.



In this image, the Palaudis Occulite on the left would need to declare a Break Away Action if it wanted to move away from the Hydris Occulite on the right.

Attack – 1 action

Your figure may attack another creature that is in an adjacent space (see Combat section, page 12).

Charging – 1 action

Your figure may alternatively perform a Charge attack. To do so, you must move the creature into a space adjacent to an opposing creature before attacking it (you can't pick up any Sungem along the way). This move must be across the shortest distance possible towards the target of your choice ensuring that no space is entered twice. The charge movement is part of the attack and doesn't cost any extra action.

If your figure moves its full Speed allowance before Attacking in this way, your figure may reroll one of its combat dice. You cannot reroll a die more than once and you must accept the new roll even if it is worse than the first.
Example: An Occulite with a Speed of 6, moves 6 spaces over Clear terrain into a space adjacent to an enemy figure. It may now reroll one of its dice during its attack. If it had only moved 4 spaces over Clear terrain into a space adjacent to an enemy figure, it could still attack, but would not benefit from the free reroll.

Darwin noted that some creatures in Crepusculum have the ability to prepare themselves for any situation that might happen. They are alert and ready to react.

Ready – 1 action

To use a Ready action, it **must** be the last action a figure takes on its activation. It ends the figure's activation but lets you draw a card from the Natural Selection Deck when the figure is defending against any and all attacks before your next turn.
There is no restriction of being forced to play this card as there normally is when players Let Nature Take Its Course.
This at first may not appear as attractive as the Replenish Natural Selection Cards action, but using it gives you extra cards to choose from instead of the 7 when defending attacks until your next turn. This can help you keep those vital cards that are already in your hand for what you really want to use them for later in the game.

Replenish Natural Selection Cards – 1 action

Draw cards from the Natural Selection Deck to replenish your hand to 7 cards. You can discard any unwanted cards before doing so.

Note: If an activated miniature is destroyed before using up all its actions, then the remaining actions are forfeited and cannot be used for anything – including Replenishing your hand.

Stand Up – 1 action or discard 2 cards

If the figure has been previously knocked Prone, it immediately stands up and no longer suffers the penalties for being Prone.
To Stand Up, you can either use 1 action or discard 2 cards. Discarding 2 cards does not cost an action.
Note: A figure can become Prone due to a card effect or a Special Ability.

When a figure is Prone:
- its Attack and Defence statistics are halved (rounding down to a minimum of 1)
- it may not use Card Effects
- it may not Move
- it may not contribute to a 'Gangup' Attack
- if it is carrying a Sungem, it drops it in an adjacent space chosen by the Prone player.
-it cannot take Awareness Tests
-players do not have to Break Away from a Prone figure.

Combat in Dawn

To initiate a Combat, one figure has to either:
Be in an adjacent space and declare an Attack action, or
Move into a space adjacent to an enemy figure with a Charge (see Actions section, page 11).

Darwin has observed many fights break out across the Occulite's world for lots of different reasons.

Usually it is because Predators strike, but other times it can be infighting between Tribes whilst searching for and collecting Sungems or even full blown raiding parties, vying for more land.

While it isn't the be all and end all of Dawn, combat is something you will encounter at some point in every game.

Combat sequence is as follows:
- OPTIONAL - Use a Card Effect that has the Trigger "Before a Combat".
- Declare Attack, then Defence - both players play a card.
- OPTIONAL - Use a Card Effect that has the Trigger "When in Combat".
- Reveal cards
- Select Boost cards
- Reveal cards
- OPTIONAL - Players can use a Card Effect that has the Trigger "When Attacking" or "When Defending".
- Roll dice
- Resolve Combat
- OPTIONAL - If still alive, the player that played the highest value card during the Combat may play a Card Effect that has the Trigger "After a Combat".
- OPTIONAL - If able, the other player may play a Card Effect that has the Trigger "After a Combat".

Combat is quite simple to conduct, but there are nuances to it that can increase its complexity. To help you get used to the method of conducting Combats, we will go over an extremely detailed step by step here depicting both players' roles in the Combat as they arise. You will find a full example of a Combat on page 14. Whenever you get stuck, you can always follow this procedure to help you. After a few Combats, you won't need to refer to it again.

Step 1. Use Card Effect - Either player may choose to use a Card Effect with the Trigger "Before a Combat". Certain Card Effects may cancel the Combat. These are selected and resolved simultaneously.

Step 2. Declare Attack - The Attacker has two options:
- Declare a standard Attack, in which case he chooses a card from his hand (usually Aggressive), and places it face down on the table.
- Let Nature Take Its Course.

Step 3. Declare Defense - The Defender has two options:
- Declare a standard Defence, in which case he chooses a card from his hand (usually Defensive), and places it face down on the table.
- Let Nature Take Its Course.

Let Nature Take Its Course
Take the top card on the Natural Selection Deck. You must use whatever card appears. If you draw a Sungem or Event card, the card is resolved and then you draw another card, utilising its value, and place it face up on the table.
In this case, Aggressive, Defensive, and Boost and cards are worth their respective value, but are considered as Aggressive or Defensive, depending on the need.

Example: If you attack, choosing to Let Nature Take Its Course, and take a Boost +2 card, it counts as a regular Aggressive 2. If you then add a Boost card from your hand, it counts as normal Boost.

You can use the cards for the opposite purpose (Aggressive for Defence and Defenisve for Attack), but they only count as half the value rounded down!

Step 4. Use Card Effect - Either player may choose to use a Card Effect with the Trigger "When in Combat". These are selected and resolved simultaneously.

> Each player may only use **one** Card Effect during a Combat so choose which one you use wisely.
>
> A player can use the effect of a card already committed to combat if he spends 1 Tribal Token. Only one Effect per combat can be used.

Step 5. Reveal Cards - Both players flip and reveal their cards (except if they've Let Nature Take Its Course, in which case the card is already face up).

Step 6. Select Boost Cards - The Attacker and Defender can play a maximum of two Boost cards if they wish, and place them face down. The Attacker decides first, then the Defender. This is repeated until both players pass or have played two Boost cards each.
They can play only one normal Boost card and only one Regular card used as a boost (Aggressive or Defensive with the same number as the first attack card, see Cards section page 8).
One or both cards do not actually have to be useable Boost cards and can be used just to bluff the opponent.

Step 7. Reveal Boost Cards - Once all players have played any cards face down, then all the cards are flipped. Cards that are not actually useable Boost cards, but were used to bluff are in play but do not add towards the total. A Card Effect from this card can be used in Step 8 by paying a Tribal Token.

Step 8. Use Card Effect - Both the Attacker and Defender can then use a Card Effect with the Trigger "When Attacking" (for the Attacker) or "When Defending" (for the Defender). These resolve simultaneously and so come into effect at the same time.

Step 9. Roll Dice - Both players roll as many dice as allowed by their cards. (see cards section, page 8).
The Attacker then checks how many rolls are successful. A roll is successful if it is equal to or below the figure's Attack statistic (A) with 0 always counting as a success.
The Defender does the same, but compares their dice rolls against their figure's Defence statistic.

Step 10. Resolve Combat - Compare the number of successes that each figure rolled and refer to the table below:

ATT = DEF	Nothing Happens
ATT > DEF but not x2	DEF -1 Health
ATT >x2 DEF but not x3	DEF -2 Health
ATT >x3 DEF but not x4	DEF -3 Health
ATT >x4 DEF	DEF instantly Killed
DEF > ATT but not x2	Nothing Happens
DEF >x2 ATT	ATT -1 Health

If the Attacker rolls any number of success and the Defender rolls no successes, it is considered to be beaten by x4 and is instantly killed and removed from the board.

Step 11. Use Card Effect - After combat has been resolved, a Card Effect with the Trigger "After a Combat" may be utilised (if a Card Effect hasn't been already used by the player).
These cards are not revealed straight away like other Card Effects, but instead are played face down, with dummy cards being able to be played in place of actual Effect card to confuse your opponent. Once both players have placed a card (or elected not to), they are both flipped. The player that played the highest value Natural Selection Card during the combat has priority in resolving these, with draws ruling in favour of the player that won the combat. Dummy cards are discarded after being revealed.
Having a good idea of what your opponent will do at this stage of Combat is vital as priority here is important and knowing what card to play can make or break the a well planned strategy. Think carefully to ensure you don't waste a good card.

If a figure is destroyed before it uses all its available actions, any remaining actions it had available are forfeited.

Combat Example

Here we will run through a simple Combat between a Paladis Occulite and a Hydris Occulite. Since this is the Core Rules, each Occulite is using the same Genetic Blueprint, meaning both figures have an Attack and Defence statistic of 4 and a Speed of 6.



* It is the Paladis player's turn and they have activated the Paladis Tribe Member in the image to the left. They move this figure 1 space so that it is adjacent to the Hydris figure. This is a Charge action, but since it did not move its full 6 spaces, it does not benefit from the free reroll.



* Neither player declares they are using a "Before Combat" Card Effect and so they go straight to Declaring Attack and Defense. The Paladis player chooses a card from his hand and places it face down on the table. The Hydris player has cards that he wanted to save for his turn in his hand, so chooses to **Let Nature Take Its Course** and flips the top card off the Natural Selection Deck. He is lucky and it is a Defensive 8.



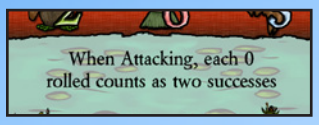
* Neither player elects to use a "When in Combat" Card Effect and so the Paladis player reveals their card. It is an Aggressive 6. So far, the Paladis player will be rolling 6 dice and the Hydris player will be rolling 8 dice.

* Now the players choose any Boost cards they wish to be played (up to two) from their hand. The Hydris player quickly places a non Boost card face down in the hope that he will trick the Paladis player into thinking that they have this Combat under control and that the Paladis player shouldn't waste his cards. The Paladis player is not fooled though and places two cards from his hand face down (another Aggressive 6 which counts as a +2 Boost and a 2 Boost card).

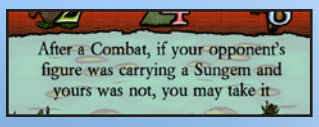


* Both players reveal their Boost cards and the Hydris player must discard his as it was a bluff. So now the Paladis player will be rolling 10 dice and the Hydris player will still be rolling 8.

* The players then have the opportunity to use a "When Attacking" or "When Defending" Card Effect. The Hydris player doesn't have anything that will help them and the Paladis player doesn't want to waste his cards. However, the Paladis player chooses to discard a Tribal Token to use the "Opening" Card Effect from one of his already played cards. This means that each 0 rolled by the Paladis player will count as two successes.



* Both players roll their dice. The Paladis player rolls his 10 dice and scores - 0, 1, 2, 2, 4, 5, 6, 8, 9, 9 for 6 successes (remember the 0 counts as 2 due to the "Opening" Card Effect. The Hydris rolls his 8 dice and scores - 1, 2, 4, 5, 5, 7, 7, 8 for 3 successes. Since the Paladis player scored double the number of succeses of the Hydris player, the Hydris figure loses 2 Health and this is marked off on the Hydris figure's Player Board.



* The Hydris player has the opportunity to play "After a Combat" Card Effects (the Paladis doesn't as they already used a Card Effect during the Combat sequence). He could play "Steal" from his hand, but the Paladis figure is not holding a Sungem.

Combat Involving Multiple Figures

Figures that are adjacent to each other are said to be in combat. Combats should be split up as evenly as possible. So if there were 2 figures from each side in a combat, it would be split into two separate combats.
If several figures are fighting a single one, the activated figure will fight and any other figures adjacent to the same enemy figure will support.
The side that has the greater numbers in the combat gets a number of Rerolls equal to the relevant statistic (Attack or Defence) of the supporting members:
- If one mini fights against two minis, the fight proceeds as a normal one-on-one, but the side that has an extra figure will get a number of rerolls equal to the supporting figure's Attack or Defence.
- If one figure fights against three figures, the combat proceeds as a normal one-on-one, but the side that has two extra figures will get a number of rerolls equal to the supporting figures' combined Attack or Defence and so on...

A reroll allows you to choose one of your dice to reroll and count its new result instead of the old one. So four rerolls would allow you to choose up to four of your dice to reroll and count their new results instead of the original ones. You can never reroll a die that you have already rerolled unless an ability states otherwise.

Returning from the Hunt

1 | 2-4 | 0 | 0

Using the information you have gathered so far, you are ready to play your first game. For this game, both tribes will be identical, each with five members, one of which is the Chief. Use the Introductory Tribe boards to help you run the game.



Your Tribe has been out hunting for food and Sungems, when the Chief realises the Tribe has accidently crossed into another Tribe's territory. Hoping that you won't be spotted, you quickly begin to make for home when you stumble across some newly formed Sungems! This is too good an opportunity to pass and the Chief orders your Tribe to gather as many as they can before heading for home. Just as your Tribe steps into the clearing, you hear a low growl. Another Tribe has had the same idea. What are you going to do? The way home is through them. Do you make a break for it? Or try and grab some Sungems on the way through?

Setup: Each player chooses one Terrain overlay and gives it to their opponent (or one of them if you are playing with expansions and 3 or 4 players), who then places it on the board. Choose two Trees or Scenic Feature overlays per player and place them on the board making sure that none of the overlays are adjacent to another.
Place two Sungems per player in the centre of the board no closer than two spaces from each other and no more than five spaces from the rock formation in the centre of the board.
Remove all the Event and Sungem cards from the Deck and set those aside for this scenario.

Tribal placement: Each Tribe chooses a board edge (if two players, make sure these are opposite each other). Place your Tribe members in any of the spaces along your edge.

Objectives: There are two objectives for this scenario.
The primary objective is for your Tribe to collect as many Sungems as possible and exit the opposite board edge with them.
The secondary objective is for your Tribe to exit the board via the board edge opposite your starting edge.

The Game Ends When: The game ends when there are either no Sungems left in play or when there are no members of one Tribe on the board. A Sungem is considered in play if it is still unclaimed out on the board or if there is an Occulite on the board holding one.
The winner of the scenario is the player with the most Victory Points.

Rewards: The following rewards are on offer:
For each Occulite (or group of Luftles) that leaves the opposite board edge with a Sungem, gain 2 Victory Points.
For each Tribe member (or two Luftles) that exits the opposite board edge without a Sungem, gain 1 Victory Point.

Penalties: None

Advances: If your Tribe killed an opponent's Occulite (or at least three Luftles) during the match, you may gain a +1 to the Attack statistic of one of your figures OR you can award up to 2 Defence points to your Tribe. These may be divided however you like. One figure could get both or two figures could get one each.
If you lost, gain +1 Speed to one figure in your Tribe.

Please note that while the Rewards section is used to determine the winner of the scenario, the Penalties, Advances and the section to the right are only used if this Scenario is played during a Campaign. If you are playing a one off game, ignore these sections.

Each player may choose one Learned Ability to give one of their models (remembering that all models must have at least one ability before a model may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend total.

Advanced Rules
Delving Deeper into the Game

Once you have played a few games with the Core rules, you might start to become curious about taking the game further. This could include creating your own Tribe, investigating some of the Advanced rules that the game contains or maybe even trying out a Campaign. If you and your gaming buddies are ready for this, then this is the section you want.
Since the game is designed in layers, you can simply choose which layers from the Advanced Rules you'd like to use. Just add in the layers that interest you until you are happy with the complexity level. We have placed these layers in the order they were designed to help you delve deeper.

Layer One - Advanced Combat Table and Dynamic Defence

Compatible with all Layers. Requires none.

Advanced Combat Table

The Advanced Combat Table is a bit different from the one in the Core game. The biggest addition is the concept of a dynamic Defence statistic. Some hits are so powerful that it does not only injure your characters, but can also affect their ability to defend themselves from future attacks. This layer also adds a bit more hand management for the Defender and can create more decision points in the game.

ATT = DEF	Nothing Happens
ATT > DEF but not x2	DEF -1 Health
ATT >x2 DEF but not x3	DEF -2 Health
ATT >x3 DEF but not x4	DEF -3 Health, or -2 Health and -1 Defence
ATT >x4 DEF	DEF -2 Defence and is Killed. Remove DEF from the board.
DEF > ATT but not x2	Nothing Happens
DEF >x2 ATT	DEF may discard a card to force the ATT to -1 Health or -1 Defence
DEF >x3 ATT	DEF may discard up to 3 cards to force the ATT to -1 Health or -1 Defence per card.

It should be noted that even though the result for the Defender doubling or tripling the Attacker sounds tough, the loss of cards that the Defender will experience will likely force it to waste an action to 'Replenish Natural Selection Cards'. Otherwise it may be quite low on cards for defending any further attacks that turn or for attacking on its turn. The balance of risk and hand management this option brings can introduce many tough decisions.

When there is an option between losing Health or Defence the Attacker always decides. Defence can never be reduced below 1.

Dynamic Defence

If you use the Advanced Combat Table or the Heal action (from Advanced Actions, Page 17), there is a chance your figure's Defence statistic will change during the game. These Defence losses as a result of combat and Healing are permanent. If used in a campaign, you may spend Victory Points on a 1:1 basis to replenish your characters' Defence statistic up to what it was prior to the game. This is discussed in more detail on page 55. Defence bonuses can also be gained through Scenario Victory Conditions as well.

Layer Two - Advanced Actions and Mechanics

Compatible with all Layers. Some aspects (Heal Action) require Layer One.

Advanced Actions

The Advanced Actions listed below add to the complexity of the game by increasing your wealth of choices. This expansion of choices however, also brings much more depth and decision making to the game. These are listed in alphabetical order.

Ability – ? action/s

Some creatures possess Special Abilities and others can be earned by your figures over the course of a campaign. The cost of using these Special Abilities varies, but the most common cost is 1 action.
Special Abilities is a catch all category that includes: Innate Abilities, Learned Abilities and Situational or Scenario Abilities. Some examples of Special Abilities are Eyebeam, Pouch, Leap, Aquatic Charge, and Pheromones, but there are many more available.

Climb – 1 action

If your Occulite is in a space adjacent to a Tree Terrain overlay, it may Climb the Tree for one action. An Occulite cannot Climb a tree unless it was in a space adjacent to the Tree at the start of its current action (unless a special ability allows you to). Before Climbing, flip a Natural Selection Card. If it is a Boost card, then you lose your action as you wait for your claws to grow. When an Occulite has Climbed a tree, place it on any one of the Tree spaces to show this.
There can be a number of figures equal to the number of spaces the tree takes up (7), in an individual tree at any one time. Luftles cannot Climb unless allowed by a Scenario or Special Ability.

Modifications for using Climb with Core Terrain Rules: Trees are no longer impassable. Each space costs 2 Speed to move into. If your figure loses a Health while in a Tree, it is placed back on the main board adjacent to the Tree and then -1 additional Health for the fall.

Heal – Minimum 2 actions

An Occulite figure can spend actions to Heal. There are two ways in which this can occur.
• Spend 2 actions and reduce the figure's Defence. For each 1 point you reduce that figure's Defence, you can give the figure +2 Health. This can never take the figure's Health above what it was at the start of the Scenario. You may never choose to lower your Defence below 1.
• Spend all the figure's actions for the turn doing nothing while in a Home Cave space to return the Occulite's Health back to the value it was at the start of the Scenario unless the Scenario states otherwise.

Some creatures, including Occulites possess the ability to Heal. Darwin notes that this takes a toll on the Occulite's body as it appears to redirect its energy.

Luftles may never Heal during a Scenario unless an Ability states otherwise.

Hide – 1 action

Spend your figure's last action whilst in a Terrain with a Hide score printed on it (or one specified by a Scenario or Special Ability) you can try and Hide. Each such Terrain overlay has a difficulty score assigned to it, which is listed on the Feature. The higher the difficulty, the trickier it is to Hide in. You must discard cards with values (largest on the card) totalling equal to or higher than that number to successfully Hide. If you do so successfully place a Hidden Token on the player board matching that figure. The figure stays hidden until it is spotted by an Awareness Test (see page 18) or it chooses to use an action to do something else. A Hidden figure cannot be attacked or affected by another figure unless an Ability states otherwise.



For example, Grublic tries to Hide in amongst a Rocky Outcrop with a difficulty score of 10. He discards a value 6 card, and a value 4 card from his hand for a total of 10 and he successfully Hides, placing a Hidden Token on his matching player board. Other players will need to pass an Awareness Test to spot him.

Pass – 1 action

If your active figure is holding a Sungem and is in a space adjacent to a friendly Tribe member, then it may pass the Sungem to the Tribe member for one action. If two Luftles are holding a Sungem and are in a space adjacent to an Occulite or another group of two Luftles, then they may also pass the Sungem for one action.

Pry Sungem - 1 action

For one action, an Occulite or two Luftles, may attempt to pry off a Sungem to steal from a Podmothine body or cave wall. The figure(s) need to be in a space either:

A. Adjacent to a Cave or Home Cave space that has a transparent black border, or

B. Adjacent to the Podmothine Terrain Overlay.

To find out how difficult this is, roll a number of dice dictated by the location you are trying to pry it from.

Cave Wall – Roll 3d10. The highest number rolled is the value that must be discarded in cards from your hand to successfully pry the Sungem off.

Podmothine – Roll a number of d10 equal to the number of Podmothine tentacles on the Podmothine Terrain Overlay +1. The highest number rolled is the value that must be discarded in cards from your hand to successfully pry the Sungem off. If there are no Podmothine Tentacles on the Podmothine, you may pry the Sungem off without discarding cards. The same goes for if you roll all 0s.

Example: If there were currently 4 Podmothine Tentacles on the Podmothine Terrain Overlay, you would roll 4 dice + 1 additional die. Lets say you roll a 3, 3, 5, 7 and 8. The 8 is the highest value, so you would need to discard cards with a value totalling 8 or higher, their type doesn't matter. You could discard a 7 and a 2, OR a single 8, OR a 3, 4 and a 1 etc...



Reborn – All actions

This action is only available to certain models and even then only in certain circumstances. The most common of these is an Occulite when its Home Cave is on the board. Other situations with other models will be described in the relevant section.

When a figure or Token is on the Reborn Track, it can give up all its actions and move one space along. When it reaches space 0, it can be placed back in its Home Cave and counts as having used all its actions for the turn. The model must be activated to move on the Reborn Track.

Sneak - 1 action

You may move your activated figure up to half its Speed statistic (rounded down) in spaces to:

• Force any Activation roll taken by a Podmothine Tentacle to fail on any roll of 4+ regardless of the number it would normally Activate on.

Advanced Mechanics

When using the Advanced Actions that Dawn offers, there are a couple of new mechanics that come into the game - Awareness Tests and The Reborn Track. These are described below.

Awareness Tests

In some situations, you may need to carry out an Awareness Test with one or more of your figures. This does **not** require an action to do. Gameplay stops while the test is performed. Awareness Tests are used to spot Hidden figures (which cannot be attacked until spotted), Sungems, some Objectives and to outsmart Predators. The figure taking an Awareness Test to spot a Hidden figure or Sungem, they must be within a number of spaces equal to their Speed statistic. You may never take two Awareness Tests in a row. An action or the end of the figure's activation must always separate your attempts.

To resolve an Awareness Test draw a number of cards equal to the Awareness statistic of the figure taking the test. If any of the cards have an individual value of 8+ you pass. You may use up to two Boost cards as normal **from your hand** to add to the total.

Grublic is trying to spot a Hidden figure so that he can Attack it. With his first action, Grublic Moves into a space that would normally be able to see the Hidden figure. He then takes an Awareness Test to see if he can spot the figure. If he succeeds, his second action can be to Charge the figure. If he fails the Awareness Test, he will most likely take another Move action away from the area (so he isn't ambushed) or will engage a different enemy as you cannot take two Awareness Tests in a row.

The Reborn Track

In the base game, The Reborn Track is something only ever used by the Occulites and by Podmothine Tentacles. In future expansions, there may be other Creatures or mechanics that use this. The Reborn Track is found along the side of the board.



If a killed Occulite's Home Cave is on the board, take note of how many wounds past 0 they took when they died. Then add 2 to the result. Place the Occulite on that number of the Reborn Track. Even if a figure would be placed on a space higher than 5, it cannot be. The 5 space is the maximum.
Example: Grublic had 1 Health left and lost 2 Health, he would have taken 1 wound past 0, plus the 2 for actually dying, which would equal 3. He would then be placed on space number 3 on the Reborn Track.

If an Occulite figure is quadrupled in Combat and killed instantly, then it would be placed on space number 5 on the Reborn Track.

Whenever an Occulite is brought back into the game by the Reborn Track they will come back a little bit weaker than before. To determine what happens:
• Flip a card from the Natural Selection Deck for each statistic on the model's profile.
• The statistic whose assigned card comes up the lowest, is the statistic that is lowered by 1. If two or more statistics have equally low cards, then you lose 1 point off each. **This can never reduce a statistic to less than 1**. If the lowest card flipped is assigned to a statistic that is already on 1, then you have been lucky and avoid any further penalties (it does not default to the next lowest).
• If the card for Special Ability is the lowest, the Occulite loses one of its Special Abilities. Remember you can never lose your Tribe's starting abilities as they are Innate.

You can use Boost cards from your hand to influence these results.

Having a Home Cave on the board is required to use the Reborn Track, but doesn't mean that the Occulite will necessarily come back onto the board during the game. When playing a campaign, Occulites that don't have a Home Cave on the board or that don't come back onto the board before the game is over will still be Reborn. It will just take place after the game. They will still come back weakened in the same way as mentioned above.

You can also, with the agreement of your opponent allow Occulites to be Reborn during any Scenario regardless of whether your Home Cave is there or not. If you both agree, when an Occulite is placed on the Reborn Track, just place them one space further away than what you normally would. Once Reborn, you may then place your Occulite on any empty space adjacent to your board edge, but not adjacent to another figure.

When an Occulite is Reborn in their Home Cave, they are placed on the Tunnel space that is located on the Home Cave.
A figure cannot move through a hex side that has a faded black border. This represents the cave wall. These are pictured below.



After many months of observation and with a little help from his Pa's notes, Darwin was able to accurately say that the Occulites can be reborn in their Home Cave after being killed.

You see when most creatures die, they just die and are removed from the game. But Occulites are very spiritual and cyclical. This gives them the ability to be reborn in their Home Cave to continue to explore and survive.

Layer Three - Advanced Tribe Creation

Compatible with all Layers. Does not require Layer One and Layer Two, but these are recommended.

Advanced Tribe Creation - Not Just Your Average Occulite

Once you have played several games using the Core rules, you may want to delve into the game a bit further and create your own Tribe. The choice in how you run your Tribe is up to you.

By reading the Core rules, we know that all Occulites start life out with an identical Genetic Blueprint before their environment and experiences shape them. When creating your own Tribe, you can change the Genetic Blueprint of its members to suit your needs. You do this by performing Evolutionary Adjustments.

AW	S	A	D	H	ABILITIES
2	6	4	4	5	None unless also using Layer 5

Evolutionary Adjustments

To represent the variety of Occulites in your Tribe, you may make up to 5 Evolutionary Adjustments. Remember that this is completely optional and you are not forced to make any of these if you wish not to.

To make an Evolutionary Adjustment you simply take 1 point away from any one statistic belonging to one Occulite and add it to the same statistic of another Occulite. This cannot bring a statistic to a number lower than 1.

Tracking this information is made easy by using each figure's Individual Player Board. Continue to ignore the Abilities listed on the Individual Player Board unless you are also using Layer Five.

Darwin has observed many different Occulite Tribes across the lands. The variety of advantages and disadvantages represents not only their physical and mental makeup, but also both Innate and Learned Abilities. Some are physically stronger than others, some are faster, some survive longer and others think more quickly.
Everything from the temperature, exposure to light, water, certain rocks and fungi affects a newly born Occulite in a number of ways.

Example: Pronflub below was involved in 4 of the 5 Evolutionary Adjustments available to his Tribe. First he gave one of his Speed to Grublic, then took an Attack from Mipny, gave a Defence and took a Health away from Froog to get the Genetic Blueprint marked on Pronflub's Individual Player Board below.
He has been setup as a front line Attacker. His Defence is lower than normal, but he can take an additional hit by having 6 Health. You can setup your Tribe Members however you like by following the guidelines.



Once you have done this, you should check that your Genetic Blueprints add up correctly.
Awareness should add up to 10
Speed should add up to 30
Attack should add up to 20
Defence should add up to 20
Health should add up to 25*
*Nimbus Tribe's Health should add up to 27 if using Layer 5, as the Nimbus Chief has a score of 7)

Using Layer 5 in addition to this Layer works really well to further customise your Tribes. It allows you to select a Tribe Type and have access to their Innate Abilities which are listed on each figure's Individual Player Board. Details on how to do this are contained within Layer 5 (see page 25), with additional Tribe Types available in Expansion Booklets.

Layer Four - Advanced Terrain

Compatible with all Layers. Requires Layer Two. Layer Three is recommended.

Advanced Terrain - A More Complex and Detailed Landscape

The Advanced Terrain rules here provides a more in depth way for your figures to interact with their environment. The type of terrain the Tribes are exposed to will affect the way they move or act.

If creatures are able to Hide in a particular type of terrain, the target number for this will be given under the Hide heading of each terrain. The mechanics for doing this are given in the Advanced Actions section on page 17.

Elevated Terrain

Hide: Not Applicable - you cannot hide in Elevated Terrain.

Rules: There is no special rules for Elevated Terrain for most of the tribes. Nimbus Tribes however can benefit from moving from an Elevated Terrain position. This is detailed in their Tribe Booklet.

The land that Darwin describes is a land with many faces. It can be gentle and nurturing or harsh and hindering.

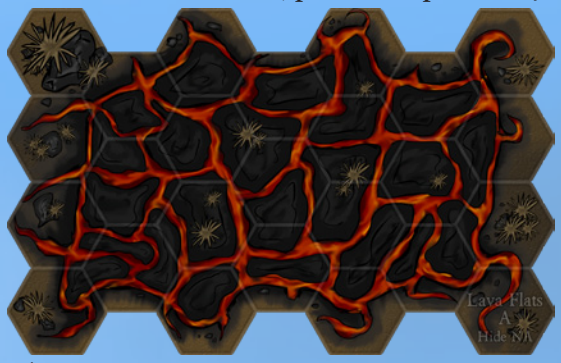
Elevated Terrain can be found all over Crepusculum's rolling landscape. These sort of areas are great launching pads for the Nimbus to take off from and they will often be seen quickly taking any elevated terrain on offer.



Lava Flats

Hide: Not Applicable - you cannot hide in Lava Flats

Rules: For each Lava Flat space that your figure moves through, draw a Natural Selection Card. Any Boost cards count as a possible wound, which would cause the creature to lose a Health. For each Boost card drawn, roll one die. If you roll equal to or lower than the figure's Defence then you cancel that possible wound. Each one that you don't cancel counts as -1 Health (do not refer to the combat table for this). If all are Boost cards, then the figure has tripped and is burnt alive. If the figure's Home Cave is on the table, place it on position 4 on the Reborn Track.



Lava Flats are craggy and broken stretches of ground with rivulets of lava flowing through them. Darwin observed the ground in such areas as being extremely hot. In fact, most injuries to creatures occur from the radiant heat rather than the lava itself. These areas are very dangerous.

Rocky Outcrop

Hide: 10

Rules: When activating a figure on a Rocky Outcrop, it does not trigger any actions from a Podmothine, but will allow a Predator or Sentry within 12 spaces to reroll one die to activate.

Rocky Outcrops are very solid slabs of rock that are often found in mountainous regions. They give off no vibrations whatsoever, but sound often echos amongst the rocks when traversing them.



Scenic Feature

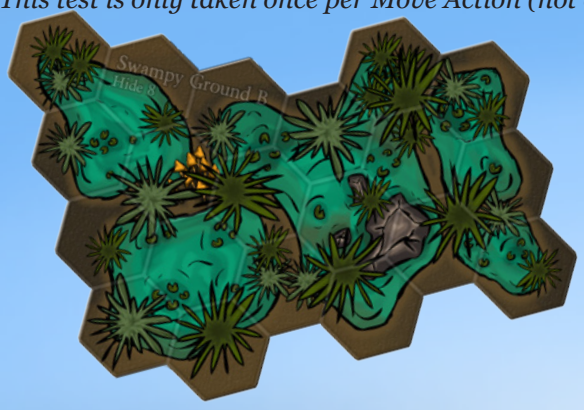
Hide: Pile of Rocks (10), Bushes (7)
Rules: Scenic Features cost 2 Speed per space for figures to move through.

Darwin observed creatures hiding in thick bushes, heavy leaf litter, mud pools and old logs. Hiding in places like this often allowed the creatures to avoid being spotted or targeted by predators or enemy Tribes.



Swampy Ground

Hide: 8
Rules: Each Swampy Ground space costs 2 Speed to move into.
After declaring your Move, but before physically moving your figure through or from a Swampy Ground space, draw a card from the Natural Selection Deck. Add your Attack value to this card. If your total is 10+ you move through or out of the space fine. If your total is less than 10, you get stuck as soon as your figure enters the Swampy Ground (or in the space it is in if it started its turn on a Swampy Ground space) and cannot move any further with the action you just spent. If you get stuck in the same space 3 times in a row, the creature gets sucked under the mud and is killed. If it is an Occulite and its Home Cave is on the board, place it on position 1 of the Reborn Track. Only 1 Boost card can be used to influence this result.
This test is only taken once per Move Action (not once per space).



Darwin has seen several creatures get stuck in this type of terrain. Observations seem to suggest that the longer the creature is stuck, the more danger it is exposed to due to a vacuum that is created, sucking the creature under the mud.

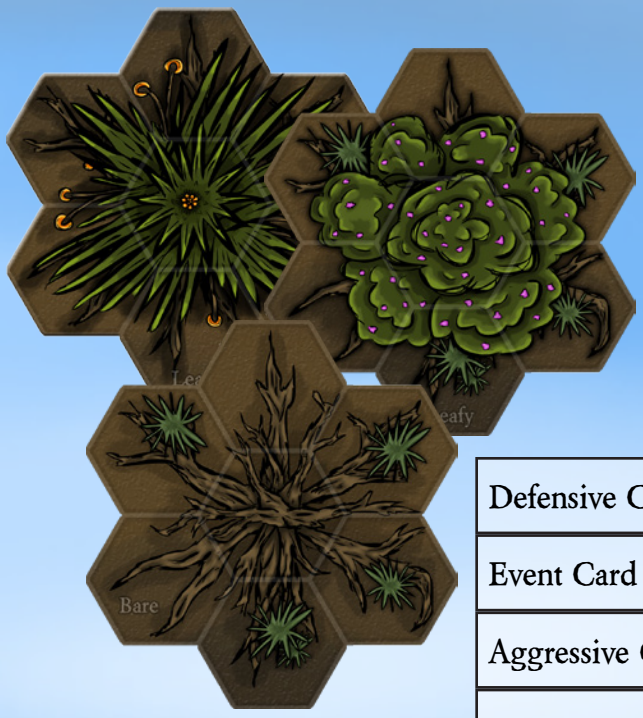
Tree

Hide: Not applicable, you cannot Hide in a Tree.
Rules: Trees must be Climbed using the Climb action explained on page 17. There are two states when it comes to climbing trees – on the ground or in the tree. It takes 1 full movement to Climb down a tree safely.
You can make your figure jump from the tree to get down faster. Flip a card off the top of the Natural Selection Deck, if it is an Aggressive card, then the Occulite loses 1 Health and is placed Prone in a space adjacent to the tree, ending its turn no matter how many actions it had left. If it is any other card, it is not injured, and can move its full Speed away from the Tree.

When in a tree, a figure can only be attacked by Attacks with the **Ranged** keyword or by other figures in the tree. Occulites benefits from a +2 to their Defence from Ranged Attacks if they are in a Leafy tree, +1 to its Defence from Ranged Attacks if the tree is a Bare Habitat Tree.
Some Scenarios will designate Leafy Trees as being **Dense**. While in a **Dense** Tree a figure cannot be targeted by **Ranged** Attacks at all.

When a figure that is in a tree Attacks another figure that is in the same tree, any card effect that would move the figure out of a Tree space or causes it to become Prone, will knock it out of the tree. Place it Prone in a space adjacent to the Tree. The figure immediately loses 1 Health in addition to any other damage sustained by the Combat.

Luftles cannot climb Trees unless a Scenario or Special Ability allows them to.



There are a variety of trees covering the land of the Occulites. Ranging from the simple Brachinus trees, to the weeping Luminogras trees, all provide a way to get out of the way of enemies... for a short time anyway!

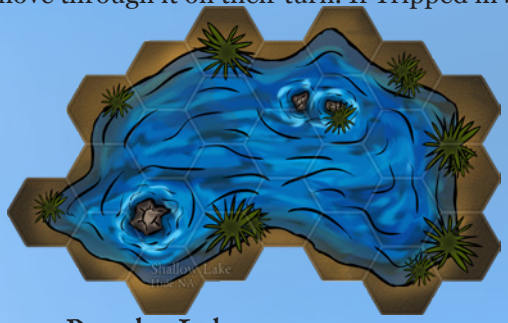
Trees can be very dangerous places to hang around in, so don't stay up there too long...
Each new round, draw a Natural Selection Card for each figure in a Tree and refer to the Arboreal Terrors table below:

Defensive Card	Nothing Happens
Event Card	A small insect lands near the Occulite. It is distracted and cannot perform any Ranged Attacks this turn.
Aggressive Card	The Occulite's claws retract and it cannot hold onto the tree any longer. Place the Occulite prone in a space adjacent to the tree's trunk.
Boost Card	The tree is alive! Branches and vines wrap around your Occulite until it cannot be seen anymore. It is killed instantly, remove it from the board. If its Home Cave is on the board, place the Occulite on position 2 of the Reborn Track.



Water - Shallow Lake

Hide: Not applicable, you cannot Hide in Water.
Rules: Speed is normal. Each time a Creature takes a Move, Charge or Attack action in Shallow Water or uses a Move action to cross it during their turn, draw a card from the Natural Selection Deck. If you draw a 2, 3 or 4 the creature slips and falls. Place the creature Prone either where they started if already in Shallow Water or at the edge they entered from if they tried to move through it on their turn. If Tripped in Shallow Water, there are no additional effects.



Shallow Lakes are only ankle deep on your average Occulite and Darwin has observed them slipping and falling when crossing. This is due to the surface below being covered in algae, making it slippery and hard to make sudden changes in direction.

Water - Regular Lake

Sometimes a scenario will dictate that the Water Terrain Overlays used are 'Regular Lakes'. When this happens, use these rules instead of any other Water rules.
Hide: Not applicable, you cannot Hide in Water.
Rules: Each Regular Lake space costs 2 Speed to move into.
In addition to this, figure's Attack and Defence statistics are reduced by 1 whilst in the water. If Tripped or placed Prone for any reason in Regular Lakes, the Creature loses 1 Health in addition to any other effects and then stands again for free.

Water - Deep Lake

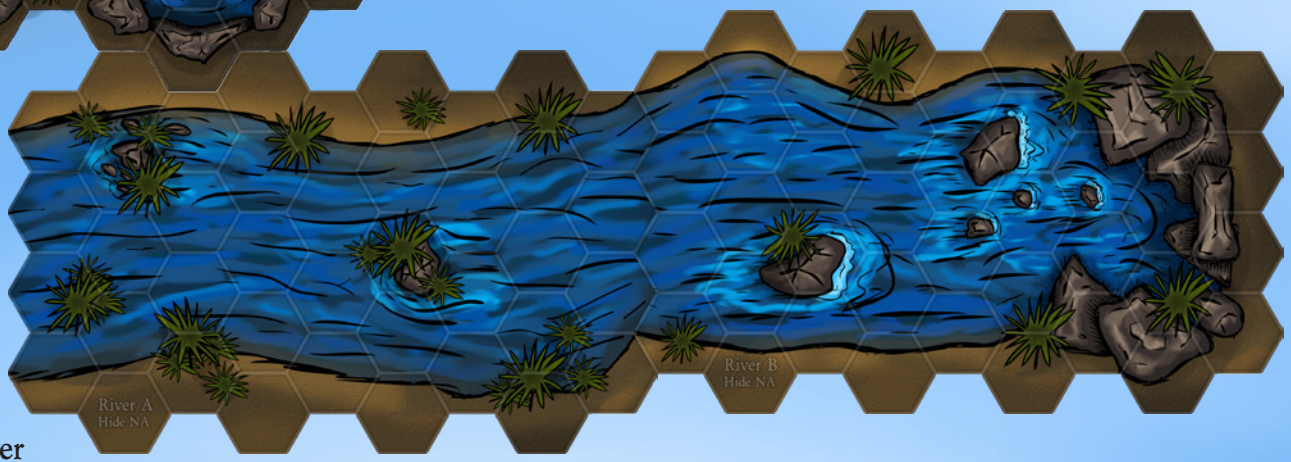
Hide: Not Applicable, you cannot Hide in Deep Lakes

Rules: Each Deep Lake space costs 2 Speed to move into.

Each Move action taken in or through Deep Lakes forces your figure to test to see if it has Tired. To do this, draw a card from the Natural Selection Deck, which can be modified by Boost cards in your hand (these count as subtracting from the drawn card instead of adding to like they do normally). If the card value is higher than your figure's Speed statistic, then the figure loses 1 Health and is not moved for that action. If the result is equal to or lower your figure's Speed statistic, then may Move as described above. Figures cannot perform Charge or Attack actions whilst in a Deep Lake space. If they are attacked by another creature, their Defence is temporarily reduced by 3 (to a minimum of 1) and they are only allowed to play 1 Boost card. They also may not play Effects. If Tripped in a Deep Lake, a creature loses a Health and then must test to see if it has Tired again. Luftles use the same rules as Occulites do.



Deep Lakes require most creatures to swim through them. Darwin notes that swimming through deeper water is often a last resort for an Occulite and unfortunately, he has seen many tire well before they are on safe ground.



Water - River

Hide: Not Applicable, you cannot Hide in Rivers.

Rules: When entering a River Water Terrain feature, draw a card from the Natural Selection Deck. If this card's value is less than your figure's Speed statistic, move the Occulite this many spaces downstream towards the edge of the board.

If the card is higher than your Speed statistic, the figure can move at a cost of 2 Speed per space through the Terrain Overlay. You may play a Boost card from your hand to modify the card drawn.

If Tripped or placed Prone for any reason in River, draw a card from the Natural Selection Deck and check the number. The creature moves downstream that number of spaces towards the edge of the board. If that takes it off the edge of the board, it is considered to be killed instantly. If it is an Occulite and its Home Cave is on the board, place it on position 3.

Additional Terrain Placing Rules: When placing a River as your chosen Terrain Overlay, you may place both River A and River B.

River A must be placed so that it lines up with the edge of the board. River B then matches up next to River A.

Downstream is always considered to be from River B to River A.



Layer Five - Tribal Types

Compatible with all Layers. Requires Layer One and Layer Two. Layer Three and Campaign rules are recommended.

Tribal Types - Evolving to Adapt to your Tribe's Environment

The Tribal Types rules allows you to further define your Tribe by allocating it a type. In the base game, this could be either Palaudis or Hydris, but with expansions, your options grow.
By allocating a Tribal Type your figures will gain a set of Innate Abilities which can never be lost and a set of unique Learned Abilities that can be gained through experience.

You can select your Tribal Type from the Occulite Tribes section of the book which starts on page 26, or from an expansion booklet.

> Learned Abilities can be gained through Campaign play, or by selecting them in a Stand Alone game by taking a more advanced Tribe. In a Campaign, Learned Abilities can be lost through different circumstances, but Innate Abilities are never lost.

Stand Alone Games

Dawn: Rise of the Occulites shines in campaign play, however Stand Alone games can be just as fun, especially when you are getting used to the new advanced mechanics that the layers bring. Because of this, we included the following rules to allow you to play Stand Alone games while still having the option of dabbling in some of the exciting options available to you in campaign mode.

To play a Stand Alone game, you must first select your Tribe type from the Occulite Tribes section starting on page 26 or from an expansion and perform any Evolutionary Adjustments you would like to use (found on page 20).

Then, decide on how advanced you would like your Tribe to be. This will decide how many points both players can spend on gaining Learned Abilities for your Tribe members. Every figure needs to have at least one Learned Ability before any can have a second one assigned. Learned Abilities can be taken from the Occulite Tribe section, Campaign Section or an expansion booklet. They can be selected from the General Abilities or from the selected Tribe's Abilities. Please refer to the Campaign Maximum Statistics Table on page 44 to ensure that your Tribes' statistics are balanced.
You can then select any Scenario to play!

New Tribe
Just basic Genetic Blueprints.

Young Tribe
2 points to spend on Learned Abilities.

Experienced Tribe
+3 Speed points allocated anywhere you choose
+2 Attack points allocated anywhere you choose
+2 Defence points allocated anywhere you choose
+3 Health points allocated anywhere you choose
5 points to spend on Learned Abilities

Veteran Tribe
+5 Speed points allocated anywhere you choose
+4 Attack points allocated anywhere you choose
+4 Defence points allocated anywhere you choose
+5 Health points allocated anywhere you choose
8 points to spend on Learned Abilities

Legendary Tribe
+7 Speed points allocated anywhere you choose
+6 Attack points allocated anywhere you choose
+6 Defence points allocated anywhere you choose
+7 Health points allocated anywhere you choose
11 points to spend on Learned Abilities



Occulite Tribes
Defining which Species of Occulite your Tribe belongs to...

In the base game of Dawn - Rise of the Occulites, there are two available Occulite Tribes to choose from - Palaudis and Hydris. Expansions will bring additional Tribes to the game for you to select.
Each Occulite Tribe has a unique play style which is determined by the Innate Abilities that it starts with and the Learned Abilities that are available to it over the course of a Campaign.

Using specific Occulite Tribes is a fun way to add additional options to your games. They can be added to Stand Alone games using the rules on page 25 or used in a Campaign to watch them advance and grow over time.

All the information required for an Occulite Tribal Type is given in the one spot, including the Tribe's:
- Scientific background
- Innate Abilities and their
- Learned Abilities

This will help you understand the background and play style of the Tribe you select, as well as give you all the information that makes that Tribe unique at a glance.

Palaudis Tribes
Frog-like Swamp Dwellers of the Occulite World.

Unumluscus palude
Palaudis Occulite, Swamp Occulite



Description: *Palaudis Tribe Occulites are on the smaller side of the scale for Occulites, with adults ranging from 100 - 140 centimeters tall. Their toes display webbing, and are thought to help them traverse swampy and boggy ground with ease. They do this by increasing the foot's surface area so that more of it is in contact with the ground. Their toes also possess pads or discs which can help them holding onto surfaces. It is thought that these pads may also detect minor surface vibrations, helping them to hunt and avoid predators.*
Their torso is covered in several thick layers of fine, stiff hairs. These are coated in a hydrophobic, oily substance which repels water, keeping the Occulite reletively safe from bacteria and molds growing in its coat.
The skin of a Palaudis Occulite is thought to be moist and glandular like, very similar to an Earth frog's. They are able to carry out both oxygen and mineral exchange through their skin, making it very important to their wellbeing.
The colour of both the skin and the fur of a Palaudis Occulite can vary greatly depending on its environment, diet and heritage. The most common colouration includes skin that is various shades of green and fur that ranges from light to dark brown.

Habitat: *Palaudis Tribe Occulites are most commonly found in swamps, wet gullies, flooded bushland areas and generally damp places but have been seen in many other types of terrain that have some form of still or slow moving water nearby. They also less frequently can be found in the jungles and rainforests of Crepusculum.*

Diet: *Palaudis Occulites are omnivores, eating both plant material and hunting meat. They don't eat many different types of plant material, but will often be seen eating a variety of Swampgrasses as these contain an oil that helps to waterproof their fur. Lumino Tree fruit are considered a delicacy to them and Palaudis Occulites have been observed using them as trade between Palaudis Tribes. They use their strong tongues and fast reflexes to catch Nymphlets and other insect-like creatures. This makes up the majority of a Palaudis diet which is also supplemented by Gretins - small, lizard-like swamp creatures. Sometimes Palaudis Tribe Chiefs will co-ordinate with other Palaudis Tribes or even Luftles to hunt stray Puscuals, often feeding several Tribes for weeks.*

Behaviour: *Palaudis Occulites are very tolerant of other Tribes and Creatures and could almost be called social. They communicate with each other through a variety of eye-stalk movements and deep vocal sounds, similar to croaking. This croaking is achieved through the careful intake and expulsion of air, often bloating the Palaudis Occulite for brief moments at a time. Different pitches and lengths of these croaks have been noted as being used for everything from dealing with warnings, to acknowledgements, cries for help, interest and even contentment.*
Palaudis Occulites have an affinity with Luftles and are known for taking in groups of them and treating them as equals (unlike other Tribes which treat them as glorified slaves). The bond between Palaudis and Luftles is very strong and knowledge and skills are passed between the two races freely. It is not unusual to see Palaudis Tribes even sharing Home Caves with Luftles leading up to and during the Long Dark, where they can mutually benefit from each other's company.

Warfare: *Palaudis Occuiltes have become well versed in the use of tactical skirmishes. Whilst not being as strong as some of the other Occulite species, they make up for this by utilising their surroundings and their natural abilities to the fullest. Their weapon of choice is a wooden spear adorned with lashings of reeds and a chiselled stone tip. The wood used is either taken from the Lumino Trees or from the local Eucaplypts. It is carved down using sharp stones and made smooth by rubbing them daily with Raspweed. These spears appear to be fashioned early in their lifespan as a way to advance into adulthood, often even before their first hunt. Over time, these spears will be adorned with teeth, bones and other trophies of the hunt, illustrating just how accomplished they are. Every hunt, fresh Eucalpyt leaves are hung from the base of the spear tip using local Reeds. This is thought to represent the Tribe taking their lands with them whereever they go.*



Tribal Chiefs: *Palaudis Tribal Chiefs are usually around the same size as their Tribe members. Their position as Chief is thought to be awarded to them based upon their affinity with the land and their success in communicating with other Tribes. This presents a situation where the most physically strong Occulite is not always awarded Chief status. It appears as though Chief status is presented during a spiritual gathering of other Palaudis Tribe Chiefs and Elders from the region. It is considered a great honour that is often documented as cave drawings or bark engravings.*
As an initiation to becoming Chief of a Palaudis Occulite Tribe and as a respectful acknowledgement of their Luftle brothers, a small incision is made with a sacred stone in the back of a newly awarded Chief's eyestalk. The seeds of a Reed species local to his territory is inserted beneath the skin and sewn closed. Over time, this seed develops and presents as a reed crown, growing from the back of his eyestalk. As the Chief ages, the reeds continue to grow until they cascade down the back of his eyestalk. As a sign of respect from the Chief's Tribe members, a Reed cloak is crafted for him to wear. This cloak becomes interwoven with the Chief's fur and becomes permanently attached. How fast this occurs is a sign as to how confident the Elders are with their choice.

Historical Notes: *The Palaudis Occulites were the first species observed by Darwin, sparking a lifelong curiosity with the creatures. First thought to be the most common Occulite species, this was later proven false by further exploration by Darwin and his collegues. It turned out that most of Charles Bruce's land, where Darwin made the majority of his observations, were situated in a band of Crepusculum that was heavily populated by Palaudis Occulites.*

Innate Abilities

All Palaudis Tribes start with the following Innate Abilities. When you choose a Palaudis Tribe, all figures in the Tribe automatically come with the following ability which cannot be lost.

Swampwise

Palaudis Occulites figures suffer no penalties for moving through Swampy Ground and instead treat it as Clear Terrain. When checking to see if they get stuck, Palaudis Occulite figures may draw 2 cards and choose the best one to use. Figures with Swampwise may attempt to Hide in any Swampy Ground space as if it was difficulty 5.

All Palaudis Tribe Chiefs start with the following Innate Abilities which cannot be lost.

Friend of the Luftles

A Palaudis Tribe Chief may use his Tribal Tokens on any Luftle in his Tribe. In addition to this, recruiting any type of Luftle during a Campaign costs -1 Victory Point to a minimum of 1.

Luftle Advisor

A Palaudis Chief gains an automatic reroll of one failed die during every combat sequence he is involved in.
A Palaudis Tribe will always count as having a Luftle in the Tribe as long as the Chief is in play.

Darwin has observed on many occasions, members of the Palaudis Tribes welcoming in and protecting Luftles when other Tribes would not. Over time, this has developed an innate trust between the two species. This trust has allowed the Luftles to flourish around their Palaudis brothers.
Darwin's observations of Palaudis Tribes demonstrate that a Palaudis Chief will almost always carry a Luftle advisor on his shoulder. This Luftle is privy to all the Chief's thoughts and decisions. Over time, they have developed a strong bond and when the Chief is threatened in combat, the Luftle will come to his aid.

Palaudis Tribe Ability Pool

Palaudis Tribe Occulites continue to evolve in the swamps, bogs and billabongs of Crepusculum. The Learned Abilities below are only available to them, reflecting their way of life and how they adapt to excel in their environment.

Leap - 1VP

This Palaudis Tribe Occulite has developed powerful legs which allow it to leap high in the air. Its main use appears to be for catching Nymphlets and other food, but Darwin has seen it used to great effect on the battlefield as well.
When conducting a Move action, this figure may choose three spaces that are adjacent to each other and in a straight line. Ignore any terrain, tokens or figures that are on these spaces when moving through them. The figure can do this without taking a Break Away Test if it started the Move action adjacent to an opposing figure. These three spaces must not cause the total number of spaces moved with that action to exceed the figure's Speed.

Protector of the Luftles - 1VP

Palaudis Tribe Occulites have a tendency to form strong bonds with Luftles that join their Tribes. In some cases Tribe members become very protective of them, quickly coming to their Defence, thinking little of themselves.
This Tribe member may discard a Boost card to swap places with any Luftle figures in one adjacent space when they are attacked by an opponent.

Sticky Tongue - 2VPs

This Palaudis Tribe Occulite has developed a strong, sticky tongue that is used to quickly pluck Nymphlets and other prey straight of the air with deadly accuracy. Darwin has also observed certain Tribe members use this to scoop up Sungems as they move past.
This figure does not need to stop when picking up a Sungem during a Move action.



Intimidating Croak - 3VPs

This Palaudis Tribe Occulite puffs up his body and exhales powerfully, causing a deep resonating sound to bellow forth. This croak has seen charging enemies halt in their tracks. Meant as a warning, if the opposing Tribe is not intimidated, it can cause them to anger quickly.

You may interrupt an opponent's Attack to give them up to three Boost cards from your hand. If they accept them, they cannot Attack this turn. If they do not accept them, the Attack is carried out as normal, but your figure gains 1 extra reroll.
Note: Only one Tribe member may take this ability.

Thunder Leap - 4VPs

This Palaudis Tribe Occulite has learnt to reverse his inertia whilst in the air through a cyclical shift in his body fat. The effect of this is a tremendous crash to the ground, causing a small tremor in the immediate area.

To learn this ability, the figure must already have taken the Learned Ability Leap.
This is considered a Charge Attack, but the player may discard any number of Boost cards from his or her hand to raise the figure's Attack value by 1 per card (up to a maximum of 7 Attack), for this Attack only. Any Boost cards discarded that would raise the figure's Attack value beyond 7, count as one reroll per card instead.

Hydris Tribes
Aquatic Entities of the Occulite World.

Unumluscus fluvius
Hydris Occulite, Water Occulite

Description: *Hydris Tribe Occulites are usually fairly average in size for Occulites, with adults ranging from 120 - 160 centimeters tall. They are covered in fine scales that reflect the light slightly differently depending on their surroundings. This helps them not only to blend in with the environment, but also to display a range of bright colours which warn off predators. In fact, just like fish on Earth, the Hydris Tribe Occulites have been identified with a plethora of colourations, from deep blues, greens and creams, to bright oranges, reds and even purples. The discovery of this sub-species demonstrated to Darwin just how varied Occulite colourations can be, prompting a search for many more variations, even within the more established sub-species.*
Hydris Tribe Occulites possess a large dorsal fin, which runs down the length of their spine. This helps to stabilise their bodies whilst swimming, but does often give them away. It can also fold flat or fan out when on land to help them regulate their body temperature in the variety of biospheres of Crepusculum. Their feet are flipper-like, with each toe represented by a long cartiligenous bone. A thin membrane connects each one, helping to create propulsion whilst swimming. This membrane is also present on their body, extending from their upper arms down to along their lateral line.
Hydris Occulites also have gills on their upper bodies which have the capacity to process both fresh and salt water, with little transition time.

Habitat: *The Hydris Tribe Occulites are dwellers of the rivers, lakes and oceans of the Crepusculum. Although the Hydris have gills, they do not live exclusively under water. In fact, they spend very little time there at all, using it mainly for hunting, ambushing or travelling long distances via waterways. They have also been seen on the edge of some swamp lands, but prefer fresh, running water or large bodies of water that can fulfill all their hunting needs.*

Diet: *Hydris Occulites are omnivores, eating both plant material and hunting meat. Plant material is restricted to the bulbs of water plants and the juicy stalks of lillies and iris. They hunt mainly finlings - small, single eyed aquatic creatures - which they catch with the aid of their nets and tridents. Hydris Occulites will also hunt Puscual if they wander down to the water's edge, where the Hydris have the advantage. Salt water dwelling Hydris Occulites prefer seaweed and kelp, along with a steady diet of small crustraceans and dorslets - larger relatives of the finlings.*

Behaviour: *Hydris Occulites are very adaptable and can be seen across most of Crepusculum. This has allowed other Tribes to develop a wary trust of them. The Hydris try to maintain this trust when it is beneficial to them, but are quick to exploit it if it is in the best interests of their Tribe to do so.*

Hydris Occulites communicate through an intricate series of eye-stalk and dorsal fin movements, along with rapid colour changes much like that of Octopii on Earth. These silent ways of communication help them to move silently through areas that would otherwise give them away.

***Warfare:** Hydris Tribes are very cautious in battle and prefer a well thought out plan to brute force. They use terrain to their advantage and through experience gained from past battles can become rather deadly opponents. They possess tridents made from driftwood or river gum, lashing special corals onto the wood with water reeds or kelp. Thse corals are constantly replaced as they break off and degrade over time. This not only ensures that the corals are sharp and effective, but that they are specific to the region in which they are fighting. Beacuse of this, some of these corals contain neurotoxins that attack the nervous systems of their prey.*
This sub-species of Occulite also produces intricate nets out of seaweed and vine lashings, using them to hunt for food and sometimes to slow down an enemy on the battlefield. These nets are family heirlooms and the time taken to create them is great. They are often given to the most skilled finling hunter who can pick out an enemy and capture them with amazing accuracy.

***Tribal Chiefs:** Hydris Tribal Chiefs are selected by nature. They are often slightly larger than a regular Hydris Occulite, but have extremely sound tactical minds and are renowned for making good decisions. This natural selection process has helped solidify the Hydris Occulite Tribes as one of the most abundant and successful across Crepusculum.*
This natural selection begins when an older Occulite Chief has exhausted his ability to be reborn and his spirit reluctantly leaves to have more adventures in another place. Upon leaving, a burial raft is built from a hollowed out river gum trunk, covered in paintings of the Chief's achievements. This is set afloat on a slow moving river, or large lake and set on fire. This is thought to help the Chief's spirit leave the world via the steam and smoke the raft gives off.
Over a short period of time following this, a member of the Tribe chosen by nature itself undergoes several changes. One of these being a more pronounced dorsal fin. The most significant change occurs to the folds of skin around the top of the Occulite's eyestalk, which close over the eye, producing a viscous discharge which prevents the Occulite from seeing for several Earth days. It has been observed that during this time of blindness, the Tribe itself look after the Occulite, feeding him and guiding him to water's edge to cleanse the eye. It is thought that this ritual represents the transition between the Tribe looking after the new Chief, to the new Chief looking after the Tribe. It is also said that during this time the old Chief's spirit passes on knowledge to the new Chief. After several Earth days, the discharge is gone and the folds of skin around the new Chief's eye open to reveal a starfish-like shape around the eye, branding the Occulite as the new Chief.

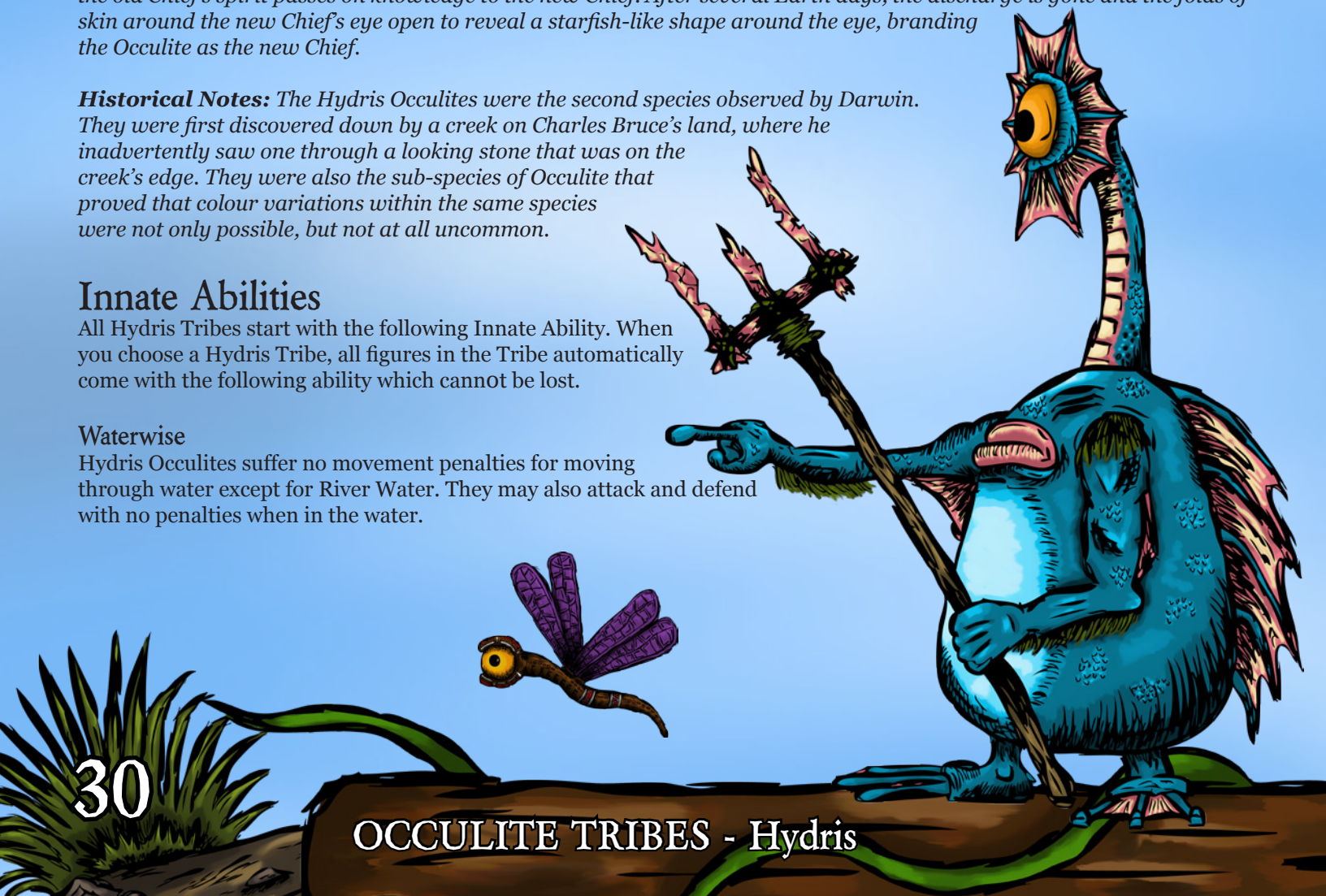
***Historical Notes:** The Hydris Occulites were the second species observed by Darwin. They were first discovered down by a creek on Charles Bruce's land, where he inadvertently saw one through a looking stone that was on the creek's edge. They were also the sub-species of Occulite that proved that colour variations within the same species were not only possible, but not at all uncommon.*

Innate Abilities

All Hydris Tribes start with the following Innate Ability. When you choose a Hydris Tribe, all figures in the Tribe automatically come with the following ability which cannot be lost.

Waterwise

Hydris Occulites suffer no movement penalties for moving through water except for River Water. They may also attack and defend with no penalties when in the water.



The Hydris Netter always has the Innate Ability Hunting Net.

Hunting Net (Ranged) - 1 Action

This net can be used during the game for one action by the Hydris Netter. Once used, it must be retrieved before being able to be used again as long as it is not damaged in the process.
To use a Hunting Net the Hydris Netter cannot be in base contact with an enemy figure as it needs room to swing.
The Hydris Netter may throw it at any opposing figure within 5 spaces. Treat this as a regular Attack (but with 2 free rerolls) that needs to be defended against normally. This means that even if that figure is adjacent to another figure (friend or foe), it can still be targeted.



Refer to the Hunting Net Combat table to the right when resolving this attack.

A model that has thrown a Net, must stay within 5 spaces of the victim to be able to pull it back in. If the model ever moves further away than this, the Net is considered dropped and will be destroyed by the Hydris' opponent.

All Hydris Tribe Chiefs start with the following Innate Ability which cannot be lost.

Healing Mucus

The Chief may spend a Tribal Token to gain +1 Health. This may not take him above his starting value.

ATT = DEF	Nothing Happens. Net can be pulled back for free.
ATT > DEF but not x2	DEF is Prone. Net can be pulled back for 1 action.
ATT >x2 DEF but not x3	DEF is Prone and -1 Health. Net can be pulled back for 1 action.
ATT >x3 DEF but not x4	DEF is Prone and -2 Health. Net can be pulled back for 1 action.
ATT >x4 DEF	DEF is Prone and -2 Health. Net can be pulled back for free.
DEF > ATT but not x2	Nothing Happens. Net can be pulled back for 1 action.
DEF >x2 ATT	Net Tangles. Net can be pulled back for 2 actions.
DEF >x3 ATT	ATT is Prone. Net is destroyed and cannot be used again this scenario.

Hydris Tribe Ability Pool

Hydris Tribe Occulites continue to evolve in the rivers, lakes, creeks and seas of Crepusculum. The Learned Abilities below are only available to them, reflecting their way of life and how they adapt to excel in their environment.

Retractable Dorsal Fin - 1VP

Hydris Tribe Occulites have always had trouble hiding in the water as their dorsal fin gives them away. A model with this ability has developed a way to retract the dorsal fin back against its body like a fan. This allows it to hide in the water with much more success.
This Hydris Tribe Occulite may Hide in any Water Terrain space except for Shallow and River Water. Regular Lakes have a Hide of 9 and Deep Lakes have a Hide of 6.

Aquatic Charge - 1VP

This Hydris Tribe Occulite has learnt to scare his enemies by bursting forth from the water. The spray and sudden movement has been seen to temporarily put enemies off balance.
When conducting a Charge action that sees your figure begin its movement in a Water space, you may force your opponent to reroll one of its successes in the ensuing combat.

The Hydris Tribe Occulites are skilled in making nets for hunting and trapping. These nets however are very special to the Tribes and are not wasted lightly. Darwin notes that often a Tribe will only ever carry one net on them at any one time, keeping the rest back at their Home Cave. The daily ritual of capturing small Finlings in the rivers and lakes of Crepusculum have helped fine tune the accuracy of using the net in combat.
Hydris Tribe Occulites often secrete a mucus-like substance from their skin. This substance can take on different properties based on their needs. Sometimes this mucus will be extra slippery to help them escape, other times it can be poisonous to ward off enemies. Because a Hydris Tribal Chief is selected by nature, they have been given a way to heal themselves via this mucus.

Slippery When Wet - 2VP

This Hydris Tribe Occulite has evolved to secrete a slippery, mucus-like substance from between its scales. This makes the Occulite very hard to pin down in a fight and Darwin has witnessed on many occasions Hydris Tribe Occulites slipping quickly out of a combat to escape and regroup.

When taking a Break Away Test, this figure may draw 3 cards and choose the best one to play. The other two cards are then discarded.

Rearguard - 3VP

This Hydris Tribe Occulite has learnt how to contribute to a combat from afar. Hiding behind a friendly Occulite that is in combat, this Tribe member looks for openings, quickly lunging with his trident. Being able to do this without putting themselves in harm's way is an important skill for the Hydris Tribe Occulites.

If this Hydris Tribe Occulite is in a space adjacent to a friendly Occulite that is in combat with an enemy, he contributes rerolls as if he were actually part of the combat. He does not need to also be adjacent to the enemy to do this.



Poison - 4VP

This Hydris Tribe Occulite has evolved to secrete a Poison from between its scales that can be deadly to other creatures. This neurotoxin works to shut down the nervous system quickly, putting the affected creature at great risk.

To learn this ability, the chosen figure must have already gained the Slippery When Wet Learned Ability.

Any time this Hydris Tribe Occulite wins a Combat, its player may discard a number of Boost cards from his hand to cause additional damage equal to the number of Boost cards discarded. The affected model may discard a number of Boost cards from his hand to cancel each additional damage on a 1:1 basis.

Floris Tribes

Aggressive Brutes of the Occulite World

Unumluscus silva

Floris Occulite, Bushland Occulite, Flower Occulite

Description: *Floris Tribe Occulites are currently the largest of the known species of Occulite. Adults range from around 140 - 180 centimeters tall. They possess strong feet that have large hooked claws on their ends, helping them to climb trees in the Bushland where they live. Their torsos are covered in a thick foliage of leaves. These leaves change colour with the seasons of Crepusculum and help them to blend in with their surroundings. Some Floris Occulites even shed their leaves during the Crepusculum winter, leaving their body looking like a giant Banksia seed pod, but this is very rare.*

A band of large petals are usually found around the base of their eyestalk. These are thought to help designate the Occulite's standing within the Tribe. The more brightly coloured or deeply patterned the higher their ranking.

The colour of a Floris Tribe Occulite's leaves, petals and skin ranges greatly, just like the flowers and plants on Earth. Some of the more common colours that have been observed are orangey-yellow skin, with splashes of brown, light yellow banding on the underside of the eyestalk and a mixture of autumn coloured leaves. They have also been commonly seen with a light green skin, with mottled green blotches and gum tree coloured green leaves. Their colouration seems to be consistent with a particular type of tree that is special to their Tribe. It has been noted observing several Tribes in his area that appeared to model their colourations after the local Banksia-like trees.

Habitat: *Floris Tribe Occulites are most commonly found in the bushlands and forests of Crepusculum. They are also known to frequent the jungles and rainforests on occasion. However since the slaves that they rely on so heavily, the Luftles, don't often venture there, Floris Tribes rarely leave the fringes of those areas.*

Diet: *Floris Occulites are omnivores, but rely mainly on a diet of meat. The only plant material that Floris Occulites eat are the fruit of the Lumino Trees and the berries of the Wurridge Trees. The Floris use their ability to camouflage to hunt and ambush many creatures, including large insects, Gretins and Puscuals. They also enjoy the challenge of collecting and eating Drunmoth eggs, often using it as a form of competition within the Tribe. But with Drunmoths being such protective parents, the Floris need to carefully plan out such attempts.*

Behaviour: *Floris Occulites are known as savage and brutal and this is almost an understatement. They do not tolerate other Tribes and will immediately attack Occulites that venture into their territory. They are very aggressive and often deliberately make incursions into other Tribe's land just to spark a battle. Their thoughts are usually on battle or other forms of fighting and as such, they have little time for the more mundane aspects of survival. For this, they rely heavily on Luftles to do their bidding. Luftles within a Floris Tribe are not often there by choice, but are captured from the wilds or even from another Tribe and forced into work. It is not uncommon to see Luftles sneaking away from their Tribe given the opportunity, even if the chances of actually getting away are rather slim.*
Floris Occulites usually communicate through a series of grunts and howls, but when stealth is more important, rely mainly on eyestalk movements and hand gestures.



Warfare: *Floris Occulites enjoy and actively seek battles and confrontations in all its forms. Floris are known for their excessive brute-like force, throwing their bodies into a fight with little regard to their safety, but there are many who also relish the stealthy side of a fight. This often includes setting traps and springing ambushes, using camouflage and their knowledge of the area to help them do so effectively.*
Besides their bare hands, the weapon of choice for a Floris Occulite is usually something that reflects the nature of their blunt force. In most cases this is in the form of a one handed flail. The handles for these are made of short lengths of sturdy wood with a series of vines or rope that are lashed to the top of the handle. At the end of the vines or rope is a heavy stone, cradled in amongst the vines. The weapon is swung above the head, creating an eerie whirring noise that can be heard from a distance away. This whirring has been observed to create distractions or misdirections that allow the Floris Occulites to make hugely effective flanking attacks on creatures, predators and other Occulite Tribes.

Tribal Chiefs: *Floris Chiefs are usually the largest and most intimidating of the Tribe, but on occasion, it can go to the Occulite that is the most tactical or strategic in combat. Their position as Tribe Chief is granted to them by the Tribe through challenging one another in hand to hand combat. In fact at the beginning of every Sungem season, Tribe members can challenge the Chief for the leadership of the Tribe. Sometimes more than one Tribe member challenges the Chief and in this case, all challengers face off for the right to fight the Chief.*
While to outsiders, these challenges and fights seem to be quite savage and damaging to the morale of the Tribe, it actually has a very positive impact. They know, that whoever wins will lead the Tribe effectively throughout the season and they will support and follow their Chief in whatever they decide.
After the challenges have run their course and a Chief is selected, they are awarded the Chief staff, which is then adorned with a fresh Banksia flower. The Chief then needs to steal a Drunmoth egg which is cracked open and used to cultivate their flower headdress in. If the Chief fails to procure a Drunmoth egg or the flower doesn't cultivate, a new round of challenges can take place.

Historical Notes: *Floris Occulites were the third species of Occulites observed by Darwin when he saw one being chased by a Puscual. At the time he was unaware that it was a trap set by the Tribe. But Darwin's compassion for the creature caused him to injure his finger while trying to come to the Occulite's aid.*

Innate Abilities

All Floris Tribes start with the following Innate Abilities. When you choose a Floris Tribe, all figures in the Tribe automatically come with the following ability which cannot be lost.

Forestwise

A Floris Occulite does not have to flip a card to find out if it can climb. As long as it is in a space adjacent to a Tree Overlay at the start of its action, it can climb to the top using one action. In addition to this, when a Floris Occulite is Hiding, enemies must pass an Awareness test on a 10+ when trying to spot them.

All Floris Tribe Chiefs start with the following Innate Abilities which cannot be lost.

Savagery

A Floris Tribe Chief may use one of his Tribal Tokens to reroll ALL dice used in a single Attack performed by any of his Tribe (including himself), even if the roll has already been rerolled for another reason. If the Floris figure loses this fight after the dice have been rerolled, it automatically loses a Health OR a Defence at the discretion of the Floris player, in addition to whatever the outcome is normally.

Floris Occulites have developed strong, clawed feet that help them climb the sheerest of trees. This, mixed with their leaves' living ability to cahnge colour to match their surroundings make the Floris a formidable sub-species of Occulite.

Floris Tribes take what they want, when they want. They have no thought for anyone else but themselves. Darwin has often seen Floris Chiefs drag opposing Tribe's Luftles off the field of battle to be enslaved against their will.

Lead From the Front

A Floris Chief in combat gives a free reroll of a single failed die to all friendly Floris Tribe Occulites within 4 spaces of him or any part of his combat. (The Chief himself is not eligible for this reroll)

Pillage

If a Floris Chief reduces an opposing Tribe's Luftle to 0 Health during a scenario, he may (if he chooses) automatically add this Luftle to his Tribe's roster as a slave. At the start of each scenario, count how many slave Luftles the Floris Chief has in his Tribe. Roll a die, if you roll a number that is equal to or less than the number of slave Luftles, then there is a revolt and all slave Luftles immediately leave the Floris Tribe and are removed from the roster and returned to those Tribes they were stolen from. Slave Luftles do not count towards the limit of how many Luftles a Floris Tribe may have. Luftle Chiefs may NEVER be taken.

Floris Tribe Ability Pool

Floris Tribe Occulites continue to evolve in the bushlands, forests and jungles of Crepusculum. The Learned Abilities below are only available to them, reflecting their way of life and how they adapt to excel in their environment.

Tuck and Roll! - 1VP

This Floris Occulite has adapted a safe way to quickly drop out of a tree. It simply tucks its eyestalk into its foliage and rolls after hitting the ground, allowing it to safely keep moving.

When this figure chooses to leap out of a tree, it does not have to test to see if it injures itself. It will automatically land safely and may continue to move as normal.

Camouflage - 1VP

This Floris Tribe Occulite is exceptionally good at blending in with the environment, making it very difficult to spot.

When attempting to Hide with this figure, treat the Hide difficulty as if it were 2 lower than what is listed.

Vicious when Cornered - 2VPs

This Floris Tribe Occulite is extremely dangerous when cornered, lashing out with unrestrained anger.

When this Floris Tribe's player has 3 or less cards in their hand, this figure rolls 2 additional dice when Attacking.

It's a Trap! - 3VPs
This Floris Tribe Occulite is a master of ambushes and traps, leaping out of hiding or from a tree with a warcry that would curdle the blood of any creature in Crepusculum.
To learn this ability, the figure must already have taken the Learned Ability Tuck and Roll!
This figure gains 3 free rerolls (in addition to any others it may be eligible for) when making a Charge attack from a Tree or from a Terrain Overlay that it is Hidden in.

Pheromones - 4VPs
This Floris Tribe Occulite has adapted a way to lure its prey into traps and ambushes. By exuding powerful pheromones, this Occulite is able to exert some degree of control over its enemies.
After an opponent declares a Move action, but before actually moving the figure, this figure can announce that it is releasing Pheromones. The Floris player may choose to discard a number of Boost cards from their hand. Each Boost card discarded in this way, allows them to move the opponent's figure one space in any direction. These spaces are deducted from the total number of spaces the figure can move with the action they spent. This ability has no range limit.
Note: Only one Tribe member may take this ability.



Ignis Tribes
Proud and Honourable Nobles of the Occulite World.

Unumluscus incendium
Ignis Occulite, Fire Occulite, Wildfire Occulite, 'Marbark'

Description: *Adult Ignis Occulites vary between 130 - 160 centimeters tall. Their bodies are covered in a thick, leathery skin, which takes on the appearance of molten rock. Cracks in this surface act as natural vents, allowing the build up of pressure and heat taken in from their surroundings, to be released. This is often represented as steam or even smoke on occasion. This has helped Darwin coin the phrase 'When there is smoke, there is Ignis'. The cracks in their leathery hide glow boldly with reds, yellows and oranges. This is not only a warning to predators and enemies that this Tribe is not to be trifled with, but also acts as a reflection of their mood. It has also been observed being used as a long distance warning to other Ignis Occulites or to warn off or attract predators. Almost all the Ignis Tribes that Darwin has observed have had a brownish-black body, with the glowing reds, oranges and yellows shining through the cracks in the surface. Their skin ranges from reds, to oranges and yellows – sometimes even black. But more recently, Tribes have been discovered that take on the colours of gemstones found in amongst the lava chutes the Ignis sometimes use to travel.*

Habitat: *Ignis Occulites have a very small range, choosing to stick close to the lava flats of Crepusculum. They rarely venture out of this area, but this appears to be changing as they have begun to use dormant or old lava chutes to move between places to gather food.*

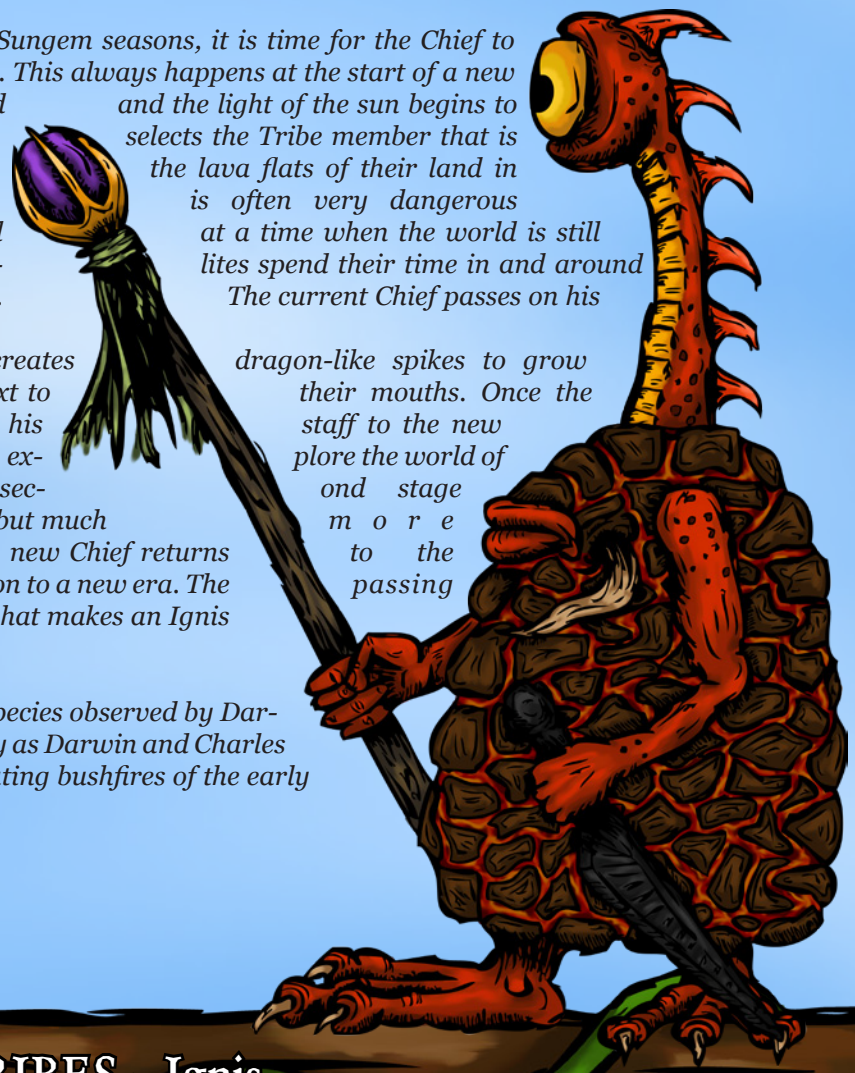
Diet: *Ignis Occulites are primarily carnivores, but can go without food for long periods of time due to the minerals that they are able to absorb through the rich volcanic soils of their lands. They only ever kill what they need to eat and no more, choosing to carefully hunt Pusucual, storing the meat so that it lasted longer. They consider Nymphlets and Gretins*

a delicacy but despite enjoying the taste, only eat them during celebrations for their homeland volcano. They supplement their diet with some of the greener plants that grow in the mineral rich soils.

Behaviour: *Ignis Occulites very much keep to themselves, rarely venturing outside their own territory. They do not like unannounced intruders in their lands and turn them away unless they are in need. Known for their honourable nature, this proud sub-species always conducts themselves with the utmost respect to all they interact with. This extends to other Occulite Tribes and even the creatures and predators that they hunt, never taking more than they need. Despite the harsh ness of the lava flats where the Ignis live, Luftles offer their help to the Tribes in exchange for a share in the food and protection from other Tribes. While the Ignis do not welcome them in like the Palaudis do, they do reward the Luftles for their work fairly.*
Ignis Tribes were the first of all Occulite Tribes to develop a simple language which is currently only understood by their kin. Darwin has worked hard to develop some understanding of this language, but more time is required to fully decipher it due to the speed at which they speak. Darwin believes that the word 'borma' means honour and that they refer to themselves as 'Marbark'. To supplement this language and interact with other Tribes, they use a set of eyestalk movements that appear to be becoming fairly standard across most Tribes.

Warfare: *Ignis Occulites demonstrate an unmatched prowess in combat. They are tactical and deliberate in their movements. Always honourable to their opponents, they often refuse to engage with lesser combatants and only particpate in gang-up attacks against dishonourable foes. They have an excellent understanding of the way that their bodies processes the heat taken in from the lava flats and can use this to their advantage in creating opportunities to strike within combat. Darwin has observed some Ignis Occuiltes actually being able to take in and convert the energy from Sungems to then expel this through their occular nerve, producing devastating 'eye beams'. But such a feat is rare and often drains the Occulite of its energy too quickly to be effective long term.*
All Ignis Tribes carry polished, obsidian blades, fashioned by utilising the resources scattered throughout their lands. They do this by diverting rhyolitic flows, which are then cooled quickly to produce obsidian. This obsidian is then carefully fractured to create a sharp and accurate blade. They wield these blades with an intimidating skill and prowess that gives them the advantage in face to face combat.

Tribal Chiefs: *When an Ignis Tribe has seen many Sungem seasons, it is time for the Chief to move on and entrust his or her Tribe to that of another. This always happens at the start of a new season, just as the The Long Dark is coming to an end and the light of the sun begins to creep back over the horizon. The Chief of their Tribe selects the Tribe member that is the most honourable and takes this member deep into the lava flats of their land in search of a hot spring in which to bathe. This journey is often very dangerous as it is only the two Occulites that embark upon it and at a time when the world is still very cold. Once the hot spring is found, the two Occulites spend their time in and around it, taking on all the minerals from underneath the earth. The current Chief passes on his skills and knowledge to the new Chief.*
Over time, the mixture of minerals in the hot springs creates dragon-like spikes to grow down the back of their eyestalk and tusks to grow next to their mouths. Once the Chief's knowledge is passed on, the Chief hands over his staff to the new Chief and bids them a fond farewell. They then go on to explore the world of Crepusculum on their own. It has been noted that this second stage of an Ignis Occulite's life is just as exciting as the first, but much more needs to be discovered before it can be discussed. The new Chief returns to the Tribe just in time to see them wake from their hibernation to a new era. The passing on of knowledge and skills from the previous Chief is what makes an Ignis Chief so revered and wise.



Historical Notes: *The Ignis Occulites were the fifth species observed by Darwin. They were first spotted, although only momentarily as Darwin and Charles Bruce tried to escape their property during the devastating bushfires of the early 1980s.*

Innate Abilities

All Ignis Tribes start with the following Innate Abilities. When you choose an Ignis Tribe, all figures in the Tribe automatically come with the following abilities which cannot be lost.

The Bite of Obsidian

When attacking in Combat, for each 0 that is rolled, you may roll an additional die and count its result towards your total number of successes (only 0s from the original roll count for this ability).

When There is Smoke, There is Ignis

Ignis Occulites may ignore any ill effects from crossing Lava Flats, as long as they can do so with one Move action. At the end of this action, any figure that is in an adjacent space to this figure (friend or foe) must discard a hard from their hand. If they cannot, that figure loses 1 Health instead.
Additionally, they can NEVER Hide in a Water Terrain space and must either discard a card from their hand OR lose 1 Health when they spend a Move action that takes them into or through a Water Terrain Overlay space.

All Ignis Tribe Chiefs start with the following Innate Ability which cannot be lost.

Hard as Stone

An Ignis Occulite Chief may spend a Tribal Token to reroll any number of failed dice when Defending. This is limted to once per Combat.

The heat that builds up within the body of an Ignis Occulite is usually released through the vents in their leathery skin. They can choose to close these vents temporarily to retain this heat. As Darwin has witnessed, they cannot do this for long, but it appears to allow them to cross lava flats with relative safety, before venting this heat in a cloud of steam or smoke once they've stopped.

Ignis Tribe Ability Pool

Ignis Tribe Occulites continue to evolve in the lava flats and volcanic areas of Crepusculum. The Learned Abilities below are only available to them, reflecting their way of life and how they adapt to excel in their environment.

Drawn to the Heat - 1VP

This Ignis Tribe Occulite feels a strong pull towards the comforting heat of the Lava Flats. This call can be a help or a hindrance, but with practise, some are actually able to control this urge.
After conducting a Move action, this figure may then immediately move 1 additional space as long as it is towards or onto a Lava Flat space. This movement does not trigger the Lava Flats effects, but cannot be used as a Charge attack.



Hard as Leather - 1VP

This Ignis Tribe Occulite has been exposed to the harsh extremes of Lava Flat life for a long time. It has caused its leathery skin to harden, granting it additional defences.
This Tribe member gains a free reroll when Defending in combat.

Honourable - 2VPs

This Ignis Tribe members pride themselves on bringing honour to the Tribe. They always conduct themselves fairly, making sound moral judgements and they believe that this is a reward unto itself.
This Tribe starts each scenario with an additional 2 Tribal Tokens.
Note: That this ability can only be Learned once and is applied to the Tribe as a whole.

Depressurising - 3VPs

Darwin notes that some Ignis Tribe Occulites can store heat pressure in their bodies and then choose when to release that pressure through their vents. This depressurisation forces hot gas out through the vents and can temporarily disorient enemies.

At the start of each game, take an Ignis Heat Token and place it on the figure with this ability's player board. At any time during the game, this figure may discard the token to force his opponent to discard a random card from their hand for each figure in a space adjacent to this Ignis model. If they choose not to discard a card (or if they can't), then they lose a Health instead.

Note: Any turn that this figure moves through a Lava Flat space and do not have a token on your player board, you may place one there.

Eyebeam (Ranged) 1 Action - 4VPs and 1 Sungem

This Ignis Tribe Occulite has evolved an understanding of the way its body stores and discharges energy. This has allowed it focus this discharge of energy up through its eyestalk and out through its eyeball. It is thought to be able to do this by utilising the Ocular nerve as a conductive wire. The eye's lens then becomes the discharge point for the built up energy. This is a dangerous ability to perform regularly, so some care must be taken.

This Occulite may Attack a figure that is within 7 spaces in a straight line from your figure. This Attack is conducted as a normal Attack, however no card effects can be utilised and the defender cannot use any rerolls. You must discard a Boost card each time you use this ability or your figure loses 1 Health due to the danger it poses.

Nimbus Tribes

Vicious, Flying Vegetarians of the Occulite World.

Unumluscus pennavolantis

Nimbus Occulite, Feathered Occulite



Description: *Adult Nimbus Occulites vary between 120 - 150 centimeters tall. These vegetarians are covered in a thick layer of feathers that form a warm down to help combat the crisp chill of the mountain air. Their feet are made up of eagle-like claws, fashioned in a way to help them hold onto rocky outcrops and tree branches despite strong wind gusts. One of the most unique evolutionary features though, is their wings. After losing many Tribe members to wind gusts blowing them off mountain ridges and cliffs, this sub-species evolved a leathery membrane that stretches from their bodies to their hands. This membrane allows them to glide long distances, often travelling from the mountains on the air currents. When they don't have a higher platform to launch from, they are able to fly for short distances. It is theorized by Darwin that this is due to a lower bone density. Their sharp teeth and fangs are not for eating meat, but for quickly slicing off parts of plants. For you see, as Darwin has witnessed, in the Occulite world, some of the plants fight back. The fangs pierce and lock the vegetation in place, while the sharp teeth slice down, cleanly and efficiently taking off chunks of plant matter before the Nimbus Occulites make their escape. Their colouration varies greatly from that of a barn owl to a kingfisher or rainbow lorikeet, depending on the location they were born into. Darwin's favourite colouration is reminiscent of the critically endangered Orange-bellied parrot here on Earth. The stomach is patterened with rich oranges and reds, with the colour spreading out into lighter oranges and yellows towards the top of the body. Their skin is light green in colour, with their wing membranes a translucent yellow. This is by far not the most common colouration for Nimbus Occulites in Crepusculum though. This honour goes to a deep purple feather with flecks of green and teal throughout and a pastel-like soft greenish-blue skin. Many Nimbus Tribes have been discovered with this and similar colourations.*

Habitat: *Nimbus Occulites dwell in the high, mountainous regions of Crepusculum, but when the temperature drops and food becomes scarce, they are forced to move further away into other Tribe lands. They have also been seen more recently in bushland and flying high over the swamplands in search of Nymphlets to pollinate their mountain flowers.*

Diet: *Nimbus Occulites are entirely vegetarian and will eat a wide range of vegetation, fruit and berries. High up in their mountain homes, they live mostly off all parts of the Yallum plant, including the brightly coloured flowers. However, due to the temperature and altitude, there are not many of these readily available year round. The Nimbus need to help cultivate these by catching Nymphlets to help spread the pollen, creating more growth and more seedlings. When food is scarce, they need to descend into other Tribe's lands. Although incredibly difficult and dangerous to procure, they find Podmothine flowers to be a rare delicacy.*



Behaviour: *Despite their appearance, the Nimbus Occulites are a mostly peaceful sub-species who keep to themselves. Not many other Tribes would dare to try and take mountainous land from them. It would be far too dangerous. The Nimbus Tribes only take what they need, but when the temperature drops and food becomes scarce, they are forced to move further away from their mountains, into other Tribes' land, conducting raids for equipment and resources.*
They commincate with other Tribes through similar eyestalk movements that have been observed before. Amongst themselves though, they communicate through a series of chirps, whistles and clicks. More recently, Darwin has observed them doing what can only be described as dancing. Jumping and gliding around Lumino Trees with their feathers ruffled and large flowers in their hands. He believes that it might be some form of Tribal dance to attract Nymphlets.

Warfare: *Nimbus Occulites are traditionally a little weaker in straight hand to hand combat due to their low bone density and as such adpot a more hit and run style of fighting. They like to swoop in and attack from above before making a quick get away. Nimbus Occulites have also been documented as grabbing things in their talons and dropping them onto the enemy or even picking up the enemy themselves! Tricky and fast, the Nimbus Occulites fight with a very different style to other sub-species.*
The Nimbus Tribes fashion axes from Snow Gum-like tree branches and chiseled stones, held fast by tight vines or reeds. Combined with a swooping charge, these axes can deliver a powerful force that makes the very rocks themselves tremble.

Tribal Chiefs: *How a Nimbus Occulite becomes Chief of a Tribe is actually not yet known to Darwin and his collegues. There are many theories surrounding how this may occur, but with many different variations of this sub-species, it is hard to tell if there is any consensus amongst Tribes. There is quite a bit of evidence suggesting that the title and responsbility of Tribal Chief goes to the Occulite that selects the best roosting place on their mountain. Once a nest has been set up in a cave high above the clouds, the location is then advertised by the Nimbus Occulite by burning a campfire near the mouth of the cave. Like moths to a flame, other Nimbus will arrive until the group numbers five. At this point, Darwin has referred to it as a 'flock'. The Tribal Chief is extremely protective over their Tribe members and will go out of their way to ensure they safety.*
Tribal Chiefs wear a headdress adorned with tail feathers donated eagerly by their Tribe members. This is representative of the Chief taking the responsibility for their survival and welfare and the implicit trust that is placed upon the Chief by his members. Each time the fire is lit once a Tribe has been completed, a single feather will be burnt amonst the flames, sending a scent out to lone Nimbus Occulites that lets them know that the flock is complete and there is no room.

Historical Notes: *Nimbus are the fourth species of Occulite that was witnessed by Darwin. Early on when Charles Bruce first took Darwin to the Ridge, Darwin found the first Nimbus Occulite Tribe doing battle there. This Tribe had the Orange-bellied Parrot colouration and Darwin kept a close eye on it from then on, regularly visiting the location.*

Innate Abilities

All Nimbus Tribes start with the following Innate Abilities. When you choose a Nimbus Tribe, all figures in the Tribe automatically come with the following abilities which cannot be lost.

Masters of the Air

Nimbus Occulites may choose to ignore all terrain, tokens and figures they move through as long as they can do so with one Move or Charge action. If they would need to use two actions to clear a Terrain Overlay, they suffer the effects of the terrain. If they start their turn elevated (either by being in a tree or on an Eleveated Terrain Overlay), they may add +2 to their Speed for that action. If the figure conducts a Charge into combat with this extra movement, their Attack counts as +1 for that combat only.

Low Bone Density

Nimbus Occulites must reroll one successful die when Defending, taking the newly rolled result whether it was worse or not.

The lower bone density that Darwin theorizes could be the cause for allowing the Nimbus to fly more effectively, but has also been seen to make the Nimbus more prone to injuries in battle. Nimbus Tribe Chiefs are aware of their weaknesses when defending in combat. They have developed ways to better look after their members by teaching them to quickly remove themselves from a battle with a flurry of wing beats. They dutifully wait for their Chief's signal to do so.

All Nimbus Tribe Chiefs start with the following Innate Abilities which cannot be lost.

Flight is Not Folly

A Nimbus Tribe Chief may spend a Tribal Token to allow one of its members within 15 spaces to either Stand Up OR Break Away for free. If the figure is holding a Sungem when it takes the Break Away option, instead of doing so for free, it still takes the test, but instead of drawing a card from the Natural Selection Deck, they may play a card from their hand. They may still Stand Up for free if they are holding a Sungem.

Graceful Strength

A Nimbus Tribe Chief will always start a Campaign or a Stand Alone game with 7 Health. Evolutionary Adjustments may not change this.

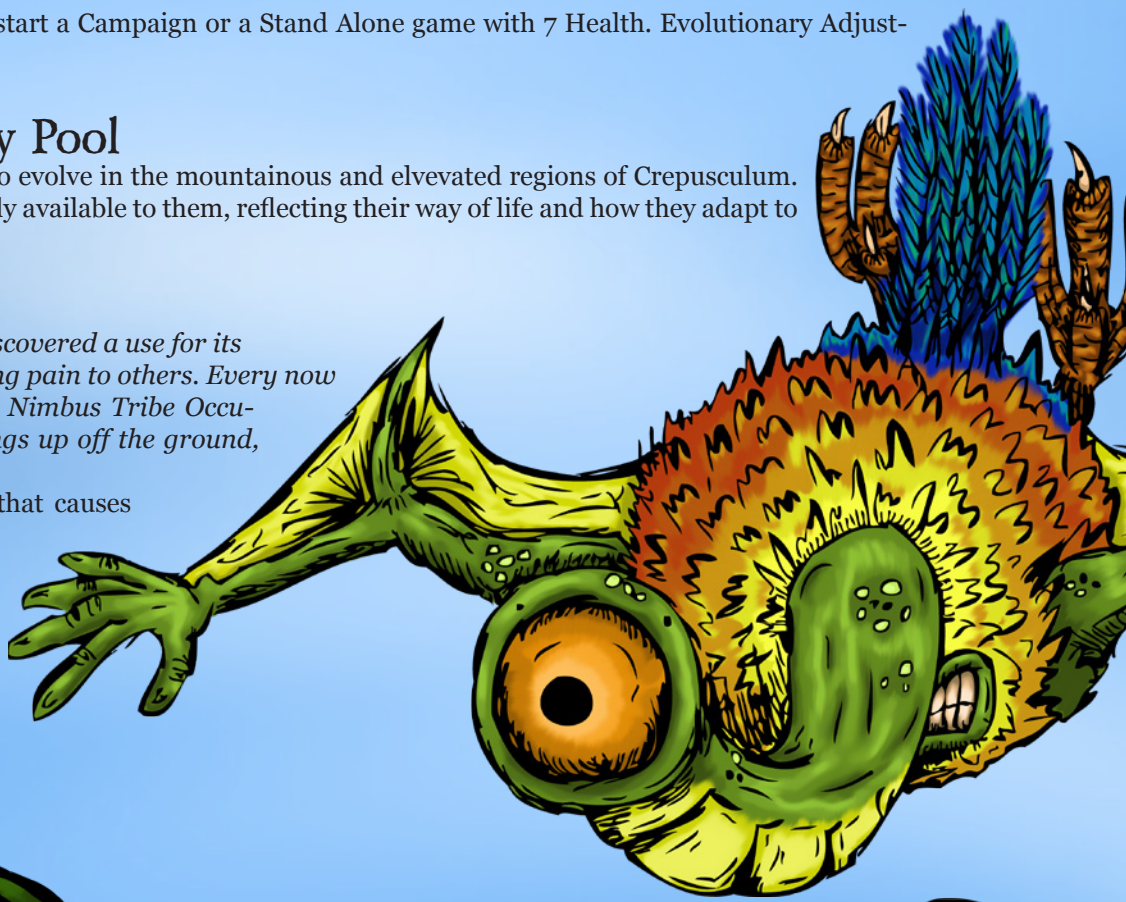
Nimbus Tribe Ability Pool

Nimbus Tribe Occulites continue to evolve in the mountainous and elvevated regions of Crepusculum. The Learned Abilities below are only available to them, reflecting their way of life and how they adapt to excel in their environment.

Carry - 1VP

This Nimbus Tribe Occulite has discovered a use for its sharp feet talons other than causing pain to others. Every now and again Darwin has witnessed Nimbus Tribe Occulites swooping down to pluck things up off the ground, more commonly Luftles.

When conducting a Move action that causes this figure to move through a space containing a friendly Luftle, it may move the Luftle to a space adjacent to the one it lands in for free. The Luftle does not require a Break Away Test if it is adjacent to an enemy figure.



Reinforced Bones - 1VP

Nimbus Tribe Occulites are thought to have hollow bones that allow them to fly short distances. The side effect of this has been that those bones become brittle and break easily. This particular Nimbus Tribe Occulite's bones have evolved some form of reinforcing that makes them stronger, but still remain light enough to allow the Occulite to fly.

This Tribe member does not have to reroll any successful Defence rolls as normal as long as it discards a card from its hand.

Pluck - 2VPs

This Nimbus Tribe Occulite has realised that being able to lift Luftles off the ground doesn't just have to be used for good. It has learnt that they are able to pluck enemy ones off the ground just as easily... without the restriction of putting them down nicely.

To learn this ability, the chosen figure must have already gained the Carry Learned Ability.

When conducting a Move action where this figure moves through a space containing an enemy Luftle, it may move the Luftle to any space that it moves through. The Luftle then loses a Health unless it discards a Boost card. If there is a figure already in the space the Nimbus figure chooses to place the Luftle, then the figure is moved one space in the direction of its owner's choice and then loses a Health unless it discards a Boost card.

Evasive Action - 3VPs

This Nimbus Tribe Occulite is very fast and very agile, using its powerful wings to keep it out of trouble.

This figure can never be knocked Prone and never has to take Break Away Tests. If it is holding a Sungem when it would normally be knocked Prone, then it still drops the Sungem, but is not knocked Prone.

Note: Only one Tribe member may take this ability.

Raking Talons - 4VPs

This Nimbus Tribe Occulite has adapted very sharp talons to protect itself and launch powerful attacks on unsuspecting intruders.

When conducting a Move action, you may choose to land on a space that already contains an Occulite or two Luftles. The figure or figures that occupied the space at the beginning of the turn are moved one space in any direction (chosen by the Nimbus player). The Nimbus Occulite figure may then Attack, forcing its opponent to reroll a number of Defence successes equal to the number of Boost cards the Nimbus player discards. This can be used in combination with the Masters of the Air Innate Ability.

Luftles

Plant-like bulbous helper creatures of Crepusculum.

Bulbus auxilium

Luftle, Bulba, Gumnut

Description: *Luftles are one of the smaller creatures in Crepusculum. They usually stand just under half the height of an adult Occulite, but there is great variation in size depending on not only age, but their caste as well. This can put them at anywhere between 30 - 70 centimeters.*

Their toes are double jointed and sport sharp claws that help to traverse and climb a wide range of terrain. Their torso is covered in layers of fine, stiff hairs much like their Palaudis Occulite peers. The composition of this covering thickens or molts depending on the environment and is often the colour of the ground where they live. Some have even developed the ability to match the colour of local flora. They possess no visible eyes, but instead are thought to utilise a mixture of sonar and ground vibrations to allow them to function in everything from bright light, to the pitch black of the Long Dark. Their heads are bright pink, the colour of the 'Bulba' flowers. The combination of this and the growth of reed tufts from the back of their heads help them camouflage in with their surroundings. Around their neck lies a soft, green frill that changes colour with their age. Their skin is smooth but tough, ranging from a drab olive green through to a much lighter green. But again, variations are more and more common throughout the lands.

Habitat: *Luftles are found throughout Crepusculum, but are more densely populated near Palaudis Occulite Tribes and in the more remote areas of the world.*

Diet: *Luftles are omnivores, living mostly on fruit, berries and small insects. When Luftle populations get large, they have been known to swarm larger predators with their numbers, taking them down and storing the food for the Long Dark. They have also been seen to team up with local Palaudis Tribe Occulites to hunt Puscual.*

Behaviour: *Luftles are diminutive creatures who operate in a caste system. All castes are similar in general appearance but small differences separate each one. This has little to no effect on their social interaction though as Luftles are extremely friendly and helpful by nature. In fact, Darwin has yet to observe any fighting occuring amongst colonies of Luftles.*
It has long been thought that the Luftles use some sort of telepathic or hivemind link that allows them to coordinate at lightning fast speed. This is supported by the use of clicks and pops generated by the chitinious greyish/white band that wraps around the front of their bulbous heads.
They have an innately respectful relationship with the Palaudis Tribe Occulites who often share thier Home Caves with them. In return, they help the Palaudis to hunt, gather Sungems and defend their territory. Other Occulite species have witnessed this and have forced Luftles into slavery against their will. These Occulites will often locate Luftle Nests and conduct raids to abduct Luftles or forcably recruit them in exchange for leaving the nest in peace... until they need to recruit more.

Warfare: *The caste system represented in the Luftles presents several morphically different groupings, all of which play a role on the field of battle. The Grunts are the general workers and the most common caste of Luftle. In battle, their most common tactic is to swarm an enemy, bringing them down with sheer numbers. The Scout has been observed to move faster and blends in with its environment more effectively. Their role is to move ahead of the main group or patrol the outskirts of their nest and report back to the colony. Guards are physically stronger than the other castes and their role is to protect the nest from invaders or provide the end result once a hunted creature has been tracked successfully. They can also fulfill the role of Drummers, using the empty husks of giant gumnuts with stretched Puscual skin over their tops to create intimidating or inspirational vibrations across the battlefield.*
Weapons are a relatively new idea to the Luftles, who only ever used them as tools for working in and around the nest. The weapon of choice for the Luftles is the spear, whose concept was handed down from their Palaudis Occulite brothers and fashioned in their likeness. The spear was chosen to give the Luftles a bit of reach, compared to a tool or hand weapon.

Tribal Chiefs: *Most caste systems have a higher order thinker that oversees most of the decisions the colony needs to make and the Luftles are no exception. Luftle Chiefs are rare, but extremely clever and crafty individuals who can, if the need arises, lead his colony into battle. They are also thought to be great assets to a Palaudis Tribe and great prizes to any other Occulite species.*
Their appearance is that of a regular Luftle save for a huge vegetative fan-like frill that grows up from the back of their soft green neck frill. This is often coloured brightly to serve as not only an indication of his status, but as a warning to others that he is a creature to be reckoned with. Often accompanying this is a Dionaea (or Venus Fly Trap) like appendage that is thought to allow the Luftle Chief to eat whilst in hibernation. Two hard, bone-like tusks often develop over time growing out where their jaw bone would be.
They often carry around a walking staff fitted with a small Sungem to signify their importance, but also to ensure that they always have access to heat. Some have even taken to hanging leaves from their staff much the same as the Palaudis Occulites do.

Historical Notes: *Luftles were not initially observed by Darwin, despite them being present in several monitored Tribes. Darwin admits that this was not only due to their ability to camouflage with their surroundings, but also (and more likely) due to his fascination with the Occuiltes.*



Using Luftles in your Games...

You cannot create an all Luftle Tribe... yet, but during a Campaign, you may spend Victory Points to recruit Luftles to your Tribe. Over the next two pages you will find the Genetic Blueprints of each different caste of Luftle currently known, their cost to recruit, their abilities and how they work within the game system.

Recruiting Luftles to Your Tribe



Luftles are additions to your Tribe that can be recruited during a Campaign or for a Stand Alone game by spending Victory Points (VPs). They have some common rules associated with them which are listed below:

- Occulite Chiefs may never spend Tribal Tokens on a Luftle unless an Ability states otherwise
- Individual Luftles do not gain skills or statistic increases. The exception is Luftle Chiefs which can only gain Abilities.
- When a Luftle is killed during a Scenario, it is removed from your Tribe. These can be replaced with new Luftles by spending VPs to recruit them after any Scenario.
- You can track the wounds on your Luftles by using the Luftle cards and the Wound tokens shown here to the right.
- You can track which Luftle is yours by checking the lettering on the base of your Luftle and matching it up to the letter on your Luftle's reference card.

Luftle Caste Types

Listed below are the different Luftle Caste Types that are available to be recruited to your Tribe, how much they cost, how many you can recruit and their statistics and abilities.

Luftle Grunt

You may recruit up to two at the end of a scenario for 2VP each.
You may never have more than three Luftle Grunts in your Tribe at any one time.

AW	S	A	D	H	ABILITIES
2	7	1	2	2	Diminutive, Slave, Swarm, Teamwork



Luftle Scout

You may recruit one at the end of a scenario for 3VP.
You may never have more than two Luftle Scouts in your Tribe at any one time.

AW	S	A	D	H	ABILITIES
2	9	1	2	2	Diminutive, Slave, Swarm, Teamwork



Luftle Guard

You may recruit one at the end of a scenario for 3VP.
You may never have more than two Luftle Guards in your Tribe at any one time.

AW	S	A	D	H	ABILITIES
2	7	2	3	2	Diminutive, Slave, Swarm, Teamwork



Luftle Drummer
You may recruit one at the end of a scenario for 3VP.
You may never have more than one Luftle Drummer in your Tribe at any one time.

AW	S	A	D	H	ABILITIES
2	6	1	2	2	Diminutive, Drumbeat, Slave, Swarm, Teamwork



Luftle Chief
You may recruit one at the end of a scenario for 5VP.
A Luftle Chief comes with 2 Tribal Tokens that can only be spent on Luftles.
You may never have more than one Luftle Chief in your Tribe at any one time. If he is ever the only Luftle left in your Tribe, he runs off and is removed from your Tribe immediately, along with any Abilities he has gained.

AW	S	A	D	H	ABILITIES
2	7	3	3	4	Diminutive, Slave, Surge Forth!, Swarm, Teamwork



Innate Abilities
These abilities are present in certain castes of Luftles and can never be lost for any reason.

Diminutive
Up to two Luftles may occupy the same space at any one time. They count as being adjacent to each other for rules purposes.

For example, if there were two Luftles in the same space and an opposing figure attacked one of them, the second Luftle would contribute as a 'Gangup' and allow the attacked Luftle to reroll dice equal to its Defense. If the card effect Trip was played on one of the Luftles, only the one Luftle would be placed Prone. This would mean the other figure would need to take a Break-away test to move away from the lone standing Luftle.

Drumbeat
A Luftle Drummer gives a free reroll to all Luftles within 6 spaces that are in combat.

Slave
An Occulite Chief may never spend Tribal Tokens during Luftle's activation unless another Ability states otherwise.

Surge Forth!
When activating models, you may activate 2 Luftles for each 1 that you normally would.
For example, if you play an Activate 2 card, you may activate 4 Luftles, rather than just 2.

Swarm
When conducting a combat that includes more than one Luftle, instead of giving the Attacking or Defending Luftle rerolls for the additional Luftles, you may increase their Attack or Defence by 1 for each additional Luftle involved in the combat.

Luftle Drummers constantly keep a steady beat, trying to intimidate their enemies and instill courage within their peers. The beat of the drum echoes around the landscape, allowing the Luftles to read its vibrations.

Evidence suggests that Luftles are able to communicate telepathically with others in their colony. Having a Chief on the field, helps to rally the Luftles and telepathy is the only explanation for the speed at which the Luftles respond to their Chief's commands.

Teamwork
Single Luftles cannot carry a Sungem on their own, they need to have two Luftles in the same space as the Sungem to be able to carry it. While carrying a Sungem, the Luftles count as one model and can be activated as such. They do not have to use their actions to carry the Sungem though and can drop it and do other things if they wish. If they are attacked while carrying a Sungem, the Sungem is automatically dropped and placed in an adjacent space by the Luftles' owner. There must be two Luftles carrying the Sungem at all times, otherwise it will be dropped.



Luftle Chief Ability Pool
Luftles continue to evolve at a slower rate than Occulites across Crepusculum. Luftle Chiefs can however help them still improve their skills over time. These Learned Abilities below are only available to them, reflecting their way of life and how they help their colony to adapt and excel in their environment. Your Luftle Chief may purchase an ability instead of one of your Occulites without the restriction of every Occulite having an ability before another one. These abilities can only be purchased for a Luftle Chief and are lost immediately if the Luftle Chief is ever killed or leaves your Tribe for any reason.

Nimble - 1VP
The Chief has taught the Luftles in the Tribe the art of a quick getaway, allowing them to duck and weave out of trouble with little to no difficulty.
Luftles do not have to take Break Away Tests and can move away from opposing figure's freely.

Camouflage - 1VP
Luftles quickly develop the ability to hide within terrain. The tuft of reeds on the back of their heads can change colour to match their surroundings, helping them to blend right in.
Luftles -2 from the Hide Difficulty Score when attempting to Hide.

Exceptional Camouflage - 1VP
After a while, Luftles can adapt to an environment so well, that they become almost invisible at will.
To learn this Ability the Luftle Chief must already have the Learned Ability Camouflage.
Awareness Tests taken to spot Luftles in your Tribe must be taken at least at 11+ (unless it would be higher due to another effect).

Carry Twice the Weight - 2VPs
Some Luftles can grow extremely strong, being able to lift a Sungem all on their own. It does slow them down a bit, but when screened, Darwin has seen this stronger variety of Luftle make some spectacular breaks for cover.
Luftle Scouts and Guards in your Tribe may carry a Sungem on their own. When doing this, their Speed is reduced by 2.

Creatures and Predators
Encounters in the wild lands of Crepusculum.

You will find these Creatures and Predators listed in the following section as well as Expansion booklets and future downloads, but they all follow some basic rules which are given below.

Resolving Combats Involving Creature and Predators

• Unless stated otherwise, whenever a Creature or Predator is attacking or defending in combat, you flip the top card off the Natural Selection Deck to find out what value card they will play in the combat. If a Boost card is flipped, save it and draw another card. The Boost card will count towards its Attack.
• If an Event or Sungem card is drawn, it is shuffled back into the deck unless stated otherwise.
• When the Creature or Predator attacks, it will use the Aggressive option on the card it draws. When it is defending, it will use the Defensive option on the card it draws.

For example, if a Creature or Predator was attacking and flipped a Defensive 7, it would use the Aggressive option of that card, half rounded down, which is 3.

• Other players may play Boost cards onto the Creature's or Predator's Attack to strengthen it further, as long as it does not already have two Boost cards played on it.
• Creatures and Predators may never have their Defence statistic reduced unless it states so in their description.

Nymphlets

Creature

Nymphlets activate at the beginning of each round. They have become semi-predictable in nature, so they have a special way in which they are activated.

At the start of each round, use one of the Directional Hexes printed on the side of the board. Take the six coloured wedges and place them next to the hex.

Taking it in turns, each player chooses a colour wedge and then places it on the Directional Hex, making sure not to place a colour wedge on top of any other. Once all the colours have been placed, the Nymphlets all Move in the direction that matches the colour they are.

Look at the Directional Hex. Visualise the token is on the space where the Nymphlets are. The Nymphlets will Move a number of spaces equal to their Speed in the direction that matches the hex edge of their colour on the Directional Hex.

Nymphlets are small, dragonfly-like insects that inhabit the world of Crepusculum. They are around the length of an Occulite's arm and are considered both a delicacy and an important pollination tool (depending on which Occulite Tribe you belong to). They are fast and agile, flitting around the landscape. Towards the end of the season, just on the cusp of Dusk, they mass at certain locations. It is then that the Occulites and Luftles come out to catch them. They are considered a delicacy by all except the Nimbus who are vegetarians. They instead catch them to help pollinate their mountainous vegetation as Nymphlets rarely venture so high up in altitude.



In this image the Colour Wedges have been placed and then each colour is resolved one at a time. We can see that this setup would cause all the Blue Nymphlets to move this the indicated direction a number of spaces equal to their Speed statistic. If the Nymphlet shown was instead Green, then it would move in a North direction.

A Nymphlet ignores all figures and terrain that it moves through. There can be any number of Nymphlets in a space at any one time. If a Nymphlet would end its move in a space with an Occulite, Luftle or another Creature or Predator, it continues to Move in the same direction until it ends up in a space without one.

A Nymphlet will NEVER attack another figure.

To catch a Nymphlet, a figure needs to move into the same space as the Nymphlet and conduct an Attack. Any damage caused to the Nymphlet is automatically cancelled and instead, place the Nymphlet on the Player Board or Reference Card of the figure that successfully attacked. It now counts as being caught.
A Luftle can only carry up to 2 Nymphlets, but an Occulite can carry an unlimited amount.



If a Nymphlet successfully defends an Attack, move it one space away in the direction matching their colour for that round.

If a creature that is holding Nymphlets is knocked Prone, the Nymphlets he is holding will scatter one space in the direction matching their colour for that round.

A Nymphlet has the following genetic blueprint.

AW	S	A	D	H	ABILITIES
1	5	0	6	-	Invulnerable, Tricky

Innate Abilities
All Nymphlets have the following Abilities.

Invulnerable
Any damage caused to a Nymphlet for any reason is always cancelled.

Tricky
When defending, a Nymphlet gains rerolls equal to the number of spaces the figure had to Move to Attack it.

Podmothine
Creature
The Podmothine is made up of two distinct game pieces, the Body and the Tentacles. The Body is represented by a seven hex large Terrain Overlay and the Tentacles are represented by Tokens.
The Podmothine's body will not move at any point during a Scenario.
If a creature finds themselves adjacent to the Podmothine's body, they can utilise the action **Pry Sungem**.



There are six Podmothine Tentacles that start each scenario on the six outer spaces of the Podmothine body unless a scenario description states otherwise. They are triggered by actions taken.

Every time an activation is used from a Natural Selection card, but before taking any actions, roll a die for each tentacle to see if they can activate.

If you roll a 0, 1 or 2, that tentacle will act as follows:
1. It will Move towards the figure you activated and try to Attack it.
This counts as a Charge.

Unless...

2. There is a figure holding a Sungem, or a dropped Sungem, then the Podmothine Tentacle will Move towards that figure and try to Attack it. These movements always count as a Charge.

Or...

3. If the Podmothine Tentacle is holding a Sungem, it will Move directly towards the Podmothine's body. If it moves into a space occupied by the body whilst holding a Sungem, the Sungem is stuffed back into the vegetative folds of the Podmothine's body. It will need to be pried loose again to regain it.

When an Event card is revealed during a scenario with a Podmothine in play first resolve any other effects that it may have, then it is placed to one side of the board. For each Event card revealed, add +1 to the number that the Podmothine Tentacles will activate on. So as the scenario advances, it becomes harder and harder to steal Sungems.

If multiple Podmothine Tentacles are in an adjacent space to a particularly unlucky figure, then as long as one of those Podmothine Tentacles are activated and Attacks that model, the inactive Podmothine Tentacles will award the attacking Podmothine Tentacle rerolls as normal.

For example, if you had two events cards revealed, when rolling to activate the tentacles, they would successfully activate on a 0,1,2,3 or 4.

A Podmothine Tentacle can move no further than 10 spaces away from the Podmothine's body. If one Moves into a space adjacent to a tree that also contains one or more figures, it can reach those figures and counts as being adjacent to them. Terrain has no effect on the Podmothine Tentacles, with the exception of Lava Flats. Podmothine Tentacles, can never enter Lava Flats and must move the shortest route around them.

A Podmothine Tentacle can only hold one Sungem at a time, but this can be stolen back from them by playing a Steal card effect.
A Podmothine Tentacle has the following genetic blueprint:

AW	S	A	D	H	ABILITIES
1	7	4	4	2	Agile, Hardy, Nimble, Reborn (Podmothine), Victorious Steal

Innate Abilities
All Podmothine Tentacles have the following Abilities.

Agile
This creature can never be placed Prone and therefore cannot be Tripped.

Nimble
Podmothine Tentacles never need to take Break Away Tests.

Reborn (Podmothine)
Podmothine Tentacles use the Reborn Track in the same way that the Occulites use it, but instead of replacing the figure in a Home Cave, it is replaced in the centre space of the Podmothine's body. It also does not suffer any reduction in statistics. When a Podmothine Tentacle is destroyed, place it on the Reborn Track using the same rules as when you would place an Occulite on it. When a Podmothine Tentacle is reborn in this way, it comes back with its standard genetic blueprint.

Victorious Steal
If a Podmothine Tentacle wins a combat with an opposing figure that is holding a Sungem, it immediately steals the Sungem.

Podmothine are huge, sentient plants that are found in areas of mineral rich soil. They collect these rich minerals and then use the sun's rays to create Sungems all over their body. These Sungems capture the sun's ultraviolet radiation and heat, thus keeping the Podmothine and other plants around it safe and warm during the Long Dark. It is very protective of its Sungems and will guard them with its life. The Podmothine is a very strong opponent and has several vine-like tentacles which attack creatures that intrude into their area by detecting the vibrations made by them in the ground. They also do a great job of catching food, before stuffing it between their leafy folds – much like you would feed a banana skin to a Staghorn.

Puscual

Predator

Each Puscual activates at the end of each **player's** turn. To resolve this activation follow these steps:

1a. If the Puscual begins its turn with all Occulites and Luftles on the board in Hiding, then it will take an Awareness Test to spot the closest one. If it successfully spots the figure, then go to **1b** or **1c**.

1b. If the Puscual is adjacent to an Occulite or Luftle figure, then it will Attack. It will always target the figure with the lowest Health. It then ends its activation.

1c. If the Puscual is NOT adjacent to an Occulite or Luftle figure, then reveal and discard a card off the top of the Natural Selection Deck, then go to **2a** or **2b**.

2a. If the card revealed is an Event card, resolve it and then move the Puscual up to 5 spaces towards the closest Scenic Feature, then it will end its activation.

2b. If the card revealed has a number, the Pusucal will move a number of spaces equal to the main number of the revealed card towards the closest visible Occulite or Luftle then go to **3a** or **3b**.

3a. If the Puscual's move takes it into a space adjacent to an Occulite or Luftle, it counts as a Charge and will Attack. It will always target the figure with the lowest Health. Then it ends its activation.

3b. If the Puscual is still NOT adjacent to an Occulite or Luftle and the number of spaces moved was equal to or less than 4, it may then resolve this sequence again starting with **1C.** If it moved more than 4 then it ends its activation.

A Puscual has the following genetic blueprint.

AW	S	A	D	H	ABILITIES
1	*	5	4	6	Brutal, Colourblind, Nimble, Sense of Smell

Innate Abilities

All Puscuals have the following Abilities.

Brutal

When defending, if the Puscual doubles its opponent's successes, reveal and discard the top card of the Natural Selection Deck. If it is an Aggressive card, the opposing figure loses 1 Health or Defence (their choice) in addition to all other effects.
If the Puscual triples its opponent's successes, reveal and discard three cards off the top of the Natural Selection Deck. For each Aggressive card, the opposing figure loses 1 Health or Defence (their choice) in addition to all other effects.
When attacking, if the Puscual triples its opponent's successes, then it will instantly destroy the figure. If the figure has its Home Cave on the board, place it on position 4 of the Reborn Track.

Colourblind

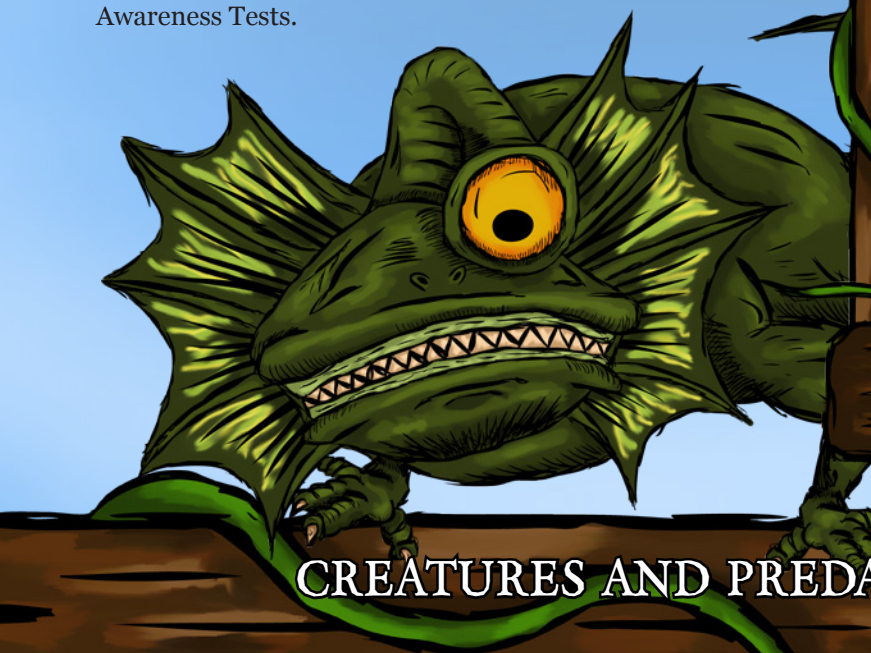
When attacking or defending, the type of the card revealed and discarded does not matter. So a Defensive 8 in Attack, would still allow the Puscual to roll 8 dice in Attack (instead of the 4 a normal creature or predator would).

Nimble

The Puscual never needs to take a Break Away Test.

Sense of Smell

Puscuals get a +2 bonus to any card drawn for Awareness Tests.



Puscuals are large, scaly, lizard-like predators that hunt Occulites across Crepusculum. They come in a multitude of colours and sport a single eyestalk much like their prey. In fact, they use this to their advantage – especially in long grasses or from behind cover to lure Occulites into a false sense of security. They then quickly fan out a huge, brightly coloured frill that frames their head, to startle their prey, before savagely striking!
They are similar in size to a regular Occulite, but vary greatly depending on how old they are. In Occulite circles, Puscuals are a real double edged sword. Terribly dangerous, but also heavily relied upon for everything from food to leather, to water flasks and without them surviving would be made much harder.

Wild Luftles

Creatures

Wild Luftle Nests are represented by the Wild Luftle Nest Terrain Overlays. Wild Luftles are represented by tokens and enter and exit the Luftle Nest via the entrance space shown on the tile.

Any scenario with the Luftle Nest will determine which Wild Luftles burst forth from the Nest and how they do so.
Wild Luftles will react at the end of each round. Draw a card from the Natural Selection Deck for each type of Wild Luftle present on the board.
If you draw a:
Defensive card: They will carry out their Defensive programmed actions.
Aggressive card: They will carry out their Aggressive programmed actions.
Boost cards: They will default to the Wild Luftle's preferred programmed actions.
Event or Sungem card: Resolve the card and then redraw.

Luftle Grunt - *Default Programmed Action: Defensive*

AW	S	A	D	H	ABILITIES
1	7	1	1	1	Pile On



Luftle Scout - *Default Programmed Action: Defensive*

AW	S	A	D	H	ABILITIES
1	9	1	1	1	Pile On



Luftle Guard - *Default Programmed Action: Aggressive*

AW	S	A	D	H	ABILITIES
1	9	1	1	1	Pile On



Innate Abilities

All Wild Luftles have the following Ability.

Pile On

When conducting a combat that includes more than one Wild Luftle with this ability, instead of giving the Attacking or Defending Wild Luftles rerolls for the additional Wild Luftles, you MUST increase their Attack or Defence by 1 for each additional Wild Luftle involved in the combat.

Programmed Actions

The way each Wild Luftle acts in different situations is listed below. Each type of Wild Luftle has a Defensive and Aggressive reaction which determines their actions. These are basically the Wild Luftles AI.



Wild Luftle Grunt Defensive Programmed Actions

Move towards the Luftle Nest entrance. Remove the Wild Luftle from the board if it reaches it.
It will not attack an enemy in an adjacent space after its move unless another Luftle is adjacent that same enemy.

Wild Luftle Grunt Aggressive Programmed Actions

Move towards the closest enemy.
It will not attack an enemy in an adjacent space after its move unless another Luftle is adjacent that same enemy.



Wild Luftle Scout Defensive Programmed Actions

Move towards the closest Terrain Overlay on the board, stopping if they enter a space of one.
Will try to avoid ending in an adjacent space to an enemy, but will Attack this enemy if it does.

Wild Luftles are very rarely found on their own. Due to their diminutive size and relative individual weakness, they travel around in packs, never straying far from the rest of the colony. Darwin has noted that Luftles build giant nests to live in. There are several different castes of Luftle, all fulfilling their own role within the colony.

Luftles are extremely hard workers and because of this, many Occulite Tribes try to 'recruit' them. This 'recruiting' often involves stalking the nest and plucking Luftles that stray from the colony. Sometimes Occulite Tribes converge on Luftle Nests – usually when they are low on 'recruits'. In fact, Darwin has observed such raids on many occasions. Every now and then he notes a Palaudis Tribe will come to the Nest's Defence, trying to stop the raid and protect the Luftles within in. Often in awe of their bravery, several Luftles join the Palaudis Tribe and so the cycle continues.

One thing is never in doubt and that is that Luftles are integral to all Tribes.

Wild Luftle Scout Aggressive Programmed Actions

Move towards the closest enemy with preference given to one that is in an adjacent space to a Wild Luftle.
Will try to end in a space with another Wild Luftle. Then it will Attack any adjacent enemy figure.



Wild Luftle Guard Defensive Programmed Actions

Move towards the closest space containing a single Wild Luftle. If it ends its move in a space adjacent to an enemy, it will Attack that enemy figure.

Wild Luftle Guard Aggressive Programmed Actions

Move towards the closest enemy with preference given to one that is in a space adjacent to a Wild Luftle.
Will try to end its move in a space with another Wild Luftle. Then it will Attack an enemy in an adjacent space.



Drunmoth

Creature

A Drunmoth always activates at the end of every player turn. How the Drunmoth acts depends on whether it is flying or landed and the current state of the board. So just have a look at the state of the board and carry out the actions in the appropriate paragraph.

If a Drunmoth is landed and:

- *A figure or figures on the board are holding Drunmoth Eggs* then the Drunmoth will move a number of spaces equal to its Speed statistic taking the shortest path towards the closest figure that is holding the eggs. Any figures that the Drunmoth would move over are moved into an adjacent empty space of the figure owner's choosing. The Drunmoth will then attack all figures that it ends its move in an adjacent space to.

- *All Drunmoth Eggs are on their own in a Tree Space,* then the Drunmoth will move a number of spaces equal to its Speed towards the nearest Tree. Any figures in the path of the Drunmoth are moved into an adjacent space of the figure owner's choosing. If the Drunmoth ends this movement in a space adjacent to a Tree Overlay, it is placed on top of the Tree with its head taking up the centre space, facing towards the closest figure on the board. If this would cover up a Drunmoth Egg space, then the Drunmoth Egg is moved to an empty Tree space. If this would mean that a figure was in the same Tree as the Drunmoth, the figure is placed in a space adjacent to the Tree and counts as falling. If it ends its movement in a non-Tree space adjacent to a figure, it will Attack it.

- *A Drunmoth has a Drunmoth Egg Token on its overlay,* then it will move a number of spaces equal to its Speed towards the nearest Tree. Any figures in the path of the Drunmoth are moved into an adjacent space of the figure owner's choosing. If it ends its movement in a space adjacent to a Tree space, or in a Tree space, the Drunmoth Egg is placed in an empty Tree space.

If a Drunmoth is flying and:

- *A figure or figures on the board are holding Drunmoth Eggs* then the Drunmoth will immediately and with no movement cost, turn to face the direction of this figure or figures and then performs a Swoop Attack towards the closest figure that is holding the eggs.

- *A Drunmoth Egg Token is in a non-Tree space without a figure* then the Drunmoth will immediately and with no movement cost, turn to face the direction of the Drunmoth Egg Token and then move a number of spaces equal to its Speed statistic taking the shortest path towards the closest Drunmoth Egg Token. Any figures that the Drunmoth would move over are affected as if this was a Swoop Attack.

- *All the Drunmoth Eggs are in Tree spaces* then check to see if there is a figure in the same Tree as the Drunmoth. If there is the figure is placed in a space adjacent to the Tree, loses 1 Health and counts as falling out of the Tree. If not, check to see if there are any figures within 10 spaces of a Tree that contains Drunmoth Eggs. If there is none, the Drunmoth does nothing. If there is a figure within 10 spaces of a Tree, then the Drunmoth will immediately and with no movement cost, turn to face the direction of the figure or figures that are closest to that tree. It will then perform a Swoop Attack towards that figure.

- *A Drunmoth has a Drunmoth Egg Token on its overlay,* then it will make a Swoop Attack towards the nearest Tree. If it ends its movement in a space adjacent to a Tree space, the Drunmoth Egg is placed on the Tree space.



A Drunmoth has the following genetic blueprint.

AW	S	A	D	H	ABILITIES
1	10	6	5	6	Brittle Wings, Bulky, Easily Tired, Hard to Reach, Flying, Swoop Attack

Innate Abilities
All Drunmoths have the following Abilities.

Brittle Wings
When the Drunmoth is Attacked, for each 0 rolled against it, reduce the Drunmoth's Defence by 1.

Bulky
When moving, movement is always carried out using the front of the head space and the creature can only move forwards through the front hex side of this space. It may pivot and turn on this space to face another hex side at a cost of 1 Speed per hexside.

Drunmoths are extremely protective of their Eggs and will go to any lengths to keep others away. Unfortunately for them, their eggs are not only considered a delicacy by some, but a trophy of sorts to others.
Drunmoths are able to fly for short periods of time, but only newly evolving into this form, they do tire easily and must land to rest their wings. Most Tribes know that this is the moment to strike!

Easily Tired
Whenever an Event card is revealed during any Scenario containing a Drunmoth, flip all Drunmoth's Overlays over. This will change its status from either Flying to Landed or Landed to Flying.

Hard to Reach
When the Drunmoth is Flying, any figure attacking it counts its Attack statistic as only half (rounded down) for this Attack only. For each success rolled for an Attack against a Flying Drunmoth, you may discard a card from the Natural Selection Deck. (This can be done even if the success is cancelled out due to the Defence roll of the Drunmoth)

Flying
While the Flying side of the Drunmoth is showing, it suffers no terrain effects and may ignore any figures, terrain overlays or tokens for the purpose of its movement. When landed its movement is halved but it is not affected in any way by Terrain.

Swoop Attack
While Flying, any figures that the Drunmoth would move over are immediately moved into an adjacent empty space according to the random direction chart on the side of the board (reroll if the space is not empty). Then that figure immediately loses 1 Health. If the figure is holding a Drunmoth Egg Token, then they lose 2 Health and the player must discard any 'Steal Sungem' cards that they have in their hand. The Drunmoth Egg Token is placed on the back space of the Drunmoth and it's remaining movement is used to move towards a Tree. Players can ignore any Health loss by discarding a Boost card from their hand on a 1:1 ratio. 1 Boost card = ignore 1 Health loss.
Any movement that would take the Drunmoth over a non-Tree space that contains a Drunmoth Egg Token allows the Token to immediately be placed on the back space of the Drunmoth.



An example of a Swoop Attack. The Drunmoth's shortest route to the Hydris Occulite with the Drunmoth Eggs takes it along this line. It moves forward twice, pushing the Palaudis Occulite out of the way. It loses one Health and is moved randomly one space. The Drunmoth's third Speed is spent turning on the spot. Then it moves straight over the Hydris figure with the Drunmoth Eggs on its 6th Speed. That figure loses 2 Health, all its 'Steal Sungem' cards and is moved randomly. The Drunmoth Eggs are placed on the back space of the Drunmoth and it continues to fly towards the nearest Tree off to the right of the image.

Wymbrix

Creature

A Wymbrix is generally a very peaceful and supposed genetic relative of the Luftles. It has two states, Healthy and Injured. The Wymbrix starts most scenarios at on the 'Wymbrix' side, but once it has taken a few too many hits, it will be turned to the 'Injured' side and become very aggressive. It will activate at the end of each player's turn.

While Healthy:

- The Wymbrix will move towards the closest Predator or the closest Tribe member from the Tribe that is lowest under 5 on the Condition Track. If it reaches this figure or Token using one Move, then it counts as a Charge action and the Wymbrix will Attack. If the figure is still alive, it will use its second Awareness to Attack again. If it destroys that figure on its first Awareness, then it will use its second to move towards the next target. If no targets exist, it will not move.

While Injured:

- The Wymbrix will perform a Furious Leap towards the closest Predator or the closest Tribe member from the Tribe that is lowest regardless of their position on the Condition Track.

A Wymbrix has the following genetic blueprint.

AW	S	A	D	H	ABILITIES
2	6	7	6	5	Clumsy, Furious Leap, Holds a Grudge, Injured, Rare Agility

Innate Abilities

All Wymbrix have the following Abilities.

Clumsy

When Attacking, any dice that are not successes, count as successes for the Defending figure.

Furious Leap

Only used when Injured. This counts as a Charge action. Double the number of dice rolled for this Attack. If the Wymbrix does not reach a figure with its Movement, then it regains a Health. The Wymbrix cannot gain more than its maximum 5 Health and cannot be flipped back to its Healthy side as a result of gaining Health.

Holds a Grudge

At the start of any scenario that contains a Wymbrix, each Tribe places one of their unused Tribal Tokens in the middle of the Conditions Track on the game title in between space 4 and 5. During the game, depending on your Tribe's actions, your Tribe's Token will move up (Wymbrix will be more likely to act friendly towards your Tribe) or down (Wymbrix will be more likely to become aggressive towards your Tribe. If your Tribe's Token ever reaches 0 or 9, it will not move again and the Wymbrix has made up its mind. Your Tribe will influence this through the following actions:

- Attack the Wymbrix -2
- Attack a Luftle within 10 spaces of a Wymbrix -1
- Use an 'Acclimatise' action while in an adjacent space to the Wymbrix +1
- Contribute to the creature's Defence in a Gangup situation +1



Injured

When the Wymbrix loses all its Health, instead of being removed from play, its overlay is flipped to the Injured side. Its Defense is reduced to 3 and its Health is reset to 5.

Rare Agility

When moving, movement is always carried out using the front of the head space. After each Speed point spend moving you can rotate the Wymbrix around its centre space to face any direction before continuing to move.

Campaign rules
Guiding your Tribe through a full Sungem Season.

Once you and your friends have played a few one off games and have added in some of the Layers, you might be interested in trying to run a full Campaign. This involves leading your Tribe through a full Sungem Season, from the Dawn of the Light, to the Dusk before the Long Dark. It sees your Tribe advance in skill and ability as they collect Sungems to keep them safe and warm during the cold of the Long Dark. Your decisions will matter and the games you play will determine how successfully your Tribe hibernates at the end of the campaign.

A full Sungem Season is broken down into 10 timeslots. Each timeslot is played out through a scenario, with the Victory Points and Sungems you collect being totalled up as you go. This information is tracked on a Campaign Sheet which is found at the end of this book and can be photocopied or downloaded and printed out.

Victory Points and Sungems

Victory Points are tracked throughout a Campaign in two different ways and Sungems in just one.

Total Victory Points

Your Total Victory Points tracks all the Victory Points that you receive over the course of the campaign. When you receive Victory Points during a Campaign they are added to this total. This total is NOT reduced when you spend Victory Points so it will continue to increase each game.

Available Spend Total

Your Available Spend Total tracks how many Victory Points you have available to spend. When you gain Victory Points during a Campaign they also get added to your Available Spend Total. When you spend Victory Points to recruit Luftles and buy Learned Abilities, the cost comes off this number. There are several things that you can spend Victory Points on during the course of a campaign. Each will help you in different ways, but all are beneficial to your Tribe.

Sungems

Sungems are a finite source. If your Home Cave is raided and some Sungems are stolen from you, they are removed from your Sungem Total and added to the Tribe that stole them.

At the end of a campaign, your Tribe will have participated in 10 scenarios – depicting what their Sungem Season looked like. It is at this point that each Tribe plays out the 'Long Dark' (Page 49) to see which Tribe wins the Campaign.

Spending Victory Points

There are several things that you can spend Victory Points on during the course of a campaign. Each will help you in different ways, but all are beneficial to your Tribe.

Regaining Lost Defence Points

You may spend Victory Points from your Available Spend Total on a 1:1 basis at the end of a scenario to replenish your figures' Defence statistic up to what it was prior to the game just played.

Recruiting Luftle Grunts

You may recruit up to 2 Luftle Grunts at the end of each scenario. They cost 2 Victory Points each. These Luftles may not gain Learned Abilities and are not replaced if killed during a game – new ones must be recruited instead. All rules for Luftle Grunts, Guards, Scouts, Drummers and Chiefs are found starting on page 34.

Recruiting Luftle Guards, Scouts or Drummers

You may recruit up to 1 of each of these types of Luftles at the end of each scenario. They cost 3 Victory Points each. These Luftles may not gain any Learned Abilities and are not replaced if killed during a game - new ones must be recruited instead.

Recruiting a Luftle Chief

You may recruit 1 Luftle Chief at the end of any scenario that sees your Tribe still have Luftles remaining alive. You may only ever have 1 Luftle Chief in your Tribe. If at any point you have no other Luftle figures in your Tribe, the Luftle Chief will leave. They cost 5 Victory Points.
These Luftles may gain any Learned Abilities from those listed in the Luftle Chief section on page 36. Luftle Chiefs are not replaced if killed during a game - new ones must be recruited instead. If killed, they will lose all their Learned Abilities.

Gaining Learned Abilities

You may spend Victory Points to gain Learned Abilities for your Tribe members. The number of Victory Points needed to be spent depends on the ability chosen. Remember that all Tribe members must have at least one Learned Ability before any can gain a second. Then all Tribe members must have a second Learned Ability before gaining a third and so on.

Having some control of your Fate in a Campaign

You may spend a Victory Point to redraw a scenario token when selecting which scenario you'll play during a campaign. This Victory Point is then lost forever and is also removed off your Victory Point Total – such is the price of trying to control nature.

Losing Figures in a Scenario

Occulites are never lost if killed during a scenario. They are always reborn in their Home Cave and will be available for the next scenario. Due to the difficult nature of being Reborn though, they will unfortunately come back a little bit weaker than before. To determine what happens, flip a card from the Natural Selection Deck for each statistic and one for the Ability slot on the figure's profile. Whichever card comes up lowest is the statistic that is lowered by 1. If two or more statistics have equally low cards, then you lose 1 point off each. This can never reduce a statistic to less than 1. If the lowest card flipped is for a statistic that is already on 1, then you have been lucky and avoid any further penalties (it does not default to the next lowest).

If your lowest flipped card is for the figure's Ability slot, then the figure loses one of its Learned Abilities. A model can never lose an Innate Ability.



Maximum Statistics During a Campaign

During a Campaign, you will be awarded bonuses and penalties for you Genetic Blueprints that can be spent on members of your Tribe. Occulites are always evolving, but everything has its limitations. The following limitations have been imposed on Occulites for the purpose of game balance and fun.

AW	S	A	D	H
3	8	7	7	10

Abilities in a Campaign

There are several different types of Abilities that are available to Occulites during a Campaign.
These are listed on the below and on the opposite page with a brief description on how and where you might gain them.

Innate Abilities

When you first create your Tribe, you have the option of selecting a Tribe Type. Each Tribe Type grants members of that Tribe certain Innate Abilities. These are abilities that the Occulites either have from birth or are so ingrained in their way of life, that they have become second nature. Selecting a Tribe Type also gives the Tribal Chief some extra Innate Abilties specifically for them.

Innate Abilities cannot be lost in any way.

Learned Abilities
As you progress through the campaign, your Tribe is able to advance by learning abilities that it may use during scenarios. These Learned Abilities can be drawn from the General Ability Pool of abilities or your Tribe's specific pool of abilities found in their relevant Tribe section.

By looking at the Advances section of the scenario you are playing, you will see that most of the time you are able to select one Learned Ability for one of your Tribe members. Remember that each Tribe member must have at least one ability before any of them can have a second one.

When selecting Learned Abilities, you may select any General Learned Ability from the General Ability Pool for the Victory Points listed, or you may pay Victory Points to choose a more specific ability from your Tribe's Ability Pool. Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.

Most abilities are modifications of existing actions, but if an ability warrants its own action, it will be listed after the ability's name.

Scenario or Situational Abilities
There are also a range of abilities that are gained from scenarios or situational effects and are often a result of your Tribe's actions within a scenario. If you are instructed to gain an ability from this list, it is mandatory and must be taken.

Some of these abilities help your tribe, others hinder it. But don't worry, there is usually a way to get rid of these abilities if you don't want them anymore and this is listed after the ability itself.

All General Learned Abilities and Scenario or Situational Abilities are listed over the next few pages.

General Ability Pool
These abilities are available to any figure of any Tribe.

Lightning Reflexes - 1 VP
Creatures need to be aware of what is going on around them at all times. It is one of the best ways to stay alive. Some creatures seem to always have a plan, no matter what situation presents itself.
This creature always counts as having performed a Ready action at the end of its action.

Low Centre of Gravity - 1 VP
Getting knocked onto the ground is a dangerous business in Crepusculum. Creatures and Predators alike have little compassion and see these situations as being easy opportunities. Some Occulites evolve to develop a low centre of gravity, helping them to stay on their feet.
If this creature would be knocked Prone, instead discard one Boost card from your hand to keep the figure standing.

Lucky - 1 VP
It is said that heroes make their own luck. As creatures evolve on Crepusculum, some become very adept at doing this.
This creature may use rerolls to reroll any of their dice (even if they have already been rerolled) up to the total allowed for that situation.
Exception: Immediately lose this ability instead of any statistic reduction when the model is killed... it is no longer Lucky.

Pouch - 1 VP
Some Occulites have developed a pouch in which they are able to store handy things such as food, water or even Sungems.
An Occulite with this ability may carry up to 2 Sungems at any one time. If knocked prone during the game whilst holding just one Sungem, the player may discard a Boost card to avoid dropping the Sungem. If the Occulite is holding 2 Sungems when it is knocked prone, it will only ever drop one. Players playing a Steal Effect may only ever steal one Sungem per Steal Effect played.

Provoke (1 action) - 1 VP

Tribes learn that situations involving Predators and Creatures of Crepusculum can get very serious, very quickly. You need to always look out for other Tribe members when one is on the prowl.

During any scenario that includes a Predator or Creature of Crepusculum, you may use this ability. It allows you to try and trick a Creature or Predator model into going after the provoking figure rather than one that it may usually go for. To attempt this, your figure must not be Hiding.

When the Predator or Creature of Crepusculum would normally be activated, choose a Tribe member and draw a card from the Natural Selection Deck. If it is a Defensive card, the Predator or Creature of Crepusculum will move toward the selected Tribe member in preference to anything else. If you draw any other card, the situation plays out without any change. You may discard a Boost card from your hand to redraw a new card and resolve the situation using it instead. You may do this any number of times until you get the desired outcome or you run out of Boost cards.

Exceptions: Every member of the Tribe, instead of just one member gets this ability if you choose it. If one figure loses it, they all do.

Throw Stone; Ranged (1 action) - 1 VP

Creatures in Crepusculum don't just rely on their close combat weapons to defend their land or raid other Tribes'. Sometimes a thrown projectile is better than getting up close and personal.

A creature with this ability may spend one action whilst on or adjacent to a Scenic Feature to make a Ranged Attack against an enemy within 5 spaces. Your Attack value for this attack counts as 2 instead of the regular value (rocks aren't as dangerous as your normal weapons). No effects can be played by either side to modify this Attack and it can never benefit from any rerolls.

Quick Hands - 1 VP

In Crepusculum, it pays to be fast and it doesn't take long for both Occulites to realise this and adapt to the situation.

When conducting a Pass action, it does not cost 1 action as it normally would. Resolve this action for free.

Scenario and Situational Ability Pool

These abilities are gained through the actions of your Tribe during certain scenarios. There is no way to purchase these abilities and because of this, they have no cost. Each has a way in which the ability can be or will be removed in addition to to chance of losing abilities when being Reborn.

Baby Drunmoths

Some Tribes have been able to steal Drunmoth Eggs from their parents and raise them as pets.

Baby Drunmoths are represented on the board by a Token. You may choose to take any of them into any scenario that your Tribe takes part in. They do not need to be activated, but are moved at any point during your turn. They ignore all Terrain, but may not end their movement in a space with another figure or Token. They cannot attack, but can only Move, Defend if attacked, and give 2 rerolls to any friendly figures within 4 spaces of the Token.

At the end of a Campaign, for each Baby Drunmoth your Tribe keeps as a Pet, you need +5 Heat or your Tribe instantly loses. *For example, if you had two Baby Drunmoths at the end of the Campaign, you would need to get 85 Heat.*

Baby Drunmoths have the following stats: Awareness 2, Speed 6, Defence 6, Health 2

Removed by: Each Baby Drunmoth is lost if it is killed by an opponent's figure. That opponent automatically loses 2VPs.

Eagle Eyed

Some Tribe members are especially crafty when it comes to spotting something unusual or out of the ordinary. They have a keen awareness of what is going on around them, as well as having a great attention to detail.

When taking Awareness Tests, you may draw one extra card, plus one card per card you discard from your hand.

Removed by: The Eagle Eyed ability is lost when the Occulite that gained it is killed.

Eyebeam; Ranged (1 action)

After getting hit by lightning, there is often a short time afterwards where the Occulite conducts itself a bit differently. You see Occulites are able to store energy in their bodies, but most haven't evolved enough to understand how this happens or how it is harnessed. Getting struck by lightning is one way in which this process is automatically kicked into gear for a short time.

Having Eyebeam allows you to Attack a model that is within 7 spaces in a straight line from your model. This Attack is conducted as a normal Attack, however no effects can be utilised and the Defender cannot use any rerolls.
Exceptions: This can only be gained by an Occulite and when gained through a situation, it is only retained for one scenario, after which the energy has been discharged.

Hasty

Some Tribes act quickly, without really thinking about what they are doing. This can be very beneficial, or very harmful to the everyday runnings of a Tribe.
When participating in a Gangup Attack, your opponent is entitled to the same number of rerolls you are for having superior numbers. This represents a fast, instinctive attack that has just as much chance of hurting your fellow Tribe member as it does the opponent's.
Also, once per game, you may spend a Tribal Token to move any one friendly Occulite figure up to its Speed value in spaces as long as they are within 12 spaces of your Chief at the start of their Move. You do not need to take a Break Away Test if you are in a space adjacent to an enemy. This move interrupts the course of play and takes precedence over everything else.
Exceptions: Every member of the Tribe, instead of just one member gets this ability if you gain it. If one figure loses it, they all do.
Removed by: You may remove the Hasty ability from your Tribe by returning two of your opponent's Tribal Tokens that he has spent this scenario back to his hand. This represents your Tribe taking time to regroup.

Treacherous

Some Tribes are just not to be trusted, they are liable to break an agreement reached between Tribes and are treated as such. Some Tribes embrace this treachery and use it to cause harm to others.
During any scenario where there is a penalty for injuring opposing Tribes, this penalty is ignored by your opponent. Think of this as the other Tribes not trusting you to remain reliable and so betray you before you betray them.
You may also spend a Tribal Token to increase the damage you inflict in a combat by 1. You may only use this if you caused the Defender to already lose a Health with the Attack and only once per scenario.
Removed by: You may remove the Treacherous ability from your Tribe by discarding three Tribal Tokens during a scenario and returning one your opponent's tokens that he has spent this scenario to his hand. This represents an apology on the Tribe's behalf and renews honour in your Tribe.

Sentry

When guarding a certain location or being unaware of hidden Attackers, models may be assigned this situational ability by a scenario.
When a figure is given this ability, it is either not aware of what is going on around it or is not fully alert. A figure with this ability is subject to facing in the space they are in and must be placed so that it is clear which hex side it is facing.
The figure has a view of all the hexes in its front arc of three hexes, extending outwards. This field of vision does not allow a Sentry to see opposing figures in or behind a space containing terrain.

When activated, they may be moved one space and faced in any direction.

If a figure moves into its arc of vision, the Sentry must take an immediate Awareness Test. If passed, the opposing figure will be seen by the Sentry who will then be alerted, immediately losing the Sentry situational ability.
If it fails the Awareness Test, it is not alerted and play continues.



In this diagram, the Hydris Sentry is facing the hex side with the green line. It can see all the spaces that have a green tick, but cannot see the spaces with the red cross.

An Awareness Test is not required if the opposing figure is within 5 spaces of it and in it's Line of Sight or if it is Attacked by another figure. The Sentry will be immediately alerted, therefore losing the Sentry situational ability.
Exceptions: This is only given to a figure by a scenario setup condition and is immediately lost when the figure is alerted.

Choosing Scenarios
A foray into the world of Crepusculum.

There are many scenarios that you are able to play out as a Stand Alone game or during a Dawn: Rise of the Occulites campaign. Depending on the time of the year, certain scenarios are more likely than others. You have some control over what presents itself, but as in life, sometimes you will come across situations that you and your Tribe may find difficult. How you handle these situations will help shape your Tribe.

Scenarios can be found starting on page 50 as well as in Expansion Booklets and as downloads in the future. They can be used in Stand Alone games or during a campaign. The higher the **Encounter** number, the more likely they will occur during each time of the season. To play through a campaign, you will need the opaque bag and a set of Tribal Tokens for each player.

Choosing a Scenario

1. You and your opponents each select one scenario that you'd like to play.
2. Add a number of your Tribal Tokens equal to that determined by the time of year and the scenario you chose, to an opaque bag or cup.
3. Shake it up and then elect a player to draw a token. You will play the Scenario which was selected by the player whose Tribal Token is drawn.
4. You may spend a Victory Point from your total to redraw from the bag if you wish. This Victory Point is considered not only spent, but removed from your Victory Point Total as well as your Available Spend Total. Such is the price of trying to control nature.

As future scenarios are released or become available for download online they will contain information on how to include them in your campaigns. So everything in the future will be compatible with what is laid out here.

A campaign season is broken down into sections of action. These sections are when the scenarios play out. Remember that in Crepusculum, a day lasts a whole season, so they start at Dawn and move through Morning, Midday, Afternoon and then lastly into Dusk, before the season ends.



Time of the Season Table

The Time of the Season Table on the opposite page contains the probabilities of each Scenario occurring throughout a regular Sungem Season. For your first game of the Campaign, you will look at the first column '1', for your second game in the Campaign you would look at '2' and so on.

When designing your own scenarios, you need to think about whether or not that Scenario would be a common occurance during a campaign or not. When would this type of scenario be likely to happen? The more likley to happen, the higher the Encounter number should be (with 5 being a maximum and 0 being a minimum). If you do create your own scenarios, please share them with us as we'd love to see them!

For example: Looking at the Time of the Season table opposite, let's say the time of the season is '4'. This will be the players' fourth game of the season. Player A wants to play 'The Ridge', so he would take 5 Tribal Tokens in their colour (Green). Player B wants to have a crack at the 'Cave Raid' scenario, so they take 3 Tribal Tokens of their colour (Blue). All tokens are placed in an opaque bag and shaken, with one being drawn out. The blue token is drawn out, meaning that the 'Cave Raid' scenario will be played out.

Time of the Season Table

Select your Scenarios here...

Time of the Season...	1	2	3	4	5	6	7	8	9	10
Returning from the Hunt	5	5	5	5	4	4	4	3	2	1
Unexpected Skirmish	5	5	5	5	5	5	4	4	3	2
The Ridge	5	5	5	5	5	5	5	3	3	1
Tactical Strike	4	4	5	4	4	4	5	4	4	4
The Hunted	2	2	3	3	4	5	5	4	3	3
Scavenging for Sungems	1	1	1	2	3	4	5	5	5	5
The Podmothine	0	1	1	1	1	2	3	4	5	5
Home Cave Raid	0	0	1	1	3	4	5	4	3	2
The Luftle Nest	2	2	2	2	3	4	5	5	5	4
Nymphlet Season	0	0	0	1	1	2	4	5	5	4
Siege at the Cave Mouth	0	0	0	1	2	3	4	5	5	5
'Egg'celent Drunmoth Eggs	0	1	1	1	3	3	4	2	2	5
Surrounded!	0	1	2	2	3	3	3	3	5	5
Rain of Fire	0	3	3	3	4	5	5	2	1	1
Habitat Confusion	1	2	3	4	5	4	3	2	1	1
A Strong Southerly	2	2	3	4	3	4	3	5	5	5
Evolved Nymphlets	0	0	0	1	1	1	1	3	4	3
The Wymbrix Dilemma	0	0	0	1	2	3	4	5	5	5



Completing the Campaign

So you have completed the campaign, darkness has finally settled across the land of Crepusculum. It is time to see if all your Tribe's preparation has paid off. Good luck during the Long Dark! May your Tribe survive to evolve another day...

At the end of the campaign, your Tribe must go through The Long Dark. After this, the winner is the player with the most Victory Points.

The Long Dark

The Sungems you collected will keep your Tribe warm, the Victory Points your Tribe earned indicate how adaptable they are.

1. Count up all your Sungems and roll a die for each one at a time. (You may choose to spend 1 VP to reroll a die, remembering that you can only reroll each die once) You may do this as many times as you want, but each VP comes off your Total Victory Points as well as your Available Spend Total.

2. Add up the total of all your final dice rolls this is the amount of Heat your Sungems created. For your Tribe to survive the Long Dark, they need to get at least 75 Heat. If not, your Tribe instantly loses.

3. After totalling up all your Heat, for every 2 Heat above 75 your Tribe is awarded 2 VPs for being prepared.

4. Total this bonus VPs with your Total Victory Points. Whoever has the highest VP total is the winner of the campaign.

Scenarios
Snapshots in Time of the Occulite World.

Explaining a Scenario's Structure

Below you will find an outline of what each scenario looks like. Along the top of each Scenario are several icons:
The number on the Yellow Boost Icon tells you which Scenario number it is. As more and more Scenarios are released, this is a great way to keep track of in what order they were released.
The number on the Black Occulite Eyestalk tells you how many players the Scenario has been designed for.
The numbers on the Sungem card and Event card indicates how many Sungem and Event cards are shuffled into the Natural Selection Deck. Normally when the Natural Selection Deck runs out and is reshuffled, Sungem and Event cards are removed before it is reshuffled. If either number has an asterisk next to it like this 2* then you need to make sure you include those cards in any reshuffle.



There will often be flavour text written here
that will explain how your Tribe came to be in this situation and what the situation actually is. It has no game effect, but can help set the scene.

Setup: This section tells you how to setup the board. It will include instructions for placing terrain and other items. You can modify existing scenarios by adding more Trees and/or Scenic Features if you agree with your opponent, but we recommend only placing the number of Terrain pieces that the scenario indicates as play has been balanced using these totals.
It is important to note that when placing rivers, they should always be placed first before anything else as they require to be placed adjacent to a board edge.

Natural Selection Deck Modification: This section is not always listed in a Scenario description. Normally you just shuffle in the required number of Sungem and Event cards and leave it at that. This will indicate whether there are any modications to the normal Natural Selection Deck setup. This could be for balance in a three or four player game, or due to the mechanics of the Scenario. Follow these instructions carefully.

Tribal placement: This section will tell you where you can place your Tribe figures and if there are any special exceptions for doing that in the scenario.

Objectives: This section will tell you what you want to be achieving during the scenario. Often there is more than one objective for you to choose to aim for.

The Game Ends When: This section tells you how the game will end and how the winner is determined.

Rewards: This section indicates which rewards are on offer for you and your opponent's figures. These rewards are often tied directly to the objectives, but can be tied to other major feats or acomplishments during the scenario.

Penalties: This section indicates what penalties are imposed if certain things happen during a scenario. These are NOT optional.

Advances: This section will indicate what advances your Tribe members are able to take. These are often statistic boosts or downgrades depending on your Tribe's performance, but can also include the gaining of Situational abilities.

It will also indicate how many Learned Abilities can be given to your figures and will remind you to deduct any Victory Points spent, from your Available Spend Total. These do NOT come off your Total Victory Points unless indicated.

Playing Scenarios with more than 2 Players

Some of the Scenarios depicted in this rulebook, as well as some available to download, attached to expansions in the future and potentially fan created Scenarios are designed to accommadate up to 3 or 4 players. With the first five Occulite Tribes available, you theoretically have the option of playing 5 player games (or even more if you have multiple of one or more Tribes), but playtest games with more than 4 have shown to be much slower and you should use the Activations rule below in addition to Tribal Splitting if you choose to play this way. It must be noted that playing with more than 4 is not suggested or treated as an official player count. Usually a Scenario will give instructions on how to modify the setup for 3 or 4 players. There are also some generic rules given here that help govern the successful running of these Scenarios as well as some of the finer details of how players can interact.

Player Order

Generally player order should go clockwise around the table so that it is easy to remember.
For example: Player A, Player B, Player C, Player D.
If you are playing a Scenario where each Tribe is teamed up with another (2 vs 2), then one Tribe of each Team should go before the second Tribe in each Team.
For example: If it is Player A and Player B vs Player C and Player D, the turn order would be Player A, Player C, Player B, Player D.

Activations

This is an optional rule, but is recommended for your first few 3 or 4 player games and for more complex Scenarios. Treat the Activation number on all the cards as 1 less than it is, to a minimum of 1.
For example: An Activate 3 card would count as an Activate 2 card.
This will keep turns fast and fluid and minimise downtime. This does make it substantially more difficult if you lose your Chief, as all Activate 1, 2 and 3 cards will then be treated as Activate 1 cards. More experienced players do not have to follow this rule if they do not wish.

Interactions Between Tribes

The way players interact in 3 and 4 player games can really enhance the enjoyment of your games and create stories throughout the Scenarios. The following rules can be applied to 2 player games as well if the situation arises when it would be beneficial to do so. There are several rules listed here to guide how these interactions can take place.

- Any player may play a Boost card towards another Tribe's resolution of anything that would allow the player themselves to play one. This Boost card may not exceed the Boost card limit, but can be used to leverage alliances or conduct revenge on a particular player.
- Card Effects may be played on other player's Tribe figures if both players agree and doing so doesn't exceed the limit of Card Effects that are able to be played.
- Alliances between players are welcomed, but are not binding in any way shape or form.
- A member or members of your Tribe may contribute to a Gangup Attack or help defend against one. They player needing assistance does not need to ask for this, but may if he or she wants to.
- Sungems and other carried objects and/or Tokens may be passed between members of different Tribes using the Pass action if both players agree to it.
- Players are encouraged to gang up against dangerous Predators, agreeing on the tactics required to take them down for all Tribe's benefits... this does provide a perfect situation for backstabbing and betrayals though, so watch your back!

Tribal Splitting

Tribal Splitting reduces the number of figures you control. This allows for a faster game, to combine Tribes (using the Wary Allies rules below) or for more players to play. Each player sets up their Tribe as usual, places their Tribe Chief aside and then draws a Natural Selection card for each other Tribe member. The two figures that have the highest Aggressive number on the card drawn for them, in addition to the Tribe Chief will make up your Tribe for the following Scenario. Think of this as the other two are back at the Home Cave standing guard while this smaller band of 3 ventures out. Any cards that tie are redrawn for.

Wary Allies

Wary Allies is a fun way to play that allows you to take figures from two different Tribes. The recommended combination is either: If using a full Tribe - Your Chief, 2 members of your Tribe and two members of a different Tribe. Or if you are using the Tribal Splitting rules - Your Chief, 1 member of your Tribe and one member of a different Tribe. This is played as normal, but you may not spend Tribal Tokens on any figures not in your Tribe normally. Think of this as your Tribes have been separated and have to work together for a short time.



Unexpected Skirmish

Your Tribe has been out patrolling its territory, when you come across another Tribe. Have you accidently strayed onto their territory? Or have they strayed onto yours? It doesn't matter now, a skirmish has started. The Tribes are scattered, cries rise from both sides as they call for their members to regroup and help.

Setup: Each player chooses one terrain type and gives it to an opponent, who then places it on the board. The centre of the board should be fairly clear. Add in two Trees or Scenic Features per player.

Tribal placement: Each Tribe chooses a board edge (if two players, make sure these are opposite each other). Place your Chief anywhere on the edge of the board. The rest of your Tribe is still making their way to the skirmish. To find out when they arrive, at the start of every turn after the first, you have 5 dice to roll. You must allocate a number of dice of your choosing to the figures that have not arrived yet, until you have allocated all 5. You may choose to allocate 3 dice to one figure, and then 1 to two others, or one to three figures and 2 to another. Roll the allocated dice one group at a time. If any of the allocated dice come up a 0- 2, then place that model anywhere on your board edge.
If you have Luftles in your Tribe, they can be successfully placed on a roll of 0-5 instead.

Objectives: There are two objectives for this scenario.
The primary objective is for your Tribe to defeat its opponent.
The secondary objective is for your Tribe to collect any Sungems that may appear during the game.

The Game Ends When: The game ends after 8 rounds.
The winner of the scenario is the player with the most Victory Points.

Rewards: The following rewards are on offer:
For each wound inflicted on your enemy, gain 1 Victory Point.
For each Tribe member (or two Luftles) that is holding a Sungem at the end of the 8 rounds, gains 2 Victory Points.

Penalties: None

Advances: If your Tribe's Chief is still alive after 8 rounds, you may give 1 Awareness to any one model in your Tribe.
The winner gains 2 Defence points to allocate however they see fit.
The loser gains 1 Attack point to allocate however they see fit.

The Tribe that has the most Sungems at the end of this scenario may allocate 1 Speed to any one of their figures.

Each player may choose one Learned Ability to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend total.

The Ridge

3 2-4  3  3

Upon exploring just outside of your territory, you come across a ridge which sits high above the surrounding lands. It is a perfect location to set up camp or possibly even build a Home Cave. But as you approach, you see another Tribe moving towards the Ridge as well! There is the menacing rumble of thunder. As a fierce storm builds, will your Tribe secure the Ridge in time?

Setup: Place the Ridge terrain piece in the centre of the board. Each player can then select one terrain piece that can be placed anywhere on the board as long as they're not adjacent to The Ridge. Place two Trees or Scenic Features per player.

Tribal placement: Each Tribe chooses a board edge (if two players, make sure these are opposite each other). Place your Tribe anywhere in a space adjacent to the edge of the board.

Objectives: The object is to have the most Tribe members on the Ridge at the end of the scenario.

The Game Ends When: The game ends after the sixth turn.
The winner of the scenario is the player with the most figures on the Ridge.

Special Rules: To get onto the Ridge, Occulites and Luftles must Climb to do so. This is not a Tree, so Floris Tribe Occulites do not get any bonuses or advantages and must Climb like everyone else. Luftles, who do not normally Climb, may do so for this scenario only. If a figure is pushed off the Ridge through the use of an Effect or other ability, then treat it as if falling out of a Tree.
When an Event card is drawn, the Storm that is building becomes worse. The rain gets heavier, lightning splits the sky as the thunder rumbles menacingly. Place it next to the board so all can see it. Then roll a d10 for each figure on the Ridge. The highest rolling figure is hit by Lightning and is removed from the scenario. If the highest roller was a Luftle that was sharing a space with another Luftle, then they are both hit by Lightning and removed from the scenario. If two or more figures all have the highest roll, then the Lightning arcs and hits all of these figures.

For each Event card revealed, your models get a -1 to their Speed to a minimum of 1 during the game to represent the wind, rain and soaked ground.

Rewards: The following rewards are on offer:
For each Occulite or group of Luftles that is holding a Sungem at the end of the game, gain 1 Victory Point.
For each Occulite figure or three Luftles that are on the Ridge at the end of the scenario gains 1 Victory Point.
The side with the most figures (two Luftles count as one) on the Ridge at the end of the scenario gains an additional 1 Victory Point.

Penalties: If one or more of your figures was hit by Lightning, they are available in the next scenario, but come back weaker as explained in the Campaign rules. Luftles hit by Lighting are killed as usual and can only be replaced by paying to recruit more.

Advances: The loser is able to gain +2 Defence which can be given to any figure it wishes.
The winner is able to gain +1 Defence which can be given to any figure it wishes.
An Occulite that is struck by Lightning may gain the Eyebeam Situational Ability for the next scenario only.

Each player may choose one Learned Ability in addition to Scenario or Situational Abilities to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.



After a few tussles with a rival Tribe, you decide that the best way to deal with them is a tactical strike against their Chief. It might be just enough to disrupt their organisation, giving you time to establish your Tribe as the dominant one in the area. You have tracked your opponent's Chief to a clearing and the time has come to strike! Just don't let him see you coming...

Setup: The player that chose this scenario is the Attacker and will not place any of his or her figures on the board at the start of the game.
The other player becomes the Defender and may place up to three pieces of terrain from those available on the board, then the Attacker may place one. Terrain pieces may not be adjacent to each other.

Tribal placement: The only figure placed on the board at the start of the game is the Defender's Chief. This figure is placed in the centre of the board and gains the Sentry Situational Ability until it is alerted.

Objectives: The objective of this scenario is to destroy your opponent's Chief.

The Game Ends When: The game ends after the sixth turn.
The winner of the scenario is the player with the most Victory Points.

Special Rules: The Attacker's figures start off the board and may move on from any board edge a number of spaces equal to their Speed when activated. The Defender's figures cannot come onto the board until the Chief is alerted. After this time, the Defender may act as normal, bringing their figures onto the board one figure per activation, starting with the model who has the highest Speed who is able to reach the Chief first.

When the first Event card is revealed, the Chief is automatically alerted.

When any other Event card is revealed after the first, either one of the Defender's Occulites or three of his Luftles may immediately move onto the board a number of spaces equal to their Speed. This interrupts play and takes precedence over everything else. They may not use this movement to Attack.

No figures may leave the board during the game.

No Chief may use the Heal card Effect for this scenario, but they can use the Heal action or an Ability that allows Healing.

Rewards: The following rewards are on offer:
The Attacker receives 1 Victory Point for each wound inflicted on their opponent's Chief.
For each remaining Health the Defender's Chief has, he or she receives 2 Victory Points.

Penalties: If either Chief is destroyed during the game, do not follow the regular steps for weakened Occulites. Instead, it starts the next scenario with -2 Health in addition to only being able to hold 1 less card in your hand (for just that scenario – not permanently).

Advances: If the Defender's Chief is killed, the Attacker may increase the figure with the lowest Attack's Attack statistic by 1.
If the Defender's Chief survives, it may gain 1 Awareness which it can give any one figure on its Tribe. The Chief also increases his Health by 1.

Each player may choose one Learned Ability to give one of their figures (remembering that all figures must have at least one ability before a figures may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.



The Hunted

Your Tribe had been out exploring when it was ambushed by Predators. As the Chief you called a hasty retreat, but the Predators gave chase. It was too late when you realised that the whole thing was a trap. You have been hunted like Nymphlets. But your Tribe aren't the only ones. You survey your surroundings – your Tribe and your enemy is scattered and surrounded by several vicious Puscuals. Is it time to band together? Or a good opportunity to rid yourself of a rival Tribe? As the Puscuals lunge towards you, the decision is yours.

Setup: Roll a d10 and take turns with your opponent selecting Terrain pieces, Scenic Terrain pieces or Trees to place until a number equal to the d10 roll have been placed.
Place two Puscuals per player on the edge of the board. There must be at least one on each board edge.

Tribal placement: Each Tribe member is placed by an opposing player. No figure may be placed within six spaces of another friendly figure (four spaces for Luftles – although two may be placed in the same space). You may not place any figures within six spaces of a Puscual. You may not place figures on a Terrain space.

Objectives: The objective of this scenario is to destroy the Predators that are hunting you.

The Game Ends When: The game ends after the eighth turn or when all the Puscuals have been destroyed, whichever comes first.
The winner of the scenario is the player with the most Victory Points.

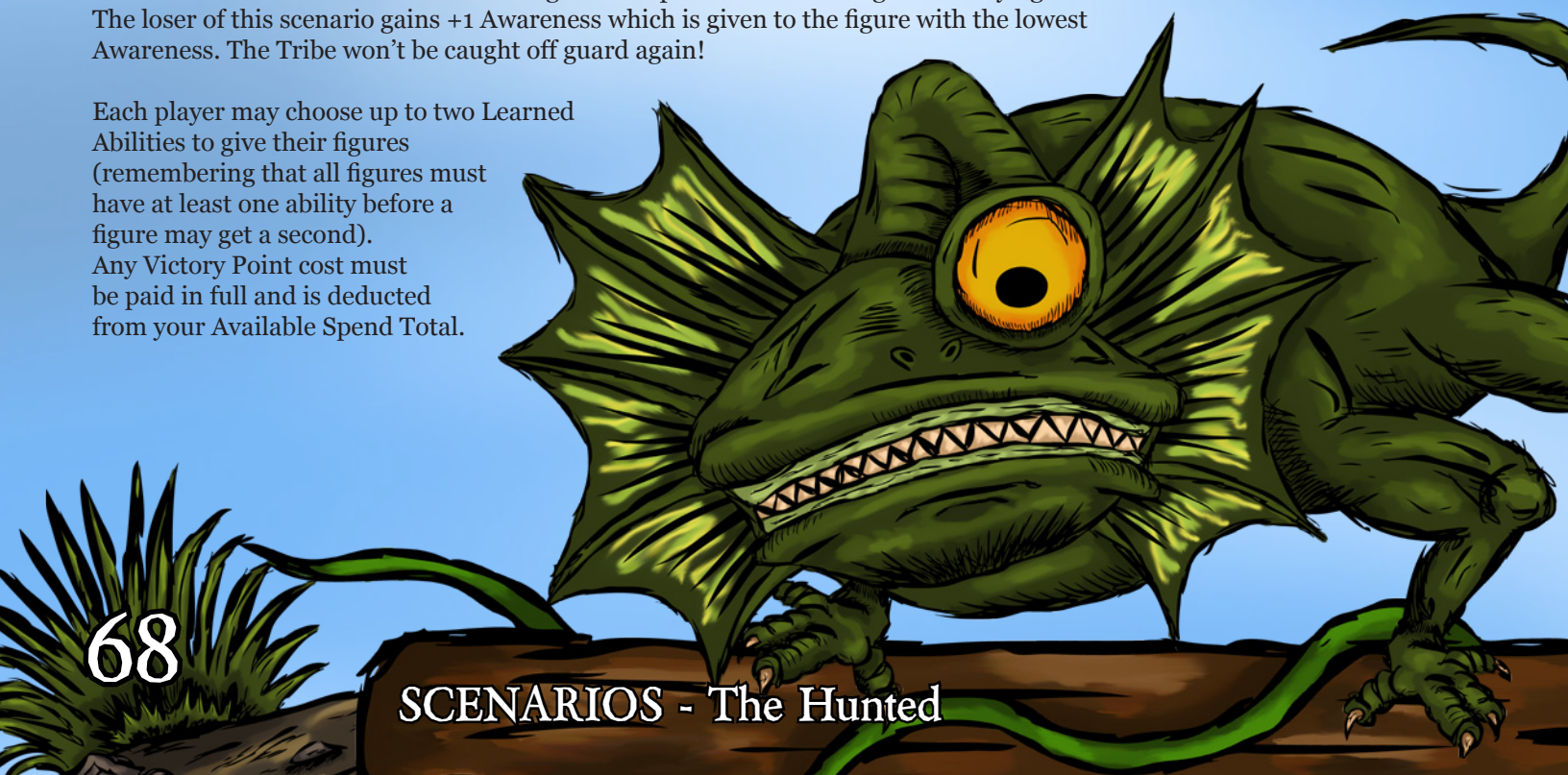
Special Rules: This scenario utilises the Puscual from the Creatures and Predators section on page 49.

Rewards: The following rewards are on offer:
For each wound your Tribe causes a predator, score 1 Victory Point.
For each Occulite figure or three Luftle figures killed in a combat involving a Predator, every player loses 1 Victory Point.
For each Sungem one of your figures is holding at the end of the scenario, score 1 Victory Point.

Penalties: Any figure killed by a Puscual, starts the next scenario with -1 Health which is replenished at the end of that scenario in addition to the normal process for Occulites coming back weakened.

Advances: The winner of this scenario gains +1 Speed which can be given to any figure in the Tribe.
The loser of this scenario gains +1 Awareness which is given to the figure with the lowest Awareness. The Tribe won't be caught off guard again!

Each player may choose up to two Learned Abilities to give their figures (remembering that all figures must have at least one ability before a figure may get a second).
Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.



Scavenging for Sungems

6 | 2-4 |  0 |  2*

Sungems have mysteriously become scarce in your lands. They no longer just grow out in the open, but are more common within sections of rough ground or terrain – out of sight of prying eyes. This has forced your Tribe to look more carefully for Sungems, putting them in ever more danger as they focus more on searching than looking out for Predators or other Tribes.

Setup: Each player chooses one terrain type and gives it to an opponent, who then places it on the board.
Three Trees or Scenic Features are then chosen by each player and placed anywhere on the board. Each player must ensure that they don't place their Scenic Features within ten spaces of another one that they have already placed.
Take a number of Search Tokens equal to the number of players x3. Please ensure that one of every three tokens depict a Sungem hidden amongst reeds. Mix them up face down and place one face down on each Scenic Feature.

Tribal placement: Each Tribe chooses a corner (if two players, make sure these are opposite each other). Place your Tribe anywhere within four spaces of the corner.

Objectives: You must try and find the hidden Sungems and leave the board via the opposite corner with as many as you can.

The Game Ends When: There are no members of one of the Tribes left on the board, or when 8 turns have passed.
The winner of the scenario is the player with the most Victory Points.

Special Rules: When an Event card is revealed, the Occulite or Luftle that drew the card has become too engrossed in searching for Sungems and has been attacked by an unknown Predator. They are knocked Prone (dropping any Sungems they were holding) and lose 2 Health.

When a figure is adjacent to a Scenic Feature space that contains a Search Token, it may take an Awareness Test to search the immediate area. If you fail, your action is wasted and nothing happens.
If you succeed, you may take the Search Token and look at it secretly before placing it on Individual Player Board of the figure that took the Awareness Test. This is the same as when a figure is holding a Sungem. No one else will know if it is a Sungem or not, though. When you leave the board with a figure, you do not have to reveal the Search Token.

Other players may play the 'Steal' Card Effect against a figure with a Search Token. The player simply gives the token to the other player (who can look at it). No other players in the game (if playing with 3 or 4) will know if they stole a Sungem or if it was a Dummy Search Token. You may drop a Dummy Search Token at any time as if it were a Sungem.

No tribe may leave the board until they have retrieved at least one Search Token.



The Back of a Search Token

Rewards: The following rewards are on offer:
For each Occulite or group of Luftles that leaves via a board edge with a Sungem, gain 3 Victory Points.
For killing at least one enemy Occulite or 4 enemy Luftles, gain 2 Victory Points.

Penalties: The following penalties are in effect:
If your Tribe left the board with nothing but Dummy Search Tokens, your Tribe gains the Scenario Ability 'Hasty'.

Advances: If you were able to successfully leave the board with a Sungem, the figure(s) that did so will gain the Scenario Ability 'Eagle Eyed'.

Each player may choose one Learned Ability in addition to Scenario or Situational Abilities to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second).
Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.

7 2-4 0 6 The Podmothine



With Sungems becoming more and more scarce in your lands, your Tribe is forced to explore beyond its borders. It isn't long until you come upon a clearing in a small valley – and in its centre is a huge plant-like seedpod. It has vine-like tentacles resting at its base, but even more curious, its body is dotted with Sungems of all shapes and sizes... a Podmothine!
This creature is a sentient plant that draws the minerals from the ground, aiding it to sprout Sungems on its body, which will keep it warm over the Long Dark.
Your Tribe watches as a small creature approaches it, cautiously sniffing the air, it moves closer, before a tentacle lashes out and snatches the creature, stuffing it between the folds of vegetation – as if it were a staghorn being fed a banana. The Podmothine might be more than your Tribe could handle on its own... but with a temporary ally or two...

Setup: Each player chooses one Terrain Overlay or two Scenic Features or two Trees and gives them to an opponent, who then places them on the board. The centre of the board should be fairly clear. The board represents a small valley and as such starts higher on the edges, dipping a bit towards the centre. The centre space is the lowest on the board. Every space leading out from this is higher than the last (this is important for any Nimbus figures).

Place the Podmothine in the centre of the board, with its six vine-like tentacle tokens on the outside spaces of its body.

Natural Selection Deck Modifcation: If playing with three or four players, only shuffle in 3 Event cards at the beginning. Once the deck is exhausted, add in the second lot of 3 Event cards when you reshuffle the discard pile.

Tribal placement: Each Tribe chooses a board edge (if two players, make sure these are opposite each other). Place your Tribe anywhere in base contact with the edge.

Objectives: There is but one objective for this scenario.
Collect as many Sungems as possible and exit any board edge with them.

The Game Ends When: There are no members of one of the Tribes left on the board, or when two turns have passed after all six event cards are revealed.
The winner of the scenario is the player with the most Victory Points.

Special Rules: This scenario utilises the Podmothine from the Creatures and Predators section on page 47.
Occulites and Luftles cannot leave the board unless they are in possession of a Sungem.

Rewards: The following rewards are on offer:
For each Occulite (or group of Luftles) that leaves via a board edge with a Sungem, gain 3 Victory Points.

Penalties: The following penalties are in effect:
For killing an opponent's figure, lose 1 Victory Point per Occulite killed and 1 Victory Point per 2 Luftles killed.
If you killed an opposing Tribe's figure, your Tribe gains the Scenario Ability 'Treacherous'.



Advances: If you were able to successfully leave the board with a Sungem, reset all your Occulite's Defence that has a value lower than it started the campaign with, to its starting value.

Each player may choose one Learned Ability in addition to Scenario or Situational Abilities to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and deducted from your Available Spend Total.



Home Cave Raid

You have seen how many Sungems the Tribe over the hill has been hoarding and have decided that you will conduct a raid. You have scouted ahead and ensured that the cave will be unattended, but as you approach, you see a lone defender standing in the cave's mouth. It is not as empty as first thought, but your Tribe needs those Sungems. You and your Tribe continue to creep towards the cave mouth, hoping that no one will be spotted.

Setup: The player that chose this scenario becomes the Attacker. The other player is the Defender and places the Home Cave terrain tile on the board, leaving one row of blank spaces between it and one of the board edges. The Defender then may place two terrain pieces and up to four Trees or Scenic Terrains and the Attacker may place up to two Trees or Scenic Terrains of their choice.

Natural Selection Deck Modification: Split the deck in half and then shuffle three Event cards into the top half of the deck.

Tribal placement: The Attacker does not place their figures on the board to start with, except for one, which can be placed on any terrain tile of their choosing.
The Defender places one figure (not the Chief) adjacent to the Home Cave entrance. This figure starts the game with the Sentry Situational Ability.
Players may bring their figures onto the board using their Activations as normal, with the Attacker's figures coming in from any board edge except the one closest to the Home Cave. The Defender's figures enter from the tunnel space on the Home Cave using their Activations as normal once the Sentry has been alerted.

Objectives: The objective of this scenario is to steal Sungems from your opponent's Home Cave.

The Game Ends When: The game ends after the eighth turn.
The winner of the scenario is the player with the most Victory Points.

Special Rules: When an Event card is drawn, it means a trap has been triggered by the player that drew it. Whichever figure used the action to draw the card loses 1 Health and is immediately placed Prone. If the Defender draws an Event card, nothing happens.
Figures cannot move through a hex side that has a faded black border as this represents the wall of the cave.
Attackers may try to Pry Sungems off the Home Cave walls by using the Pry Sungem action whilst on any space on the Home Cave tile that shares a faded black hex edge. Defenders may replace Sungems to the cave by using a Pass action when on any space of the Home Cave with a faded black hex edge.
Once a Sungem has been carried off the board, it is stashed safely away by the Attacker and cannot be regained by the Defender. Once the figure has finished stashing the Sungem, it may come back into play by discarding cards worth a total of 15 or more.
Each Occulite figure that leaves the board reduces your hand limit by 1.

Rewards: The following rewards are on offer:
For each Sungem carried off the board by the Attacker, score 3 Victory Points.
For each of the Attacker's Occulite figures or three Luftle figures killed, the Defender gains 1 Victory Point.
For each Sungem regained and placed back in the Home Cave, the Defender gains 1 Victory Point.

Penalties: Any Sungems carried off the board are removed from the Defender's Campaign Sungem Total.

Advances: If the Defender loses, then they have the right to choose the next scenario without drawing tokens.

Each player may choose one Learned Ability to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.

The Luftle Nest

9

2



2



4

On a recent patrol, your Tribe has stumbled across a Luftle Nest containing a strong colony of Wild Luftles. Careful scouting has revealed that your Tribe is not the only one who has found the Nest. You will need to be quick to get back there first. What are your Tribe's intentions though? To protect the Nest? Or raid it?

Setup: Place the Luftle Nest Terrain Overlay in the centre of the board. Each player then chooses up to three Scenic Terrain pieces to place six spaces away from the Nest. Take turns placing one Wild Luftle Scout Token on one space in each terrain piece. Place the rest of the Wild Luftle Tokens next to the board to use during the game.

Tribal placement: Players set up their Tribes on opposite board edges, no further than two spaces in from their edge. Each Occulite Tribe (not Palaudis) places one Reed Bag Token two spaces in from their board edge.

Objectives: The objective of this scenario is to collect (or protect if you are a Palaudis Tribe) Wild Luftles to be your Tribe's slaves for the Long Dark.

The Game Ends When: The game ends after the eighth turn.
The winner of the scenario is the player with the most Victory Points.

Special Rules: This scenario uses the Luftle Nest special rules found in the Creatures and Predators section on page 50. If you are running a Palaudis Tribe, then your figures will be considered friendly to the Wild Luftles unless you attack them. Palaudis Tribes may attack Wild Luftles, but they will then instantly be declared as enemies and no longer count as friendly to the Wild Luftles. All other Tribes are considered enemies to the Wild Luftles and as such any Luftles belonging to that Tribe will not take part in this scenario.

Each time an Event card is drawn, 2 Wild Luftle Guards and 4 Wild Luftle Grunts will emerge from the Luftle Nest. This activation interrupts all other actions. All Wild Luftles that emerge in this manner will count as Aggressive until the end of the round when cards are drawn again to determine their movements.

When a Wild Luftle is 'killed', you may choose to capture it instead. The Wild Luftle is placed on the Individual Player Board of the figure that captured it and counts as being carried like a Sungem. Only one Wild Luftle can be carried at a time as it will still be struggling. A Wild Luftle can be placed in the Tribe's bag for 1 action when in an adjacent space. It will count towards the Tribe's total.

A Palaudis Occulite or 2 Luftles may move into an adjacent space to the bag and spend 2 actions to release all the Wild Luftles within it. To do this, there must be no opposing Tribe's Occulites in any space adjacent to the figure(s) releasing the Luftles. The Wild Luftles will immediately act Defensively and this action interrupts all others.

Rewards: The following rewards are on offer:
For each Luftle caught or in a Tribe's Reed Bag at the end of the game, score 1 Victory Point.
For each Luftle released by a Palaudis Tribe during the game, score 1 Victory Point.
The side that catches or releases the most Wild Luftles gains an additional 2 Victory Points.

Penalties: If a Palaudis Tribe Occulite attacks a Wild Luftle, then all the Luftles in its Tribe run away and are immediately removed from the Tribe.

Advances: For any Tribe that caught Wild Luftles (or if Palaudis, released Wild Luftles), you may recruit Luftles of any kind at 1 less Victory Point after this Scenario only.
The winner of the scenario may recruit one additional Luftle of any type for free (except a Luftle Chief).
No other advances are available for this scenario.

10 2-4 3 2* Nymphlet Season

The sky is becoming darker and darker and Crepusculum is cooling down. The Long Dark is coming. It is during this time of twilight, as dusk approaches that the Nymphlets begin to spawn. Nymphlets from everywhere congregate in traditional locations to lay their eggs to hibernate during the Long Dark. It is during this time that Occulites from everywhere converge on these locations to catch them en masse for either eating or pollination for the next season. The Nimbus Tribe Occulites catch them to help pollinate vegetation for the next season high up in their mountainous homes. They must do this as Nymphlets rarely venture into higher altitudes, preferring the warmth of the lower lying lands. Every other Tribe consider them a tremendous delicacy and will feast on them to increase their fat stores before going into hibernation over the Long Dark. This is your Tribe's opportunity to set yourselves up well for the coming dark... how fast are your reflexes?

Setup: Each player chooses one Terrain Overlay that their opponents place onto the board. No Terrain Overlay can be adjacent to another Terain Overlay. Also take turns placing a total of four Scenic Terrain pieces two Trees onto the board.

Each player may then take one Nymphlet of each colour to place. This means that there will be six Nymphlets (one of each colour) per player. Each one must be placed in or adjacent to a terrain or Scenic Feature space on the board. Players may not place Nymphlets in the same space as another Nymphlet during this setup.
Take the Nymphlet Colour Tokens and place them next to the board. You will use one set of the Directional Hexes on the edge of the board for this scenario.

Tribal placement: You may place your figures on any space adjacent to the edge of the board. This can be adjacent to another player's figure, but may not be placed in a space with a Nymphlet.

Objectives: The objective of this scenario is to catch the most Nymphlets.

The Game Ends When: The game ends after the sixth turn. The winner of the scenario is the player with the most Victory Points.



Special Rules: This scenario uses the Nymphlet rules found in the Creatures and Predators section on page 46.
When an Event card is drawn from the deck, the Nymphlet Colour Tokens are repositioned in any way on the Directional Hex by the player that drew it and then the Nymphlets will immediately move 3 spaces.
If at any time a Nymphlet cannot move due to being on the edge of the board, then it moves along the edge of the board the remaining number of spaces in a direction chosen by the player who placed the colour.

Rewards: The following rewards are on offer:
For each Nymphlet caught, score 1 Victory point.
The side that catches the most Nymphlets gains an additional 2 Victory points.
For killing an opposing Tribe member, you lose 2 Victory points.

Penalties: If your Tribe caught no Nymphlets, then all of your Tribe members start the next game with -1 Health.
If you killed an opposing Tribe's model, your Tribe gains the Scenario Ability 'Treacherous'.

Advances: If you caught at least one Nymphlet, you may increase one of your Tribe member's Speed by 1.

Each player may choose one Learned Ability in addition to Scenario or Situational Abilities to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.



Siege at the Cave Mouth

Your Home Cave has been good to you this past season, but scouting the area has revealed an even better Home Cave not far from where you are. The only problem is that it belongs to another Tribe. After much deliberation, you decide to try and take the Home Cave by force! A risky decision that will have consequences either way, whether it be because the Long Dark or a terrible thunderstorm is approaching! Have you left your run too late? Only time will tell.

Setup: The Home Cave tile is placed in the centre of the board, with the entrance facing any direction, chosen by the Defender. The Defender then selects three Terrain Overlays and places one of them anywhere on the board. The other two are placed anywhere on the board by the Attacker.
Both players may place up to 4 Trees or Scenic Terrain Overlays each. Use the Conditions Track on the edge of the board and its matching token. Place the token on position 9.

Tribal placement: The player with the least Sungems will be the Attacker and will set up their Tribe within four spaces of any board edge.
The Defender will place their Tribe within 2 spaces of their Home Cave Terrain Overlay.

Objectives: The objective of this scenario is to either take your opponent's Home Cave by force if you are the Attacker, or defend it from the Attacker if you are the Defender.

The Game Ends When: The game ends when one whole Tribe is no longer on the board or when it becomes too dark or too stormy to fight on (the token reaches 0 on the conditions board).
The winner of the scenario is the player that has the most figures within the Home Cave (in a space within the faded black outline) at the end of the game.

Special Rules: After winning a combat, you can either spend a Tribal Token or Cancel -1 Health inflicted by one of your figures during that combat to use one of the following Effects:
Swing: Move your opponent's figure to any space adjacent to another figure that was involved in the combat.
Tussle: Swap spaces with one of your opponents' figures from this combat.
Repel: Move the losing figure/s one space directly away from your active Attacker.

At the end of each player's turn, both players roll one ten-sided die, plus an additional ten-sided die for each enemy Occulite or two Luftles that have been killed during the game. For each 0 or 1 rolled, move the Conditions Token one space towards 0. If it ever reaches 0, the game ends immediately and a winner is decided.
If you draw an Event card, immediately move the Conditions Token one space towards 0.

Rewards: The following rewards are on offer:
If the Attacker successfully takes their opponent's Home Cave, then the Attacker now owns the opponent's Home Cave and gets all the Sungems that Tribe has garnered over the course of the campaign. The Defender slinks off and takes the empty Home Cave of the Attacker, gaining all the Sungems that Tribe had garnered over the course of the campaign (Essentially both Tribes swap Sungem totals).
If the Defender successfully keeps their Home Cave, the Attacker slinks back to their own Home Cave and there is no change in the Sungem totals, but they lose 3 VPs as the Tribe nurses its pride.

Penalties: None.

Advances: Each player may choose one Learned Ability to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.

12 2-4 0 8 'Egg'celent Drunmoth Eggs

This scenario uses components from the Floris Tribe Expansion

One of your Tribe Scouts had recently seen a very bruised and battered Floris Occulite disoriented and wandering aimlessly through a nearby bushland. It had lost its weapon, but it clutched a large, bluey-green egg in its arms. Your Scout was under strict instructions just to observe and investigate. Tracking the Occulite's footprints through the dry, leafy floor, your Scout came upon several Trees being used as Drunmoth Nests. Since then, you have decided to lead your Tribe into the area to recover at least one of their eggs. Whether used as a protein-filled meal or to raise as your Tribe's pet, you are determined to try your luck. It isn't often that such a location is found and you want to make sure you don't miss out on this opportunity.

Setup: Players take it in turn to place Tree Overlays on the board until you have placed five each. No Tree may be placed adjacent to another Tree.

Take a number of Drunmoth Egg Tokens (3 for two players, 4 for three players and 5 for four players) and temporarily assign each Tree Overlay a number between 0 and 9. Roll a die for each Token and place the token in the centre space of each of the corresponding Tree Overlays. Then place a Drunmoth so that its head space is on the centre space of the Tree Overlay closest to the centre of the board. Then place a second one on the Tree closest to that in the same manner. The Drunmoth will face the direction of the nearest board edge.

Tribal placement: The player who chose the scenario gets to choose which edge his or her Tribe sets up, with Floris Tribes and then highest card draw breaking ties. Players can set up their Tribe within four spaces of their chosen board edge, but no closer than 10 spaces from another board edge.

Objectives: The objective of this scenario is to possess the most Drunmoth Eggs.

The Game Ends When: The game ends when a figure from each Tribe has lost all his or her Health and is removed from the board, or when all members of a Tribe have left the board.
The winner of the scenario is the player whose Tribe has the most Drunmoth Eggs.

Special Rules: This scenario uses the Drumoth rules found in the Creatures and Predators section on page 52. Drunmoth Eggs are treated exactly the same as Sungems for carrying and Stealing purposes.

Rewards: The following rewards are on offer:
For each Drunmoth Egg held at the end of the scenario, score 2 Victory points.
The side that gets the most Drunmoth Eggs gains an additional 1 Victory point.
For killing an opposing Tribe member, you lose 3 Victory points.

Penalties: If your Tribe did not get any Drunmoth Eggs, then your Tribe may replenish Defence points as usual, but for each VP you spend, you can replenish 2 Defence. This cannot take any figure's Defence above what it was prior to the scenario. Also your opponent(s) automatically gets to choose the next Scenario that is played. If you killed an opposing Tribe's model, your Tribe gains the Scenario Ability 'Treacherous'.

Advances: For each Drunmoth Egg your Tribe got, you may either increase one of your Tribe member's Health by 1 OR you may decide to try and raise any number of the Drunmoths as Tribe pets. If you choose to do this, you must get +5 Heat more than usual for each Drunmoth at the end of the Season. Baby Drunmoths can be used in future scenarioshave a Speed of 5

Each player may choose one Learned Ability in addition to Scenario or Situational Abilities to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.

13 2-4   Surrounded!

It has taken clever planning and patience for you to have tracked down such rich ground. Your scouts tell you that they have seen Sungems forming beneath their very eyes, amongst a very thick grouping of bush trees. As your Tribe emerges from the trees, you can see that your Tribe is not the only one to have found it. You quickly surround the area and begin to move in, but they have spotted you and quickly take to the Trees.

Setup: Place one Tree Overlay in the centre of the board. Place six Tree Overlays adjacent to it so that it is surrounded. The Defender(s) may then select up to 4 Scenic Terrain Overlays and place them anywhere on the board. They cannot be adjacent to any other Tree Overlay space.
Use the Conditions Track on the edge of the board and its matching token. Place the token on position 9.

Three or Four Player Modifications: When playing with three players, all three Tribes become Attackers and a entry board edge must be chosen for each player. When playing with four players, there becomes two attackers and two defenders that work together as teams. Players on the same team may not attack each other until one of the team members steals a Sungem from one of their figures. Then they may attack each other freely.

Tribal placement: The player that selected the Scenario may place their figures anywhere within 3 spaces of any of the board edges.
The Defender will place their Tribe on any of the Tree Overlay spaces in the centre of the board.

Objectives: The objective of this scenario is to collect Sungems.

The Game Ends When: The game ends when the token reaches 0 on the conditions board.
The winner of the scenario is the player that has the most Sungems at the end of the game.

Special Rules: Whenever a Sungem card is drawn, the usual instructions for placement are ignored and it must be placed on a Tree Overlay space.
The Occulites have come prepared to collect Sungems and have all brought sling bags. Each Occulite can carry one more Sungem than usual.
Each time an Event card is drawn, it is not revealed as usual. The Event card becomes part of the player's hand of cards and they may choose when to reveal it. When revealed, discard the card to move the Token on the Conditions Track down one space. If discarded for any other reason, it does not reduce the Conditions Track.
You may only climb into the Trees from a space adjacent to one of the outside Tree Overlay spaces. Once in a Tree overlay space, you may move amongst the adjacent Trees as though it were Scenic Terrain (do not draw and refer to the Arboreal Terrors Table). If a figure in a Tree Overlay space must be placed Prone for any reason, it falls out of the Trees and must be placed in an empty space adjacent to one of the outside Tree Overlay spaces.

Rewards: The following rewards are on offer:
For each Sungem held at the end of the game, score 1 Victory point.
For each Occulite figure or three Luftles killed, score 1 Victory point.

Penalties: None.

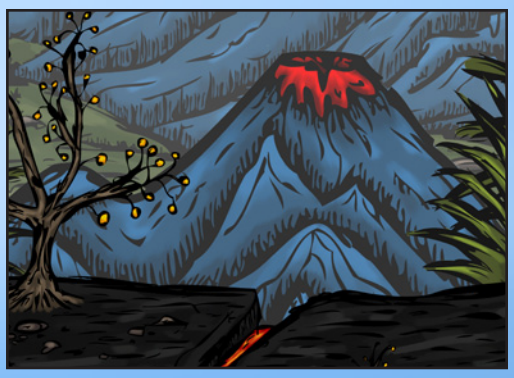
Advances: The winner of the Scenario may award either the 'Quick Hands' or 'Pouch' abilities to one of your Occulites for free. You must still ensure that each Occulite has an Ability before giving one a second.

Each player may choose one Learned Ability to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.

14 2-4 6* 8* Rain of Fire

The rumble of what you think is thunder growls menacingly, sending vibrations up through your feet. Your Tribe's Luftles warned you of this place. Suddenly the sky, already choked with smoke begins to glow red and the rumbling grows louder. That is no thunder you think, panic striking at your very heart. Your concerns are justified as a large red hot rock crashes into the ground not far from your Tribe, sending dirt and rocks flying helplessly into the air. Sungem rich lands have been found... but at the foot of a giant volcano. How many Sungems do you grab before running for your lives?

Setup: Place both Lava Flats Terrain Overlays adjacent to each other in an agreed position in the middle of the board to create one large Lava Flat. Take turns placing six Scenic Feature Terrains around the board. They cannot be adjacent to any Lava Flat.
Players take turns in placing a Search Token facedown in any space on the board until all 12 are placed. Place one Sungem in the centre space of each Scenic Terrain space.



Tribal placement: You may place your figures on any space adjacent to the edge of the board. This can be adjacent to another player's figure.

Objectives: The objective of this scenario is to find the most Sungems before the Volcano becomes too unstable.

The Game Ends When: The game ends once all the Search Tokens have been removed.
The winner of the scenario is the player with the most Victory Points.

Special Rules: When an Event card is revealed, a chunk of volcanic rock will fall from the sky and smash into the ground. If a player draws an Event card, they can choose to not reveal it immediately and take it into their hand to reveal later at any point in time. A player that reveals an Event card chooses one of the Search Tokens on the board and rolls a die, referring to the random directional hex on the side of the board. They then flip a card off the Natural Selection Deck. The main number is the number of spaces in the rolled direction that the rock lands. Any figure that is in that space or any of the spaces adjacent to that space are instantly killed. Remove them from the table. Any figure that is two spaces away from the impact space loses 2 Health and is placed Prone. Any figure that is three spaces away loses 1 Health. Then remove the Search Token from the board. If another Event card is flipped, resolve two rocks from that Search Token.

Once a figure has a Sungem, they may leave via any board edge. Take the Sungem off that figure's Player Board and place it in your play area. The figure may then enter the board again. If you run out of Sungems, just keep track of them another way. But for this scenario there is no limit on the number of Sungems that can be on the board.

When there is only one Search Token left on the board, any Event cards in your hands MUST be revealed. When an Event card is revealed, the whole area is hit with volcanic rocks and decimates the board. Any figure still on the board when this happens is killed instantly.

Rewards: The following rewards are on offer:
For each Sungem collected, score 1 Victory point.
The side that collects the most Sungems gains an additional 2 Victory points.

Penalties: Any figures that were killed during the Scenario begin the next scenario with -1 Health.

Advances: If you had at least 3 Occulites alive at the end of the Scenario, then at the start of the next Scenario, your hand size counts as 2 higher.

Each player may choose two Learned Abilities in addition to Scenario or Situational Abilities to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.

Habitat Confusion

15 | 2-4 |  2 |  6*

It was the strangest thing that your Tribe had seen. A pocket of habitat whose atmosphere was so disrupted and unusual that it could support multiple different environment types. Such is the confusion that this place has produced, Nymphlets are actually spawning here! Normally this only happens towards the end of the season. Oh well, while you are here, your Tribe might as well stock up! Little do you realise that Occulites aren't the only species on Crepusculum that likes to collect Nymphlets...

Setup: Players take it in turns to place the following Terrain Overlays on the board:
The Ridge, Lava Flats A and B, Swamps A and B, Shallow Lake, Deep Lake, River A and B, 4x Scenic Terrain and 4x Trees.
Terrain Overlays may be adjacent to other Terrain Overlays, but Trees may not.
Use the Conditions Track on the edge of the board and its matching token to track how many rounds are played. Place the token on position 6.
Each player then takes turns placing Nymphlets on the board in a Terrain Overlay space until all 12 are placed (2 of each colour). Players take turns to place one Puscual each in an empty space at least 10 spaces from their board edge.

Tribal placement: Each player selects a board edge and places their entire Tribe within 3 hexes of that edge. They cannot be placed on a Terrain Overlay.

Objectives: The objective of this scenario is to be holding the most Nymphlets when the Conditions Track hits 0.

The Game Ends When: The game ends when the token reaches 0 on the Conditions Track.
The winner of the scenario is the player that has the most Nymphlets when this happens.

Special Rules: This scenario uses the Nymphlet rules found in the Creatures and Predators section on page 46.
When an Event card is drawn from the deck, all Nymphlets will immediately move 3 spaces.
If at any time a Nymphlet cannot move due to being on the edge of the board, then it moves along the edge of the board the remaining number of spaces in a direction chosen by the player who placed the colour.

This scenario utilises the Puscual from the Creatures and Predators section on page 49.
For the purpose of the Puscual's programmed movement, Nymphlets count as Occulites. If they defeat them in Combat, instead of catching them, they eat them. Increase that Puscual's Health by 1 (but no higher than its maximum) and remove the Nymphlet from play.

When an Event card is drawn from the deck, in addition to moving the Nymphlets immediately, the player that drew it can choose to either raise or lower the token on the Conditions Track by one. If the player chooses to lower it and there is not one Puscual per player on the board, one Puscual will return via the player who lowered the Conditions Track's board edge. Place it within 3 spaces of that player's board edge.

Rewards: The following rewards are on offer:
For each Nymphlet caught, score 1 Victory point.
The side that catches the most Nymphlets gains an additional 1 Victory point.
For killing a Puscual, you gain 1 Victory point.

Penalties: None.

Advances: Each player may choose two Learned Ability to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.

16 2-4 3 8* A Strong Southerly

You have led your Tribe into a nearby highlands in search of Moon Petals. It has been a long time since your Tribe has ventured into the area, but the last time you did, the youngest Tribe member saw a local Nimbus Tribe using the Moon Petals to heal a badly torn wing membrane which had stopped it from flying. Not long after eating the petals, its wing had knitted together again and it took to the skies once more. Will your Tribe be able to find any this time?

Setup: The Attacker places Elevated Terrain A, Elevated Terrain B and The Ridge Overlays on the board at least 5 spaces apart from each other. The Defender(s) take turns placing Trees and Scenic Terrain Overlays until there are four of each on the board.

Roll one die and consult the Random Directional Hex on the side of the board. Place one Nymphlet Wedge on that direction. This designates which way the wind is blowing at the start of the scenario.

Tribal placement: You may place your figures on any space that is at least 10 spaces in from any edge of the board. This may not be adjacent to another player's figure.

Objectives: The objective of this scenario is to find Moon Petals.

The Game Ends When: The game ends after one entire Tribe has left the board.
The winner of the scenario is the player with the most Victory Points.

Special Rules: When an Event card is revealed, there is a huge wind gust pushing all figures on the board a number of spaces in the direction the wind is blowing equal to the lowest main numbered card in their hand. Players must reveal their hands to prove this. The wind direction then changes, roll a die and move the Nymphlet Wedge to the new direction.
If a figure is blown off the board, it is removed from play for the rest of the game, but it does not count as killed.

To find a Moon Petal, you must have a figure in a Terrain Overlay and discard a straight of four cards. This must be created by using the card's larger number (main number). Two examples of this are: 2,3,4,5 or 7,8,9,10. Once a Moon Petal is found, choose one of these cards and place it face down under the figure's Individual Player Board. The Moon Petal can be stolen just as a Sungem would be. If knocked Prone, a Moon Petal is not dropped.

Rewards: The following rewards are on offer:
For each Moon Petal found, score 3 Victory points.
For each figure that is blown off the board, lose 2 Victory points.

Penalties: If your Tribe ends the Scenario with 0 Moon Petals, it cannot use the Card Effect Heal during the next Scenario.

Advances: If your Tribe found any Moon Petals, then you may increase the Health of one of your figures by 1. If your Tribe found the most Moon Petals, increase another of your figure's Health by 1.



Each player may choose one Learned Ability in addition to Scenario or Situational Abilities to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.

17 2-4 3 3* Evolved Nymphlets

One of your Tribe's scouts has heard rumours of a new breed of Nymphlet. A very rare and unique breed that can actually influence a small area around themselves through different coloured auras. You have led your Tribe through treacherous areas in search of this place and finally as you come over the top of a rocky ridge and look down, you see the most incredible sight. Nymphlets, giving off aurora-like colours, flitting and darting through the landscape. Amongst the Nymphlets are another Tribe of Occulites leaping and jumping around in chase of the little creatures. Your Tribe will have to be quick!

Setup: The Defender(s) may set up the terrain as they wish, including as little or as much as they want. After the Attacker's have set up their Tribe as they wish, the Defenders then take it in turns to place all 12 Nymphlets across the board, each in an empty space no closer than 10 spaces from one of their own figures or five of each other. Take the Nymphlet Colour Tokens and place them next to the board. You will use one set of the Directional Hexes on the edge of the board for this scenario.

Use the Conditions Track on the edge of the board and its matching token. Place the token on position 9.

Tribal placement: The Defender(s) can set up their Tribe within four spaces of any board edge. They may not be adjacent to another Tribe.
The Attacker will place their Tribe on any empty space no closer than 10 spaces from a board edge.

Objectives: The objective of this scenario is to take out the other Tribes so that your Tribe can collect the Nymphlets.

The Game Ends When: The game ends when one whole Tribe is no longer on the board or when it becomes too dark or too stormy to fight on (the token reaches 0 on the Conditions Track).
The winner of the scenario is the player that has the most Nymphlets.

Special Rules: This scenario uses the Nymphlet rules found in the Creatures and Predators section on page 46.
When an Event card is drawn from the deck, all Nymphlets will immediately move 3 spaces.
If at any time a Nymphlet cannot move due to being on the edge of the board, then it moves along the edge of the board the remaining number of spaces in a direction chosen by the player who placed the colour.

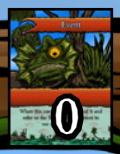
When an Occulite is holding a Nymphlet, its statistics are altered depending on the colour until the Nymphlet is lost.
Green: +1 Health Blue: +2 Defence Purple: +2 Speed Red: +1 Attack Orange: +1 Awareness
Yellow: +1 to the Player's Hand Limit
These bonuses do stack, so if an Occulite is holding a Blue and 2 Green Nymphlets, it will be +2 Defence and +2 Health.

At the end of each player's turn, both players roll one ten-sided die, plus an additional ten-sided die for each enemy Occulite or two Luftles that have been killed during the game. For each 0 or 1 rolled, move the Conditions Token one space towards 0. If it ever reaches 0, the game ends immediately and a winner is decided.
If you draw an Event card, immediately move the Conditions Token one space towards 0.

Rewards: The following rewards are on offer:
For each Nymphlet caught, score 1 Victory point.
The side that catches the most Nymphlets gains an additional 2 Victory points.
For killing an opposing Tribe member or every 2 Luftles, you gain 2 Victory points.

Penalties: None.

Advances: Choose one of your figures. Choose one of the Nymphlets that the figure was holding at the end of the game. Apply that bonus to that figure for no cost.

18 2-4  3  0 The Wymbrix Dilemma

You will need the KS Timed Exclusive expansion that includes extra Puscual Tokens and the Wymbrix itself to play this scenario.
While scouting through the bushlands, your Tribe hears a terrible commotion coming from further ahead. The sound of broken branches, dirt being kicked up and sinister snarls echo through the trees. They are the unmistakable sounds of a Puscual Pack that has cornered its prey. You motion to your Tribe to cautiously move forward to find out what they have caught. As you all get closer, there is a terrible roar, followed by the whimpering of a Puscual. Was that the roar of a Wymbrix? Then your Tribe sees it, a huge, hulking beast... it is a Wymbrix! But as more Puscuals bound through the trees, you can see it is fighting a losing battle.
Wymbrix hide is a prized artifact in Crepusculum. Wymbrixs are also fierce creatures that have been rumoured to be tamed by Luftles on occasion. You think about your options for a moment, if you want to try and tame it, you need to save it from the Puscuals. If you want to take it for the hide, then you might as well gather some Puscual hide while your Tribe is at it. Your decision made, you order your Tribe to rush forward... just as another Tribe does the same from the opposite side of the scuffle. This just got complicated...

Setup: The Wymbrix is placed in the centre of the board.
Each player takes it in turns to place two Tree Terrain Overlays and two Scenic Features on the board. They may be placed no closer than 6 spaces from any board edge.
Each player then places two Puscuals within 14 spaces of the Wymbrix.

Tribal placement: The player that chose the scenario may place their figures no closer than 2 spaces from a board edge of their choice. Their opponents then do the same on the opposite side of the board. If both players chose the scenario, then draw a card from the Natural Selection Deck, highest card wins. If playing 3 or 4 players, they then choose the other two board edges.

Objectives: There are two objectives for this scenario. You must state which objective you are going for at the start of the game. Your Tribe can choose to:
1) Save the Wymbrix by leading or riding it off your board edge, collecting the hide of any Puscuals you destroy.
2) Destroy the Wymbrix and collect its hide and the hide of any Puscuals that you destroy.

The Game Ends When: The game ends after the Wymbrix leaves the board (due to being moved off the board or by being destroyed).
The winner of the scenario is the player that achieves their Objective.

Special Rules: This scenario uses the Puscual rules found in the Creatures and Predators section on page 49. When using Puscuals in this scenario, the Wymbrix is treated as if it were an Occulite for the purposes of its programmed movement. The scenario also uses the Wymbrix rules found in the Creatures and Predators section on page 54.
If your Tribe's Token is on space 9 of the Conditions Track, the Wymbrix has developed a bit of trust in your Tribe. You may attempt to ride the Wymbrix. Take an Awareness Test when one of your figures is in a space adjacent to the Wymbrix. If successful, place the figure in the centre space of the Wymbrix. While riding the Wymbrix, you control the Wymbrix as if it were a member of your Tribe. Ignore all its programmed actions. Every time the Wymbrix is attacked while you have a figure riding it, take an Awareness Test. If you fail, you are placed Prone in an adjacent space of your opponent's choice.

Rewards: The following rewards are on offer:
For each Puscual destroyed, score 2 Victory points.
For achieving your Objective, score 5 Victory points.
For killing any number of opposing Tribe members, you gain 1 Victory point.

Penalties: None

Advances: Each player may choose one Learned Ability in addition to Scenario or Situational Abilities to give one of their figures (remembering that all figures must have at least one ability before a figure may get a second). Any Victory Point cost must be paid in full and is deducted from your Available Spend Total.

Optional Card Packs

Easy ways to further increase the replayability and fun.

These Card Packs are Optional extras that can be used to add options and more variety to your games of Dawn - Rise of the Occulites. They are not required, but are available separately.

Advanced Natural Selection Deck Cards

The Advanced Natural Selection Deck cards provide 24 new cards, featuring several new Card Effects for your Tribe to utilise during Scenarios. They make greater use of some of the more Advanced ideas within Dawn, such as Awareness Tests, Hiding and using Luftles (amongst other aspects). These cards have the same backing as the base game cards, so to use them, simply shuffle all 24 into the main Natural Selection Deck and play your games as normal.



Recommended for use after you have already played several Scenarios and are familiar with the base mechanics.
Works best with at least Rules Layers 1 and 2 included.
Works well with Campaigns and Stand Alone Games.
Is compatible with the Objective and Tribe Specific Natural Selection Deck Cards.
These cards can be separated out easily by looking for the Occulite Eye Icon on the left side of the card's Title Banner as shown below.





Objective Cards

There are 10 Objective cards for each Tribe which can be included in conjunction with any of Dawn's Scenarios. They give your Tribe Objectives to complete during the course of a game. For completing these Objectives, you can receive immediate gains for use during the current Scenario, or you can delay those gains to obtain Sungems or Victory Points for Campaign play. The choice in how you use them is yours.

To use them, shuffle your Tribe's Objective cards at the start of a Scenario to form a deck (one for each Tribe) and three Objective cards are drawn. One is selected and the rest are shuffled back into the deck.

This card has an objective on it that you may complete during the scenario which is depicted in the centre banner. If you complete the objective, you then unlock the benefit at the bottom of the card to use during that scenario only. Some cards with the * symbol on the left of the card have instructions on how to use them in the bottom section.

For example, the card to the left (Evasive Actions) has the Objective 'Spend a Tribal Token to Break Away'. If, during the course of the game, the Nimbus employ their Chief's Innate Ability 'Flight is Not Folly' to spend a Tribal Token and Break Away from a Combat, then the Objective is considered completed. The card can be used immediately as described at the bottom of the card, or placed aside to claim 2 Victory Points at the end of the Scenario.

If you have not used its benefit during the scenario, you then reap the campaign rewards instead (depicted on the left middle of the card.) These will usually be in the form of Victory Points or Sungems. Once you have completed an Objective, you draw the next card from the deck and this becomes your new Objective. You can keep completing Objectives and drawing new ones until the scenario is over or your deck runs out.

You will probably want to use some benefits in game and save some cards to use their Campaign benefits, but the choice of which to choose is yours. These decisions will change depending on the scenario and what your Tribe needs at the time.

Remember, you cannot complete an Objective retroactively. You must do what the card says while it is the active Objective card, even if your actions earlier in the scenario would have satisfied the Objective's requirements.

Recommended for use after you have already played several Scenarios and are familiar with the base mechanics and several of the rules Layers.
Works best with at least Rules Layers 1, 2, 3 and 5 included.
Works best with Campaigns. Works well with Stand Alone Games.
Is compatible with the Advanced Natural Selection Deck Cards and Tribe Specific Natural Selection Deck Cards.

These cards are never mixed with the Natural Selection Deck and so have different card backs to easily identify which Tribe they belong to.

Tribe Specific Natural Selection Deck Cards

These cards provide a set of 10 Natural Selection Deck cards that are representative of your Tribe's style or focus. This means that these cards contain new Card Effects that represent the particular skills of your Tribe.
Tribe Specific Natural Selection Deck cards can also be optionally used in any scenario. They can be used with or without the Objective cards and can be used in several ways.

Standard

To use them in the standard way, the Tribe Specific Natural Selection Deck cards are shuffled to form their own deck (one for each Tribe). None are drawn at the start of the game, but a player can use the Replenish Natural Selection cards action to draw a single card from this deck (instead of replenishing their hand as normal). If this takes your hand over your hand limit (usually 7 cards), you must discard down to it. You can never have more than one of these cards in your hand at any point in time.

The new Card Effects that are represented in these decks are powerful, but are single use. Once the card has been used, it is removed from the game and cannot be used again for that scenario. Of course they can also be used for its Activation Number or their Aggressive/Defensive/Bonus numbers, but they are still removed from the game after use.



Anomaly

To use the cards in the Anomaly way, the Tribe Specific Natural Selection Deck cards are shuffled into the main Natural Selection Deck and can be drawn by any player. This mode represents the other Tribes learning from their opponents. In this mode, you can have more than one of these cards in your hand (still respecting the hand limit).

To use the Card Effect on your own Tribe's card, it is done in the same way as you would for a normal card.

To use the Card Effect on another Tribe's card, you must pay one additional Tribal Token OR the figure that uses it loses a Defence or a Health as it isn't as good at using the ability as the Tribe that it is from.

Recommended for use after you have already played several Scenarios and are familiar with the base mechanics and several of the rules Layers.
Works best with at least Rules Layers 1, 2, 3 and 5 included.
Works well with Campaigns and Stand Alone Games.
These cards are only mixed into the Natural Selection Deck when the cards are used in the Anomaly way. They are easily separated as they can be identified by each Tribe's icon on the left of the Title Banner shown below.



The World's Setting

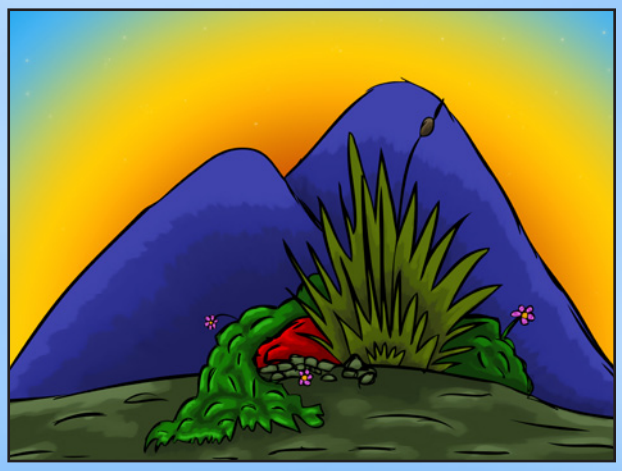
As much the same as it is different from Earth...

Crepusculum

Crepusculum - Latin
Partial Light; Dusk; Twilight

The World: *Crepusculum is a vast, ancient world covered in everything from steamy jungles and arid deserts, to verdant fields and snowy peaks. It's climate is varied, but not radically different from our own. Theories of pockets and irregularities in the atmosphere's ozone layer could help to explain the rapid changes in the environment over a relatively short distance. This can mean that you may have steamy jungles only several kilometers away from vast tundra, or damp wetlands only a stones throw from red ochre coloured deserts.*
The cycle of day and night on Crepusculum is very different from our own. Due to the planet's orbit around the Occulite's Sun, a day lasts around one hundred earth days, as does a night. Because of this during the nights, it grows bitterly cold. So cold in fact, that all living things must find shelter, including not only the creatures of the world, but also some of it's plantlife.
I can hear you asking, but if the night is so long, how could any plant survive without sunlight? Well, my friends, you see as much as Crepusculum is similar to Earth, it is still so very different.

Sungems: *On Crepusculum, the gravity is a lot higher than here on Earth. Along with the pockets and irregularities in the planet's ozone layer, this has many different effects on the planet. The atmosphere is rich in minerals as well as Nitrogen and Oxygen. Increased atmospheric pressure contributes to all of these factors to cause a previously unknown type of mineral, called 'Rhaydiatrum' to compress and combine with other essential terrestrial minerals such as silica and carbon to form small crystalline objects which Darwin originally named 'Sungems'.*
Sungems are eagerly sought after by all forms of life on Crepusculum. Not because of monetary value, but because of their special ability to capture light and heat. During the day, Sungems capture the UV radiation they are exposed to by the Sun and store it within their structure. The outer shell of a Sungem has properties that allow light to enter during daytime, but not escape. They collect the heat and light of the sun and store it. When night falls, the outer shell inverts this process and will give off UV radiation and can act as a light source. This is similar in principle to the process of photosynthesis that earth trees go through. If the Sungems are left out in the open, the light and heat evaporate into the atmosphere, but if they are taken to a sheltered area (usually a cave), they will provide light and heat that last the duration of the long dark.
As you can see, Sungems are very important to Crepusculum's ecosystem. Without them, life simply could not exist.



Plantlife: *Many of the plants on Crepusculum have long since adapted to the cold nights of the Long Dark. They have done this by modifying their cell structure to include microscopic traces of Rhaydiatrum within the chlorophyll of their leaves. It is thought that they source this through photosynthesis. By being trapped within the strong cell structure of the plants, the UV radiation, light and heat are absorbed by the plants, giving them all they need to survive the Long Dark. Some plants concentrate these Rhaydiatrum accumulations within their flowers and leaves to attract native insectoid fauna who flock to the pheromones these trees give off to spawn. A typical example of this is the Lumino Trees, that softly glow during the dusk to attract Nymphlets to spawn.*
Alternatively, some plants have adapted by growing flexible root systems, that allow the plant to uproot itself and find shelter. There are even some theories floating around that suggest these species of plants could be the descendants of Luftles. Others have a symbiotic or parasitic relationship with other plants, feeding off their stored energy.

Home Caves

Locus entis - Latin

Place of Being; Home Cave

Occulites of Crepusculum just like any other creature, require some form of shelter to not only protect them from the harsh elements and the Long Dark, but also to call home. Most Occulites on Crepusculum set up their homes in caves. These provide a space for the Tribe to live and grow. They protect from lightning, hail and pouring rain. From whipping winds, blistering sunlight and quite often, from predators. Occulites have used these caves to mount collected Sungems in, which help to heat the cave, provide light and ultra-violet radition that allow them to comfortably hibernate during the Long Dark. Some caves extend back naturally into the landscape, whereas others have been dug out manually during the Long Dark by dedicated Tribal members or with the help of Luftles in exchange for shelter. These caves twist and turn, branching off under the ground, sometimes even joining up with another Tribe's cave. Situations like this are tense affairs and often don't end well for the weaker of the two Tribes.

Over the generations, these caves have become places of special significance to the Occulites that dwell in them. Cave paintings made with crushed rock and water line the walls, depicting their people, the creatures that live in Crepusculum along with major events that have helped shape their Tribe. While forcibly taking over other caves does happen in Crepusculum, it is only rarely done as the Tribes must leave most of their history behind when they leave.

The caves are spiritual places that the Occulites who live there share a natural bond with. This bond is so strong, that the spirits of the Occulites themselves are drawn to it in death. Many theories surround this aspect of Occulite culture and there are slight changes between sub-species, but when an Occulite dies, a strange but wonderful thing can happen. Some of their life force can be expended to return to the cave and be reborn in the dark as a physical being once more. Often coming back a little weaker than before, the Occulites retain their memories, although some become locked away, only becoming available with rest and time. This process is believed to be repeatable over an Occulite's lifespan, but at some point their soul longs to explore and they are reborn no more. Instead drifting off to the stars for a different kind of adventure.

Windows

Petra fenestra - Latin

Rock Windows; Eyes

Crepusculum and the Occulites would not even be known to us if it weren't for the Windows that Professors Charles and Darwin wrote about in their journal notes. These Windows allow us to observe and even listen to the sights and sounds of Crepusculum from the relative safety of planet Earth.

Although Professor Darwin carries a Rock Window with him at all times, these Windows can also occur in materials such as wood branches. These Windows currently only appear to occur in Australia and are tightly linked to lightning strikes. Professor Darwin theorises that the formation of an electricity conducting plasma channel, in association with the magnetic fields that are temporarily created due to the intense currents that come with a lightning discharge, may actually be the cause of these Windows. The theory is that the plasma channel burns the material, leaving the smooth edge to the Windows, whilst the atmostpheric conditions in Australia (made possible by an invisible mist of vaporised terpenoids from the Eucaplyptus Trees) allow the temporary magnetic field to become so intense that it actually rips a hole in space itself and becomes permanent.

This suggests that Crepusculum could actually be another planet or even perhaps our Earth, but from a parrallel universe. The appearance of similar star maps to Earth's own seen from Australia, with the Southern Cross prominantly lighting up the Crepusculum sky, suggests the later, but until these starmaps have been verified by astronomers, then the possibility of Crepusculum being another planet close to Earth's Solar System is still possible.

These Windows have the ability to change the way they see Crepusculum by the distance from the ground and the angle in which they are held. This has allowed Professors Charles and Darwin unprecendented observational access to an ever increasing variety of flora and fauna which the world has never seen before.

While it is possible to see and hear Crepusculum, so far there has been no way to actually interact with it. The consequences of trying this have proved to be quite painful to all who have attempted it.

Still to this day these Windows remain elusive and the only one that have ever been seen by the scientific community is the one that Professor Darwin carries around with him wherever he goes. As the scientific community accepts and eventually embraces the concept of these Windows and the existence of Crepusculum and the Occulites, more studies will inevitably be done.

Future Expeditions
Exploring the Evolution and History of the Occulites...

Darwin's Story
The story that started it all is a first hand account of how Darwin discovered these creatures for himself and the personal journey that it took him on. You can read this story on the:

Darwin Games website (www.darwin-games.com.au)
Rise of the Occulites blog (www.riseoftheocculites.wordpress.com)

It is an ever evolving story that Dawn: Rise of the Occulites is only really the first chapter of.

Future Games
Look for more games in the Rise of the Occulites setting which help unravel their evolution and history over time. Dawn: Rise of the Occulites is the first game in the Rise of the Occulites Saga. There are many more games that have been and are being designed in the setting, so if you enjoyed this game please consider joining us for more adventures through the Occulite world in the future.



Thank You!
Credits and Acknowledgements...

Dawn: Rise of the Occulites has been a passion of mine for many years now and along the way I have had many wonderful people to help playtest, refine, support and contribute. Without their help, Dawn would not be what it is today. So I extend a warm, heartfelt thank you to:

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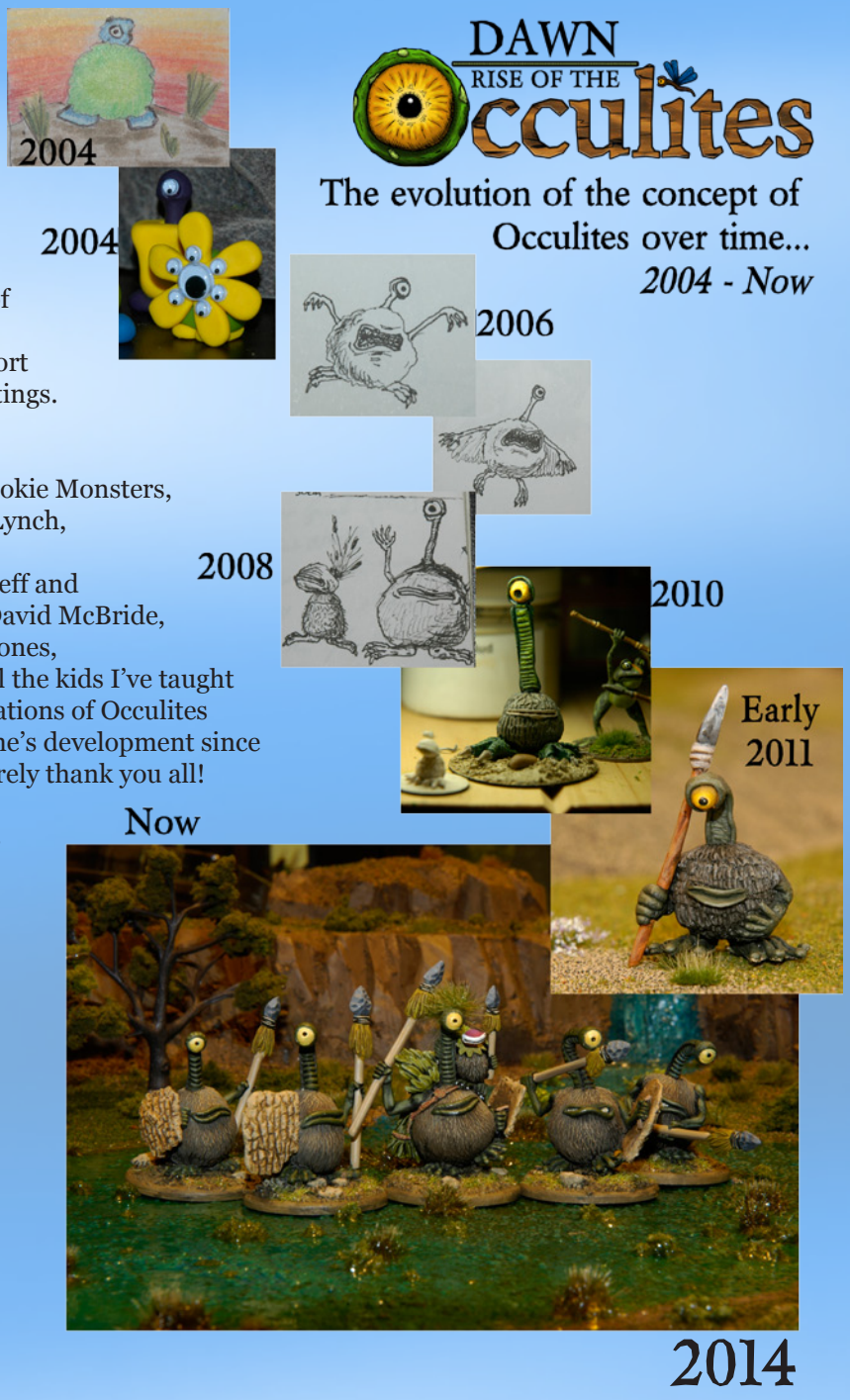
A massive thank you to all the Kickstarter backers that have helped to make my dream a reality.
You guys rock!





Campaign Tracker Sheet

Tribe Name:	Tribe Type:

Tribal Chief:	Luftle Chief:



Learned Abilities:

Learned Abilities:

Number of Luftles and Letter:
Grunts _____
Scouts _____
Guards _____
Drummers _____

Time of Season:

Member 1:	Member 3:





Learned Abilities:	Learned Abilities:

Member 2:	Member 4:





Learned Abilities:	Learned Abilities:

Campaign VP Total:	Available VP Total:	Number of Sungems:

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