



One of the local Tribes that you have been trading with have bestowed a great honour upon your Tribe. Whether it is a trap, a way to test your integrity, or if it is a genuine gesture of trust cannot be determined, but it is an opportunity nonetheless. To have a genuine ally would be a huge boon for your Tribe. The honour your Tribe has been bestowed? To train one of their Younglings. The first in the area since your generation came to being. You are to take them out and let them experience what it is like to be a Tribe Member. The only catch... bring them back safely! In a dangerous world, does your Tribe have what it takes to do the job?

Setup: Place the Rocky Outcrop Terrain piece in the centre of the board. Players take it in turns to place the six Scenic Feature Terrain pieces at least four spaces away from the Rocky Outcrop Terrain piece. Take turns to place one Sungem per player, in a space adjacent to the Rocky Outcrop. Then place one Sungem in the centre of the Rocky Outcrop.

Tribal placement: Each Tribe only uses their Tribal Chief and two other Occulites chosen by them. Each player's Youngling is represented on the board by a Tribal Token. Each player randomly chooses a board edge (when playing two players, these do not have to be opposite) and places their Tribe for the scenario within 2 spaces from the edge of the board. Tribes cannot be placed closer than 13 spaces from each other.

Objectives: The objective of this scenario is to help the Youngling your Tribe is responsible for, complete objectives and keep them alive before you draw the attention of too many Predators.

The Game Ends When: The game immediately ends after the sixth full turn or when all Tribes have left the board (voluntarily, or by being killed).
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. In this scenario though, anytime a Puscual would move towards the closest Occulite or Luftle, it will move towards the closest Youngling. It will always choose to target an adjacent Youngling over an Occulite or Luftle if it is adjacent to several figures.

Your Tribal Tokens in this scenario are tracked on the Condition Track, place one of them on the numbered space matching the number of Tribal Tokens you usually start scenarios with.

When an Event card is revealed, a Puscual is added to the board. It is placed on one of the corner spaces adjoining the board edge of the player that drew the card, chosen by the other players (if they cannot agree, it goes to the corner nearest a figure).

For this Scenario, the Tribal Chief's Ability to spend a Tribal Token to give one of its Occulites an extra Awareness cannot be used.

For this Scenario, some card effects can be used slightly differently. Any time your Youngling would be attacked, you can discard a 'Swing' or a 'Tussle' card as if it had the 'Before a Combat' trigger. This way, they affect your Youngling instead as listed below:

SWING - Before a Combat, move your Youngling to any space that is adjacent to a figure about to participate in Combat. No Break Away Test is required.

TUSSLE - Before a Combat, swap your Youngling with a friendly figure that is within 2 spaces of your Youngling, no Break Away Test is required.

There are several Objectives that you are trying to help your Youngling achieve. These are listed below:

COLLECT A SUNGEM - Your Youngling is holding a Sungem at the start of your Activation.

HUNTER - Your Youngling is part of a Combat that kills a Puscual.

SCHOOL OF HARD KNOCKS - Your Youngling loses a Health in a Combat.

DEFEND THE TRIBE - Your Youngling participates in a Combat that causes an enemy Occulite to lose at least 1 Health.



Youngling Genetic Blueprint

Each Youngling starts the Scenario with the Genetic Blueprint to the right. They have the Innate Ability 'Swift' which is shown below:

Swift

Before taking a Move or Charge action with a Youngling, play a card from your hand (You may let Nature Take Its Course for this card if you want).

If it is an Aggressive card, add 1 to your Youngling's Speed for this action.

If it is a Boost card, add a number equal to the card's Boost value to your Youngling's Speed for this action.

If it is a Defensive card, your Youngling Trips. Place it Prone. It can still take its Action, but must first Stand Up.

A	W	S	A	D	H
1	4	3	3	3	

Rewards: The following rewards are on offer:

For each Objective completed, score 1 Victory point.

For each figure that is holding a Sungem at the end of the Scenario, score 1 Victory point.

For each Health that your Youngling still has left at the end of the Scenario, score 1 Victory point.

Penalties: If the Youngling that your Tribe is responsible for is killed, you do not gain any Victory points for the Scenario and your Tribe gains the Situational Ability 'Traacherous'.

Advances: If the Youngling that your Tribe is responsible for is still alive at the end of the Scenario, you gain the Situational Ability 'Alliance' which is described below:

Situational Ability - Alliance

Alliances are few and far between in the world of Crepusculum. When called upon to help, an allied Tribe will come to your aid. They cannot risk getting involved directly though, and do so through subterfuge and creating distractions that allow your Tribe to retake the upper hand in a battle.

This Situational Ability is given to your whole Tribe. Once, at any point during a scenario, you may spend a Tribal Token to draw a second hand of seven cards. You have full access to this hand of cards as if it was your hand, but you can never use the Replenish Natural Selection Cards action. Once all cards in that second hand of cards has been used, then the ability is considered completed for that Scenario.

Removed by: The Alliance ability is lost when the Chief of your Tribe is killed or if the Tribe gains the Situational Ability 'Traacherous'

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.

Time of the Season Chart for Training Day:

If playing a Campaign, use this chart when wanting to select this Scenario.

Time of the Season...	1	2	3	4	5	6	7	8	9	10
Training Day	0	0	0	0	1	2	3	3	1	0

