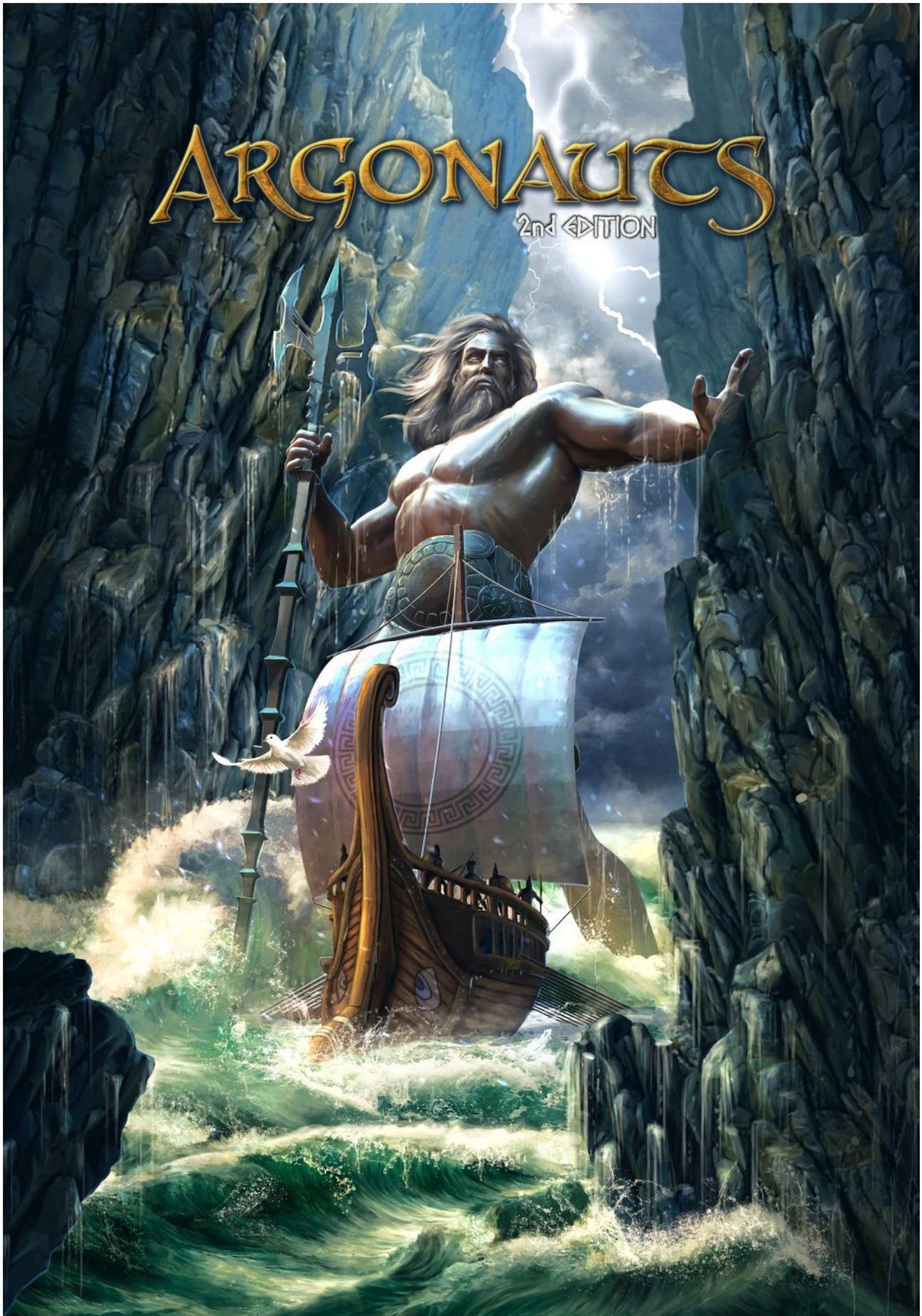


ARGONAUTS

2nd EDITION



ARGONAUTS



Argonauts is a cooperative game for 1 to 4 players, based on the legendary quest of Jason and his companions to reclaim the Golden Fleece. Players take control of the legendary Argonauts and aid them in their quest - to reach the land of Kolchis, reclaim the Golden Fleece, and return safely back to Iolkos. During the expedition, players must ensure that the Crew remains healthy, the cargo hold is stocked with Rations, and the legendary Argo endures.

Game Components

Gameboard



Game Components



17 Hero Cards



8 Legendary Encounter Cards



8 Merchant Cardboard Cards



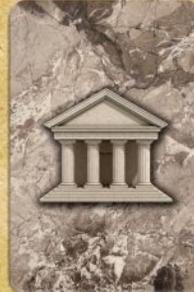
4 Hull Argo's damage Tokens



12 Exploration Cards



6 Port City Cards



21 Argo Event Cards



GAME SETUP

In preparation for the game, perform the following steps in order:

1. Unfold the game board and place in the middle of the table.
 2. Prepare the Argo Events deck. Remove the "Pursued" card and a Thunderstorm card from the deck, shuffle the rest of the Argo Event cards and place them on their respective place on the board.
 3. Prepare the Exploration events deck. Remove 1 Ambush card. Shuffle the Exploration Event cards and place them on their respective place on the board.
 4. Place the tracker tokens on the following positions:
 - The Rations token is placed on the space indicating 9 Rations
 - The Gold token is placed on the space indicating a supply of 5 Gold
 - The Materials token is placed on the space indicating a supply of 1
 - The Argonauts Crew token is placed on the space indicating 9 (full Crew)
 - The Favor of the Gods token is placed on the space indicating 1
 5. Place the Argo ship miniature on Iolkos.
 6. Prepare the Hero deck. Remove the "Medea" card from the deck. Find Jason and Hercules and choose an assortment of 14 more Heroes at will. Then separate these 16 Heroes into 4 teams of 4 Heroes each. These teams are called Squads.
- Important: Jason and Hercules cannot be in the same Squad.**
7. (Optional) Place the 4-piece depiction of the Argo on rectangle used to track the Argo's hull. Players start the game with the tiles showing a pristine Argo, but when she receives hull damage, players flip over that many pieces, showing a damaged Argo. When the last piece is flipped, the ship has sunk and the adventure is over!

GAME OVERVIEW



Assign Squads depending on the number of players:

In a 4 player game, each player controls 1 Squad.
In a 3 player game, 2 players control 1 Squad and 1 player controls 2 Squads.
In a 2 player game, every player controls 2 Squads.
In a solo game, the player controls all 4 Squads.

PLAYING THE GAME

Argonauts is a turn-based, cooperative game with point-to-point movement, in which all players execute their actions simultaneously.

At the beginning of each round, you reduce Rations by 1 (INCLUDING the first round of the game). Your Crew has to be well fed to survive the perils ahead, but should you fail to feed them due to lack of Rations, you reduce the Argonauts track by 1 instead. Reducing the Argonauts Crew track symbolizes that the Crew is unfit for duty due to starvation, sickness, injury, etc.

After this step is resolved, you move the Argo one step forward. If your movement ends on a sea space, you must draw an Argo Event card and resolve it. When an Argo (or Exploration) Event card is resolved, it is discarded, forming a discard pile next to the game board. If there are no more event cards remaining, reshuffle the specific discard pile and draw a new card. If your movement ends on a Port City, consult its respective reference card. You may use one or more of the services available there. Finally, if your movement ends on a Legendary Encounter space, find the respective Legendary Encounter card and resolve it.

Most cards will require you to use Heroes for their class or their skills. Using a Hero exhausts them and the Hero is placed on the "Exhausted" space of the Squad track.

HEROES

Each turn you may use up to 4 Heroes, and no more than one from each Squad. You may use a Hero for either their skills, their Class(es), or their Special Ability. Using a Hero in one of these ways exhausts them and the Hero is then placed on the "Exhausted" space of the Squad track. If there is already an "Exhausted" Hero on the space, move that Hero to the next space titled "Resting". If a Hero is already on the "Resting" space of the Squad track, then move that Hero back to your hand. This Hero will be available on your next turn. Hero Special abilities can be used at any time during the turn (always after the first step of reducing Rations by 1).

For example: During the Shallow Waters Argo Event, the Argo has to suffer Hull damage that will sink her. A player may use Argos' (the Hero, not the vessel) Special Ability to pay 1 Material and immediately repair 1 Hull damage, saving the ship.

Alternatively, players may choose to use a Special Ability before drawing an Encounter card (Argo or Exploration), just as a precaution, but then they will have to deal with whatever is drawn with 3 Heroes instead of the usual 4 Heroes. Players are free to decide the order in which Hero abilities will be used.

END OF THE GAME

Winning the game is fairly straightforward. The Argo and her Heroes must reach their home port of Iolkos. If the Argo's Hull damage reaches 4 at any time, the ship is sunk and the game is lost. Additionally, if the Argonauts Crew track reaches 0, the game is also lost as the Argo can't traverse the sea without a crew to man her.

HERO CARDS

On a Hero card you will find valuable information about each of their classes, skills (depicted with icons), Special Ability, and their standing with the Gods of Olympus.

CLASS

In *Argonauts*, Heroes have one (or more) of the following classes:

WARRIOR - SAILOR - DIPLOMAT - SCOUT - MYSTIC

Aside from giving players a feel for the Hero's strengths, the Hero's class can be used at Port Cities to utilize the services provided there to improve the result on various event cards in order to succeed against them.

For example: Using a Sailor against a Thunderstorm event allows you to add the Sailor's Sailing skill to the result of the die roll to potentially improve outcome of that event.

It's worth mentioning that the Hero, Laertes has the "Jack of all Trades" class, which means he should be treated as if he had all 5 classes.

SKILLS

The Argonauts were renowned Heroes of ancient Greece, but that doesn't necessarily mean that they were all mighty Warriors or veteran seafarers. Each one was handpicked by Jason for their unique skills and abilities. This is illustrated by the different skills that the Heroes have mastered. The skills are explained here:



Battle: Sword, spear, bow, or fists, no matter the weapon, this Hero is an expert fighter.



Sailing: The Ability to maneuver the vessel through dangerous weather or treacherous waters.



Diplomacy: Through carefully chosen words, the appropriate use etiquette, or by sheer intimidation, you can achieve your goal without ever drawing your sword.



Stealth: By moving through the shadows in silence, you can avoid enemies or deal lethal surprise attacks to unsuspecting foes.



Mysticism: Priests, seers, and Mystics could commune with the spirits and Gods in an attempt to gain their favor, to appease their wrath, or even to divine the potential outcome of their actions.



HERO CARD (JASON)



SKILLS
DIPLOMACY 2
BATTLE 2
SAILING 1
STEALTH 1

CLASS
SPECIAL
ABILITY

FAVORED +1

CURSED -1

SPECIAL ABILITIES:

A player has the alternative option of using the Hero for their Special Ability. These powerful abilities give players the necessary edge to win the game. As mentioned before, using a Hero for their Special Ability will exhaust that Hero, thus using the controlling player's action. A (P) next to a Hero's Ability means it is a Passive Ability. This is an Ability that is always in effect when the Hero actively participates in an encounter with their skills. The Special abilities of all of the Heroes are detailed below:

JASON: *Leadership*: Exhaust Jason and use a Resting Hero's skills instead. When using this Special Ability, you may use a Resting Hero's *skills* (but not class or Special Ability) from any of the 4 Squads instead of using Jason's skills, essentially copying another Hero's skills. For example, during a battle, Hercules is Resting, but the Crew could really use his mythical strength. With Jason, you may use Hercules' skills instead of his own for this battle.

HERCULES: (P) *Demigod's Prowess*: If used on a Might Approach, add 1 to one of Hercules' skills. This is a Passive Ability. For example, facing the Harpies in combat, you may add +1 to any one of Hercules' skills for this encounter.

ARGOS: *The Argo's "Father"*: Exhaust Argos and spend 1 Material to repair 1 Hull damage from the Argo. This Ability may be used while traveling at sea.

CASTOR: (P) *Reckless*: Whenever you use Castor, roll 1d12: 1-8: nothing happens. 9-12: lose 1 Argonaut. This is a Passive Ability. Whenever Castor is Exhausted, you must roll 1d12 and resolve the roll accordingly.

POLYDEUCES: (P) *Glutton*: Whenever you use Polydeuces, roll 1d12: 1-8: nothing happens. 9-12: lose 1 Ration. This is a Passive Ability. Whenever Polydeuces is Exhausted, you must roll 1d12 and resolve the roll accordingly.

MOPSUS: (P) *Hierophant*: Exhaust Mopsus and spend 1 Ration to reroll any die result. When using Mopsus and your action involves rolling a d12, you may pay 1 Ration to reroll the die. You must keep the second result to resolve your action.

ASCLEPIUS: *Legendary Healer*: When docked at a Port City, exhaust Asclepius to heal 1 Argonaut. This Ability cannot be used while traveling at sea. When using this Ability, increase the Argonauts Crew track by 1 step.

LAERTES: *Well-Connected*: When docked at a Port City, exhaust Laertes to use 1 additional available Port City services. Please note that exhausting Laertes gives you an extra option from those available and he won't be available to use for any other action during this round.

CALAIS: (P) *Sons of Boreas*: When used with Zetes, add 1 to any chosen skill. If Exhausted in the same round as his brother Zetes, you may add 1 to any of Calais' skills.

ZETES: (P) *Sons of Boreas*: When used with Calais, add 1 to any chosen skill. If Exhausted in the same round as his brother Calais, you may add 1 to any of Zetes' skills.

NAUPLIOS: *Helmsman*: Exhaust Nauplios to reduce any Hull damage dealt to the Argo by 1 during this round. For example, if the Argo were to receive 1 Hull damage during an encounter, exhausting Nauplios would reduce this damage by 1, to a total of 0. This Special Ability cannot be used to repair any of the Argo's current hull damage.

TIPHYS: Navigator: Exhaust Tiphys after drawing an Argo Event card to draw another Argo Event card and resolve that one instead. You draw another Argo Event card. You must resolve the second card even if it is worse than the original one drawn.

ORPHEUS: Encourage: Exhaust Orpheus to add 2 to a Hero's skill for this round. For example, you may exhaust Orpheus to increase Jason's battle skill by 2 to a total of 4. This temporary increase lasts for only this encounter.

MEDEA: Enchantress: Exhaust Medea to reduce a difficulty number by 2. Forexample, when facing the Sirens, you may exhaust Medea to reduce the Sailing skill required for a Cunning approach from 6 to 4.

LYNCEUS: Tracker: During exploration, exhaust Lynceus to draw a second Exploration Event card. You may choose which one to resolve. For example, you draw 2 Exploration Event cards, one of them is "Ambushed" and the other "Hunting". Lynceus' Ability allows you to choose one to resolve and you discard the other one.

ATALANTA: (P) Huntress: When Exhausted for Exploration, add 1 Ration. This is a Passive Ability, so whenever you use Atalanta to explore, you may also add 1 Ration to your stock, increasing the corresponding track.

ECHION: Son of Hermes: When visiting a Merchant, you may exhaust Echion to buy 1 item for free. This item can be either Rations, Materials, etc.

AMPHIARAUS: Seer: Exhaust Amphiaraus to reveal the top 2 cards of any Event deck. Place them back in any order.

MELEAGER: (P) Vigilant: Add 2 to any one of Meleager's skills during an Ambush event. This is a Passive Ability usable only during Ambush events. For example, during an Ambush Event, the player controlling Meleager may choose to add 2 to his Battle skill, increasing it to 4.

ANCAEUS: (P) Son of Poseidon: Add 2 to Sailing skill on Thunderstorm and Rough Sea events. This is a Passive Ability that adds 2 to Ancaeus' Sailing skill during the Thunderstorm and Rough Sea Argo events.

ASCALAPHUS: (P) Son of Ares: Add 1 to Battle skill on Pirates, Hostile Waters or Ambush events. This is a Passive Ability that adds 1 to Ascalaphus' Battle skill against the Pirate and Hostile Waters (Argo Events) or Ambush (Exploration Event).

IDAS: Quartermaster: Exhaust Idas to prevent reducing Rations next round. You may Exhaust Idas in order to avoid losing 1 Ration at the start of the next round.

ADMETUS: (P) Silver Tongue: Add 2 to Diplomacy skill on Audiences. This is a Passive Ability usable during your visit to the local lord in Port Cities.

PELEUS: (P) King of the Myrmidons: Add 1 to a skill during Legendary Encounters. This is a Passive Ability that can only be used during Legendary Encounters (e.g. the Harpies). For this event you may increase one of Peleus' skills by 1.

TELAMON: Defender: Exhaust Telamon to reduce Argonaut Crew losses by 1. You may Exhaust Telamon to have him protect his fellow Argonauts and reduce Argonaut Crew losses incurred in this round by 1. This ability prevents 1 loss from 1 source. **Important!** Please note that you may not use this Special Ability to prevent Argonaut losses caused by the Sickness or Seduction events.

PORT CITIES

During their arduous journey, the Argonauts had to maintain a cargo hold that was well-stocked with the necessary supplies. Along the way, they requested assistance from local lords, foraged for food and materials in the wilds, were waylaid by bandits, and prayed to the Gods for aid. The Port Cities in *Argonauts* represent an opportunity for the players to restock their ship with much-needed Rations, valuable equipment and gear, etc.

At each Port City, you may use up to 2 different services available on its card. You may not choose the same service twice. Using Laertes' Special Ability will allow you to choose a third option, though the previous rule of different services still applies. Players decide the order that they wish to resolve the services they have chosen. Each service is completely resolved, one at a time, and players make the choice of which Hero to assign when resolving each service. The available services that the players may use are explained here:

Healer: Along the journey, Argonauts will get sick and others will become wounded in battle. The Healer gives you the opportunity to restore their health. You may heal 1 Argonaut each time you visit the Healer. When you do so, move the Argonaut Crew token 1 step up, increasing the Crew.

Audience: Jason and his Argonauts faced hardships along the way, but they were also aided by hospitable lords who found Jason's undertaking a worthy, heroic quest. Dealing with a lord isn't a simple task as it requires the appropriate etiquette. To have an Audience, the players must Exhaust a Diplomat and roll 1d12, adding the Hero's Diplomacy skill to the roll result. Then, consult the table for the current Port City for the outcome.

Please note: When you reach the Port City of AIA, Hercules is removed from the game and is immediately replaced by Medea. This means that the player controlling Hercules removes him from his Squad and places the Medea Hero card in his hand, if Hercules is available, or on the table if Hercules is Resting or Exhausted.

Shipyards: The Argo is a legendary ship but she's still manmade, susceptible to Hull damage whether from thunderstorms, naval combat, or other seaborne dangers. To repair the Argo, you need to visit a Shipyards by Exhausting a Sailor and spend 1 Material to repair 1 Hull point. You may repair as many Hull points as you desire, provided you have 1 Material for each point repaired. Please note that you suffer a -1 penalty in all Sailing related encounters for each point of Hull damage the Argo has sustained.

Temple: Before any undertaking, it was deemed wise by the ancients to have favor of the Gods, something accomplished via prayer, plea, or sacrifice. To visit a Temple, you must Exhaust a Mystic and pay the required Gold in order for your visit to be fruitful. Doing so means the Gods are satisfied and the players gain a "Favor of the Gods" token for future use.

Exploration: Foraging and hunting was a viable way to secure the necessary supplies for the journey, but the wilds bore many dangers and hazards. To perform Exploration, you must Exhaust a Scout and then draw and resolve an Exploration Event card. If the card calls for a die roll (like "Hunting" or "Lush Forest") you may add the Scout's stealth skill to the die roll.



Trader:

You may draw 1 Merchant card and you may buy as many items your Crew needs for the journey, provided you have the Gold to pay for them and enough space in the cargo hold. You can store up to 9 Rations and 4 Materials. There is no restriction regarding Equipment or Relic tokens.

EQUIPMENT:

Either bought from a Merchant, as spoils from battle, or as aid from a local lord, the players may gain useful Equipment throughout the game. These include items that can be used in addition to Exhausting a Hero to improve the result of an encounter where skills are involved. These items add their bonus, as shown, to the total skill. When an item is used, it is discarded and placed back on the Equipment pile face down.



Relics are powerful artifacts that give an epic modifier bonus when used. They are gained as a reward after defeating certain Legendary Encounters. Just like any other Equipment in *Argonauts*, once they are used, they are discarded and removed from the game.

The **Golden Fleece** is the *pièce de résistance* in *Argonauts*. Players gain the Golden Fleece after the “Dragon” Legendary Encounter, regardless if they were defeated or victorious. This powerful item can restore an Argonaut (effectively increasing the Argonaut Crew track by 1 step) once per game. Once used, flip the Golden Fleece token over to its gray side.

Merchant cards: Every Merchant has different goods available for sale. On a Merchant card you may find the goods and quantities available as well as the price for each of them. When a Merchant offers Equipment, you flip over as many Equipment tokens as the Merchant card shows in stock. (For example, this Merchant card offers 3 pieces of Equipment). After they are used, Merchant cards are discarded out of the game.

Favor of the gods: The Favor of the Gods token is actually a blessing that may be used in two different ways. When the game calls for a Divine Intervention die roll (in Legendary Encounters or during combat) you may use a Favor of the Gods token to avoid rolling the die, effectively resolving the encounter with skills. When you face extreme weather conditions (like a Thunderstorm or Dead Calm), you may use the Favor of the Gods in order to ignore the event. Gaining or Spending a Favor of the Gods moves the respective token up or down on the Favor of the Gods track.



DIVINE INTERVENTION TABLE

There are a few Gods that don't affect the Heroes. For these, their Divine Intervention results have an effect as explained below:

Aphrodite: Players draw an Equipment token randomly from the Equipment pile.

Demeter: Players gain one Ration

Hestia: Players gain one Argonaut

ARGO EVENTS

In their travels, the Argonauts came across Pirates, Rough Seas, Shallow Waters, among other hardships. For several events (like Thunderstorm or Rough Sea) you may use a Hero (as printed on each such card) for their class and add their skill to improve the result of your die roll. Players will encounter the following events, among others, while the Argo is in open sea: Thunderstorm, Rough Sea, Shallow Waters, Fog, Tailwind, Traveling Merchant, Sickness, Bountiful Waters.

Please note: After the "Dragon" Legendary Encounter, but before moving to the next Sea Step, shuffle the "Pursued" card into the Argo events deck.

The Events are explained below:

Shallow Water: The Argo suffers 2 Hull damage, which can be reduced by Exhausting Sailors. Add the Sailing skill of all Sailors you Exhaust and for each 3 Sailing points (no rounding), you can ignore 1 Hull damage.

Tail Wind: You may move the Argo forward two spaces. With this move, you may choose to skip a Port City, but you may not skip a Legendary Encounter in this manner.

Fine Weather: Nothing happens during this step of the journey. This event gives the players the option to Exhaust a Hero in their hand in order to place a Resting Hero in their hand. This event gives you the opportunity to make plans and modify your available Heroes for what lies ahead.

Thunderstorm: The Argo suffers 3 Hull damage. You may Exhaust Sailors and add their Sailing skill. The casualties suffered can be reduced or altered according to the table below, based on the total Sailing skill. Alternatively, you may spend a Favor of the Gods to skip this event.

Example: Players draw the Thunderstorm card. Players Exhaust Argos and Nauplius to add their Sailing skills (3 and 2, respectively). Consulting the table, since their Sailing total is between 3 and 5, they lose 2 Hull instead of 3.



Pirates: when encountering Pirates, players must follow these steps:

- Choose whether they will face them by the Might or Cunning option.
- Choose the Heroes that will participate in this encounter, adding their respective skills.
- Players may now use any Equipment they wish to bolster their end result.
- Roll 1d12 for Divine Intervention. Players can refer to the Divine Intervention table on the board for their result. If the resulting God either favors or hinders a Hero (as depicted on the bottom of each Hero card) that player has to either add 1 or subtract 1 respectively to/from that Hero's skill. The players may choose to use a Favor of the Gods token in order to avoid rolling for Divine Intervention.

Compare the difficulty of the encounter to the sum of the Heroes' skills after adjusting for Divine Intervention. If the Heroes have a result equal to or greater than the difficulty, they succeed in dealing with the threat and gain the rewards depicted on the bottom left of the card. If they fail, they suffer the losses depicted on the bottom right of the card.

For example: The players draw a Pirates event card and choose to deal with them by combat. They choose Hercules, Jason and Castor, adding their Battle skills resulting in a total of 9. They also decide not to take any unnecessary risks and use a "Weapons" Equipment card granting a +1 bonus, for a total of 10. The Pirates printed difficulty is a 8. The players roll the d12 for Divine Intervention for a roll of 10 and consult the table, seeing that the God Hephaestus, which neither favors nor hinders any of the Heroes selected. This means that the Heroes final result is 10. They are victorious and gain the rewards listed at the bottom left of the "Pirates" card.



Hostile Waters: Resolve this card in the same way as the "Pirates" event card.

Dead Calm: Your sails hang limply from the complete lack of wind. Perhaps you have angered the God of Wind, Aeolus? Either way, without the wind, rowing in a Dead Calm can be grueling. During this event, all players must select and place one of the two available Heroes from each Squad in their hand face down. These Heroes will also be unavailable for the next encounter. After the end of the next turn, each player may take these face-down Heroes back into their hands. Players may avoid this event by spending a Favor of the Gods.

Rough Sea: The Argo suffers 2 Hull damage and loses 1 Argonaut. You may Exhaust Sailors and add their Sailing skill. The casualties suffered can be reduced or altered according to the table below, based on the total Sailing skill. Alternatively, you may spend a Favor of the Gods to skip this event.

WRATH OF THE GODS: This event is resolved in a similar manner to the Thunderstorm event. The Argo suffers 2 Hull damage and loses 2 Argonauts. You may Exhaust Mystics and add their Mysticism skill. The casualties suffered can be reduced or altered according to the table below, based on the total Mysticism skill. Alternatively, you may sacrifice (discard) a Relic to avoid this event.

EXPLORATION EVENTS

For events like Hunting and Lush Forest, you may use a Scout's stealth skill to improve the result of your die roll. The Hero chosen for the Exploration option will participate in any event drawn. For example, if an Ambush is drawn, the Hero will participate with his skills (or Passive Ability if applicable).

Following is a list (and explanation where necessary) of the events the players will encounter when performing Exploration:

Hunting, Lush Forest: Roll the d12 and consult the table for the result.

Seduction: According to the myth, a nymph seduced the Argonaut Hylas into following her, thus abandoning Argo and her Crew. **This event cannot be avoided!**

Ambush: This event is resolved in the same way as the "Pirates" Argo Event card.

Recruitment: To actually benefit from the Recruitment event, you must Exhaust a Diplomat and add their Diplomacy skill to the end result.

Feast: This event is unique in the way it is resolved. Players Exhaust their Heroes for their Diplomacy skills. They gain 1 Ration for each 2 points of Diplomacy.

LEGENDARY ENCOUNTERS

The Argonauts will encounter Legendary monsters and hazards. The Harpies, the Clashing Rocks, the guardian Dragon of the Golden Fleece - all pose great threats to the Heroes' journey. The Legendary Encounters are depicted on the board with a red circle. The sequence of the Legendary Encounters is as follows: 1. Harpies (Bithynia), 2. Symplegades, 3. Dragon's Teeth, 4. The Dragon, 5. Sirens (Anthemoessa), 6. Scylla & Charybdis (Thrinakria), 7. Talos (Creta). "Pursued" is a randomly drawn encounter. When the "Pursued" Argo Event card is drawn, players have to resolve the "Pursued" Legendary Encounter card. When dealing with a Legendary Encounter, the players must follow these steps:

Resolve the Legendary Encounter's effect first. If any losses incurred results in either your Crew of Argonauts falling 0 or the total hull damage on Argo reaching 4, **you immediately lose the game.**

Select the approach you will take to deal with the threat, either Might or Cunning. Each approach has its own difficulty, often comprised of more than 1 skill required to deal with the threat. To be successful, the players must match or exceed the difficulty indicated by Exhausting Heroes whose skill total will at least equal the requirement indicated for the selected approach.

Players may now use any Equipment to bolster their result, adding the item's skill bonus.

Roll 1d12 to check for Divine Intervention. Players can refer to the Divine Intervention table on the board to check the result. If the resulting God favors or hinders a Hero (as depicted on the bottom of each Hero card), that player must add 1 or subtract 1, as noted, to any one of that Hero's skills.

Important: The players may choose to use a Favor of the Gods in order to avoid rolling for Divine Intervention.

Compare the difficulty of the Legendary Encounter to the sum of the Heroes' skills. If the Heroes have a result equal to or greater than the difficulty, they are successful and gain the rewards depicted at the bottom left of the card. If they fail, they suffer the losses depicted at the bottom right of the card.

For example: The Heroes are facing the Bronze Titan Talos. The players choose the Might approach to deal with this threat. Talos has a might difficulty of 8 Battle and 4 Stealth. They select Jason, Atalanta and Castor for their skills, adding their Battle skill and Stealth skill for a total of 7 and 5, respectively. This is not enough to defeat Talos, so the players also use Medea for her Special Ability, reducing the Talos' Battle difficulty by 2 to 6. A d12 is rolled for Divine Intervention and the result is 7. Referring to the table, they see that the result is the Goddess Artemis, who favors Atalanta, allowing the player controlling her to add 1 to a skill of their choice. In this case, the player chooses to add 1 to Stealth. The end result is greater than the Talos' difficulty, which means that the Heroes are successful in defeating Talos.



CETUS & CALYDONIAN BOAR: These Legendary Events are resolved similarly to the “Pursued” Legendary Encounter. Once you draw these cards, you must draw their Legendary Encounter card and resolve it normally.

GAME DIFFICULTY

The rulebook describes the game's set-up at **Normal** difficulty. Players looking for a more casual or challenging experience may choose to play the game at a lower or higher difficulty level as described below:

Easy mode: Players begin their quest with even more starting Materials (set the materials token to 2), 1 Favor of the Gods, and 2 random pieces of Equipment. At this difficulty mode, the Golden Fleece has 2 uses (you get both Golden Fleece tokens upon defeating the “Dragon”). Finally, players remove 1 Ambush Exploration Event card and 1 Thunderstorm, 1 Rough Sea and 1 Shallow Waters Argo Event cards from their respective decks.

Hard mode: When forming the 4 Squads during game setup, the players remove Medea, Hercules and Jason from the Hero deck. **Note:** Hercules and Jason are assigned to different Squads. Then randomly deal more Heroes up to each Squad's maximum capacity of 4 Heroes, instead of selecting them. Players begin their quest without any Materials (set Materials token aside) or any Favor of the Gods (set the Favor of the Gods token to 0).

Alternative game mode - Entropy: This mode features randomly drawn Legendary Encounters every time players reach such a step on the map (marked by a red colored circle) and the Pursued Argo Event card will be shuffled into the Argo Event deck at the start of the game. You will notice that Port Cities are numbered from 1 to 12. Additionally, when the Argo reaches a Port City, players will roll the d12 to determine which Port City their ship will be docking with - the same port may be encountered more than once in a single playthrough. The rule regarding Hercules being replaced with Medea does not apply in this game mode. This effectively means that Medea will be included in the initial Hero deck and might be assigned to a Squad from the beginning of the game. If Hercules is dealt, he is not removed from the game at any point - he remains until the end. If players are defeated in the "Pursued" encounter and Medea is not among the current Heroes, then nothing happens.

FAQ

Q: If the Tailwind event is drawn when the Argo 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 the 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. As soon as the Argo reaches or passes Aea, 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, but before resolving combat events (such as Pirates) or Legendary Encounters, you must roll the d12 in order to resolve Divine Intervention. So, if the God rolled favors a Hero (i.e. his name in the favored section), this gives that Hero a +1 bonus to the skill that was used for in that particular encounter. In a similar fashion, if the resulting God has cursed a Hero, that Hero suffers a -1 penalty to the skill that was used.

Q: At the start of each round, we reduce Rations by 1, and then move Argo forward 1 space. Assuming there 4 players, do we each reduce Rations or is it once per turn for the group?

A: Rations are reduced once per (group) turn.

Q: If we cannot reduce the Rations, that means we lose an Argonaut. Do we remove a Hero as well?

A: No, you do not remove a Hero from your hand. The Argonaut Crew track simulates the regular non-Hero crew helping to pilot the Argo. You simply move back 1 space on the Argonaut Crew track.

Q: How does the timing of Jason's Ability work? If I Exhaust him, does he put the character currently on "Exhausted" onto "Resting" immediately, and then the power takes effect. Does that make 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 that is now Resting?

A: You first choose an already Resting character from any of the 4 Squads (including the one Jason is assigned to) to copy their skills. Heroes are moved to the "Exhausted" position after the encounter is resolved.

Q: Is it possible to Exhaust a Hero, without using their skills, class or Special Ability? In some cases, there is nothing to do, but we may be interested in exhausting a Hero, just to push the Exhausted Hero and make 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 must be used for either their Special Ability, skills or class.

Q: When at a Port City, 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 Stealth as well? Or can only the assigned Hero add their Stealth? Additionally, could I use Equipment or a Relic and add its bonus to such a roll?

A: You can only use the assigned (Exhausted) Hero's skill and no additional Heroes, but you may use Equipment or Relics to add their bonus to the roll.

Q: When resolving the "Pirates" event, the roll IS the difficulty, right? If using a Favor of the Gods token, you just avoid applying any bonuses/penalties as per the Gods table. Is this correct?

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, but NOT the first.

Q: Can Heroes die/be removed or are they always on the table for the entire game whether you win or lose any encounter?

A: Hero cards always remain in play except in the cases of Hercules and Medea.

Q: When using the Heroes mini expansion, do you simply add them to your Squads, making each a Squad of 6 instead of 4?

A: No, you randomly assign 4 Heroes to each Squad.

Q: When I get into an "Ambush" during Exploration, how many Heroes can I use? And what happens with the Hero that performed Exploration and are they now Exhausted? Can that Hero also participate in this battle?

A: During an Ambush you may use up to 4 Heroes. If during the same round (while visiting a Port City) and before Exploration, you've used Heroes for other Port City services, they count against the limit of 4 that you can use on this Ambush. If you need to try your luck at Exploration, it is recommended to do it first in order to have as many Heroes available as possible. Also, the Hero used for Exploration is definitely one that participates on the drawn event.

Q: Is the Legendary Encounter effect (on the card) resolved first? For example, for the Harpies, would I reduce Rations by one?"

A: Yes, the effect must be applied before the encounter is resolved. This effectively means that you might lose the game by suffering losses (Argonauts or Hull damage tracks) by the encounter's Special Ability.

Q: Does the Fine Weather Argo event card count for all Squads or do you have to choose which Squad benefits from it?

A: The Fine Weather event applies to all Squads.

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

A: Only blue spaces are considered sea spaces. Port Cities are resolved by using the services offered on each Port City's card.

Q: Can you use Equipment and Relics at any time?

A: Yes, you can use them whenever they are needed.

Q: Can you use Equipment and Relics after rolling the D12?

A: You must decide whether or not to use Equipment or Relics before the D12 is rolled.

Q: In what order are abilities used outside of encounters? For example, Argos can repair the Argo outside of a Port City. 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 choose to use the same Special Ability before drawing an Event card, just as a precaution, but then you'll have to deal with whatever is drawn with just 3 Heroes instead of 4. During each turn, after reducing the Rations (or Argonauts) by 1, the order in which players will use Special abilities during a turn is up to them to decide.

Q: Is there a specific order in which Port City services are 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. Services are completely resolved one at a time and you make the choice of which Hero to assign when resolving each service. Our playtesting has shown that if the players are certain that want to perform Exploration, then it's usually best to deal with that option first in order to have more Heroes available to deal with events like Ambushes or the Calydonian Boar. Exploration is a high risk/high reward choice.

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