

Q: If the Tailwind event is drawn when the Argos is in the space immediately before Aea, does Hercules get to stay in the game instead of being replaced with Medea?

A: In all game modes apart from Entropy, Hercules leaves one way or another when Argo reaches Aea, even if you choose to skip the port by using the Tailwind event and go straight to the legendary encounters that follow. When that happens, Medea joins the hero roster replacing Hercules automatically.

Keeping Hercules for the rest of the journey is not a legal option (according to the myth, he actually left the Argonaut campaign much earlier than Aea), but feel free to accommodate such an option in your custom house rules.

Q: What are the "favored/cursed" sections of the hero card for?

A: After assigning your heroes and before resolving combat events (like pirates etc.) or legendary encounters, you have to roll the d12 in order to determine Divine Intervention. So, if the god rolled favors a hero (i.e. his name in the favored section), this gives that hero gains a +1 bonus to the skill he was used for in that particular encounter. Likewise, if the god rolled has cursed a hero, that hero gets a -1 penalty to the skill he was used for.

Q: At the start of each round, we reduce rations for we reduce rations by 1, and then move Argo 1 step forward...assuming there's 4 players playing: we, as a group, reduce rations/move and then resolve...we do not each (going clockwise for example) reduce rations/move to complete our round, right?

A: Correct, rations are reduced once per (group) turn.

Q: Failing to reduce the rations means we lose an Argonaut. So, should we remove a hero?

A: No, as per the rules, you do not remove a hero from your hand, instead you reduce the Argonaut track (or crew track) by 1.

Q: How exactly is the timing of Jason's ability? If I exhaust him, does he put the character currently on "exhausted" onto "resting" immediately, and then the power sets in. Making it possible to use the stats of the previously exhausted character, now resting, in his own squad this turn? Also, can I use the ability to copy a resting character from a different squad and then, in the same test, that character gets replaced by another character from the same squad, to increase the count of the current test? Or will Jason then have to use the stats of the new character now resting?

A: Actually, you first choose an already resting character from any of the 4 squads (including the one Jason is assigned to) to replicate his skills. Heroes are moved to the "exhausted" position after the encounter is resolved.

Q: Is it possible to exhaust a hero, without using his skills, class or special ability? I mean, in some cases, there is nothing to do, but we may be interested in exhausting a hero, just for pushing the exhausted hero and making the resting hero available again. Is this a legal move?

A: Using a hero in order to "rotate" hero positions is NOT a legal move. A hero is used for either his special ability, skills or class.

Q: When on a dock you assign a hero to an exploration and you draw a "Hunting" event card, the card allows you to add the "Scout's stealth" to the roll, in order to get a higher result. In this case, would it be possible to exhaust other available heroes to add their sealth as well? Or only the assigned hero may add his stealth? Besides, could I use an item or relic and add its bonus to such a roll?

A: You use only the assigned (exhausted) hero's skill, no extra heroes, but you can use items or relics to give their bonus to the roll.

Q: when resolving "Pirates", the roll IS the difficulty, right? If using a Favour of the Gods, you just avoid applying any bonuses/penalties as per the Gods table. Is this correct? As the rulebook states "The players may choose to use a Favour of the Gods in order to skip rolling for Divine Intervention". Well, you don't avoid rolling per se, but the the effect from the Gods on the already rolled die, right?

A: When resolving "Pirates" and other similar events (Ambush, Hostile Waters), 2 rolls are made, 1 to determine the encounter's difficulty and the other to determine Divine Intervention. The second roll can be avoided by using a "Favor of the gods".

Q: I assume that when an Argonaut is lost (from a card or legendary encounter) that you do not remove one of your heroes from the game. This means your heroes are always on the table for the entire game whether you win or lose?

A: Hero cards remain always in play except Hercules or Medea.

Q: When using the mini expansion heroes, do you just add them to your squads, meaning each is a squad of 6 instead of 4?

A: No, you assign randomly 4 heroes to each squad.

Q: When i get into an ambush while exploring, how many heroes can i use? And what happens with the hero who went for exploring and is exhausted now? Can he also participate in this battle?

A: During an Ambush you may use up to 4 heroes. If during the same round (while visiting the port city) and before exploring, you've used heroes on other port services, they count against the "4" that you can use on this ambush. If you need to try your luck exploring, it is recommended to do it first in order to have as many heroes available as possible. Also, the hero used on exploration is the one that definitely participates on the event drawn.

Q: Do I also have to decrease the food-marker by one in the first round?

A: Yes, at the beginning of each round (even the first one) you reduce the ration counter by one.

Q: With Lyncaeus I can draw 2 Exploration cards and choose one. What to do with the second one?

A: The card that you won't resolve by using Lyncaeus' ability is discarded.

Q: Is the legendary encounter effect (on the card) the first resolved? So for the harpies it would be "reduce rations by one"?

A: Yes, the effect has to be applied first before the encounter is resolved. This effectively means that you might lose the game by suffering losses (crew or hull damage) by the encounter's special ability.

Q: What does the (P) mean on some of the heroes descriptions? Hercules: Demigod's prowess (P):

A: (P) stands for Passive ability. It is an ability that works when the hero actively participates on an encounter with his skills.

Q: Does the Fine Weather Argo event Card count for all Squads or do you have to choose which squad can use it?

A: The Fine Weather event applies on all squads.

Q: Do the green port cities also count as a sea space or only the blue spaces?

A: Only blue spaces are sea spaces. Port cities are resolved by using the services offered on each port city's card.

Q: Should Relics be discarded (out of the game) when used or handled like equipment and put back on its stack?

A: Relics are discarded permanently.

Q: Can you use equipment and relics for wherever needed?

A: Yes, you can.

Q: Can you use equipment and relics after rolling the D12?

A: Using equipment or relics is decided before the D12 is rolled.

Q: When merchant cards are used, are they discarded or shuffled back?

A: They are discarded.

Q: What order are abilities used outside of encounters? For instance, Argos can repair the Argo outside a city. But when? Can he repair it before an Argo Event Card, after it, or even during it?

A: Special abilities can be used at any time during the turn. For example, during a thunderstorm event and having to suffer hull damage that will sink Argo, you may use the mentioned hero's ability to pay 1 material and repair on the fly 1 hull damage, thus saving the ship. Alternatively, you may select to use the same special ability before drawing an encounter card, just as a precaution, but then you'll have to deal with whatever is drawn with 3 heroes instead of 4.

During each turn, after reducing the rations (or the crew) by 1, the order in which players will use special abilities during a turn is up to them to decide.

Q: In what order are port activities resolved?

A: It is up to the players, to decide in which order they want to resolve them. You may first visit the local lord and ask for aid by using a diplomat and then use a scout for exploration. Activities are resolved one at a time and you make the choice of which hero to assign when resolving each activity. Our playtesting has shown that if the players are certain that they'll go on exploration, it's usually best to deal with that option first in order to have more available heroes to deal with events like ambushes or the Calydonian Boar. Exploring is a high risk - high gain choice for the players.