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Game:	AEON TRESPASS
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AEON TRESPASS

• ODYSSEY •

CAMPAIGN SETUP

Prepare these elements: **map tiles** (cycle I is brown, cycle II is red, cycle III is purple); the **Argo** miniature; **exploration cards**; **clue cards**; **fated mnemos cards**; and the cycle's **inward odyssey story card**. Prepare the current cycle **Argo sheet**, a **choice matrix** (this persists from cycle to cycle) and 4 **Argonaut sheets**. Continue campaign preparations given by the cycle's storybook.

There are always exactly 4 active Argonauts, no matter the number of players. Distribute them as evenly as possible. Each Argonaut uses a separate **Argonaut sheet**, an **Argonaut portrait card** and a **triskelion dial**. There are no Argonaut miniatures.

If an Argonaut dies, consult the *Rude Awakening* special event of the current cycle. An Argonaut dies only when stated or when any of their triskelion stats goes over 9 outside of battle (you cannot voluntarily raise stats over 9). Do not discard the sheets of deceased Argonauts, as events might reference them later.

When your titan dies, do not discard their **conditions**.

If an Argonaut leaves the Argo, take a new Argonaut sheet, draw a new portrait card (or choose a skill you would like to apply the +1 bonus to) and draw a new **mnemos card**.

SAVING THE CAMPAIGN

At the end of any campaign round step (though after the end step is best), you may save your game and end your current session.

On the **Argo sheet**, note the number and letter of your current **story card** along with the number of gathered tokens (in parentheses), the number and letter of your current **doom card** along with the number of gathered tokens (in parentheses), and the number of the **map tile** the **Argo** is on.

On the last page of the sheet, to the right of the choice matrix, note any other map tile numbers relevant to the current story and doom cards, all numbers of map tiles with other game elements on them, and the current position of the **adversary**.




Note the current **triskelion stats** of each Argonaut on their respective Argonaut sheets.

Store your technology deck, projects deck, **Argo** armory deck, exploration deck, mnemos vault, gained clue cards and all unlocked godform and summoning cards separate from other components of the same type.

Place all **explored map tiles** into the explored map space in the box.

CAMPAIGN WIN / LOSE CONDITIONS




The ultimate goal is to reach the end of the current cycle's plot, represented by its story cards. Ways to lose include:

- Resolving the last doom card of the cycle.
- Losing all **CREW**  or **HULL**  (the stat falls to 0).
- Gaining **Argo FATE**  over 9.
- Getting to the end of the timeline.
- Initiating a battle with 0 titans aboard the **Argo**.
- Other narrative-related events.

These conditions will usually direct you to a story paragraph; if not, see *Campaign Loss* in the current storybook.




GENERAL RULES

PROGRESS AND DOOM

For each **progress** , place 1 progress token on your current **story card** or the **inward odyssey card**. For each **doom** , place 1 doom token on your current **doom card**. **Unavoidable** , means that gain cannot be mitigated or lowered in any way.

FATE RE-ROLLS, HITS AND MISSES

During a single roll, each die can only be re-rolled once and you must declare all dice you wish to re-roll before re-rolling any.


Using **FATE** , you can re-roll **attack rolls**, **evasion rolls** and **tests**, but not **power rolls**, **armor rolls** or any other roll. Gain 1  for each die you re-roll. To re-roll an **Argo test** gain **Argo FATE**  instead.

During the game, a natural 10 on a d10 is always a success/hit and a natural 1 is always a fail/miss.

RANDOM ELEMENTS

When you are asked to choose a random element:



Random Argonaut: Roll a d10 for each Argonaut. The lowest roll designates the Argonaut.

Random direction: Draw a card from the **minor trauma** deck. The arrow in the corner is the direction.  means choose a direction. Place the drawn card at the bottom of the deck.


Random card: Draw a card from the indicated deck. If the cards do not form a deck, shuffle them together and draw one.

Any other random element: Roll a d10 for each of the indicated elements. The lowest roll designates the element.


NYMPH SUMMONINGS

Each nymph summoning has a corresponding tarot-sized **summoning card** and a matching **summoning token**. Once you use a summoning, use up 1 **summon charge**  (mark a box in the summoning section of the **Argo sheet**). You cannot use more  than your current **summon limit** (on the technology card that allows you to perform summonings). If you gain a higher limit, note it on the **Argo sheet** in the box near the summoning section.

Once you use a summoning, it exhausts: write its name in the summonings section, next to the marked summon charge box. That summoning remains unusable until the next **divine surge**.

If you gain access to a one-off summoning, you also gain a bonus , which can only be only used to summon that particular nymph (that nymph can only be summoned once). That bonus does not get replenished during a divine surge; return the summoning card to the box after using it (unless you have unlocked it permanently). Note the summoning's name in the summoning section of the **Argo sheet** (even if you already used it), but do not mark the box next to it to indicate that it is available and does not count towards your summon limit.

If you gain a bonus not tied to a specific summoning, circle one of the boxes to note that it does not count towards the summon limit.

Summonings include the  symbol, so your adversary moves towards the **Argo** whenever you perform one.

DIVINE SURGES

A **divine surge** is a periodic game effect that allows you to replenish available godforms, summonings, and summon charges. Whenever you perform a divine surge, erase all marks and names from the godforms and summonings sections of the **Argo sheet**.

DIPLOMACY

Each cycle has a different set of **factions**. Note your current **diplomacy score** with different factions on the corresponding diplomacy track. Whenever you gain or lose diplomacy with

a faction, mark the appropriate space on the corresponding track. Each track is divided into sections representing different **diplomacy thresholds** (like *friendly* or *denounced*).


Diplomacy triggers refer to your diplomacy threshold with the local faction (the faction whose symbol is in the bottom right corner of the map tile the **Argo** is on). If there is more than 1 faction symbol on a tile, you can choose which of the local factions you want to take into consideration when applying modifiers and triggers.

The effects are resolved only if your standing with this faction is within the specified range.

The numbers in parenthesis above the track sections denote the **diplomacy bonus/penalty** you should apply if you are within a given threshold. Whenever you test diplomacy, modify your result by the value of that bonus/penalty.

If you ever reach the **at war** section of any faction's diplomacy track, you can no longer gain or lose diplomacy with this faction. Ignore all gains and losses of this faction's diplomacy.


GAIN AND LOSS

Add gained **gear**  cards to the **Argo** armory deck. If you gain one during a battle, the titan responsible can immediately equip it (discarding any other if needed). If you gain a card with a **possession** keyword, the titan or Argonaut *must* equip it.

Add gained **technology** cards to the technology deck. Place gained **clue** and **ally** cards next to your current story and doom cards. Place gained **mnemos** cards in the play area of the Argonaut who gained them. If giving a mnemos card to any Argonaut exceeds their limit of 2, add it to the mnemos vault instead. Place gained tokens in the appropriate area.

Game elements not represented by physical components are noted on the **Argo sheet** or, if gained by a specific Argonaut, on their Argonaut sheet.

When you lose a physical component, return it to the box, unless instructed otherwise. When you lose a game element not represented by a physical component, erase it from the appropriate sheet (if it is singular) or lower its value.

Some technology abilities contain the word **save**. A successful save test allows you to ignore gaining or losing that game element; this can be re-rolled using **Argo FATE**  like any other **Argo** test. Most save tests are influenced by your diplomacy bonus/penalty. Each save ability can only be used once per a single instance of gaining/loss. However:

- If you have multiple separate abilities that allow you to perform a save test for the same effect, you can use as many of them as you like during 1 instance.
- If you gain/lose the same game element more than once in a day from different sources, you can use the same save ability for each of these gains/losses.
- You cannot use save abilities to mitigate unavoidable gain/loss.

If the gain/loss is listed in the text of an active ability, story choice or any other non-forced effect (it may use the word **pay**), it is a **voluntary gain/loss** or **payment** and cannot be mitigated in any way. You can't use save abilities or any other effects that would allow you to ignore any of these gains/losses.

When you are instructed to **gain/lose X as a group**, distribute the specified statistic or element among all of the Argonauts. It does not have to be distributed evenly.

GAME TURN

Each day in the game is a **campaign round** made up of a series of **steps**. Each step incorporates one or more **phases**: voyage phase, adventure phase or battle phase. **If you're not in the adventure phase or the battle phase, you're in the voyage phase.**


VOYAGE PHASE


1. MOVEMENT STEP

You must move the Argo to an adjacent map tile along the directional arrows. If the tile you're moving to isn't there, find the tile with the right number on its back and place it so that the directional arrows on the shared border of the tiles align, and oriented in the same way as all of the other tiles.

The **Argo** can only travel on water. If your current tile has 2 arrows pointing in one direction, the adjacent tile is divided into 2 sectors, marked **α** and **β**. **You must choose which arrow to follow before you reveal the new tile.** Once you place that tile, you'll end up on either the **α** and **β** sector. You can leave a sector only by following the arrows marked with that sector's symbol. The sector you are currently on does not influence your access to map symbols.

Faction symbols tell you about the local faction you can encounter on a map tile your current tile connects to.

 **Restricted.** You require an additional technology to move through this waterway.



 **Cities and large settlements.** After you move from a tile with this symbol, mark the tile with the **last visited city token**. You cannot use *Negotiation* technology abilities on a tile with this token. You only mark the last settlement you visited; when you leave another tile with this symbol, move the token from its previous location.



2. TIMELINE STEP


Mark the next empty box on the timeline on your Argo sheet for the current day. If there are no empty boxes, your time has run out and you lose the campaign. If there are any symbols, events or notes assigned to the day, resolve them in the appropriate step.



3. EXPLORATION STEP


1. RESOLVE EXPLORATION SYMBOLS

 **Doom:** Gain +1 .


 **Progress:** If the tile is unexplored, gain +1 .




 **Titan:** If the tile is unexplored, gain +1 **dreamwalker** titan.

Positive symbols ( and ) are active only on unexplored tiles and are only resolved once per tile per cycle. If you revisit an explored tile, you do not gain those bonuses again.

Negative symbols () are active on explored and unexplored tiles. If you revisit an explored tile, you gain that penalty.

2. RESOLVE AN EXPLORATION DRAW

Draw cards from the **exploration deck** and resolve them one by one until you draw a card that shows the **stack end** symbol . Then repeat the process, creating a second stack of cards. Exploration cards are always resolved in this order:

- Resolve the **main effect** of the card, from top to bottom.
- If there is an adversary symbol  on the card, resolve the **adversary activation**.
- If there is a **special disposal effect**, resolve it:
 - If a card is removed until the next timeline battle, set it aside. Shuffle it back into the deck after that battle.
 - If a card is removed permanently, return it to the box. All other exploration cards are left on the table until the end of the exploration draw, then they are shuffled into the deck.
- If there is a **stack end**  icon on the card, end the stack. If there is a **draw another**  icon, draw another card for that stack.

After you end the first stack, draw the second stack. When you end the second stack, shuffle all drawn exploration cards that have not been removed from the deck back into the deck.

3. MOVE THE ADVERSARY

Adversaries actively hunt the *Argo*. Ignore all adversary activations until an event instructs you to introduce it, in which case write its name on the **adversary track**. Then, whenever you encounter an **adversary activation** (👁️) on an exploration card:

- If the adversary is already on the map, move it 1 tile towards the *Argo* along the shortest available path. Then, if the adversary is on the same map tile as the *Argo*, remove its miniature from the map and trigger an **adversary battle** (go to the corresponding battle scenario in the storybook, or perhaps another cycle's storybook). You must resolve the adversary battle at the end of your current step.
- If the adversary is not on the map, but this is the first symbol encountered during this exploration step, nothing happens.
- If the adversary is not on the map, and you've encountered 2 symbols this exploration step, spawn the adversary. Place the small miniature of the current adversary 4 tiles away from the *Argo*. If you cannot, place it as far away as possible. If you spawned the adversary during the exploration step, immediately end this adversary activation and ignore any other adversary activations until the end of this step.

Whenever you encounter an **adversary symbol** (👁️) on any other game element, perform an adversary activation as normal – but in this case it only takes 1 adversary symbol to spawn the adversary.

The adversary moves 1 tile per symbol and only vertically or horizontally through revealed tiles. It can move onto any adjacent tile, even those not connected by arrows, and ignores tile sectors and symbols. If there is more than one equally viable path, it prioritizes the horizontal one if it brings it closer to the *Argo*. If there is more than one way for it to move, it moves horizontally. If the adversary is already on the same tile as the *Argo* during an activation, it does not move, but trigger the adversary battle.

If an adversary activation happens during a battle, you must resolve it as soon as the current battle ends.

4. PERFORM ACCLIMATIONS

When your current day has an **acclimation** marked on the timeline, resolve all other actions during the exploration step, except an adversary battle, then perform the acclimation.

Search the exploration deck for the cards with numbers in the list to the left of the acclimation arrow, and permanently remove them from the game. Then, find the cards with numbers listed to the right of the arrow and shuffle them into the exploration deck.

4. EXPEDITION STEP

If the *Argo* is on an unexplored tile with a 🏠 or 🗺️, resolve an **adventure phase**. All newly revealed tiles are unexplored. If you move back onto an explored tile, you do not resolve these symbols.

🏠 **Hub adventure.** If the tile is unexplored, resolve an adventure from one of your cycle's adventure hubs.

🗺️ **R&R adventure.** If the tile is unexplored, resolve an adventure from the R&R section.

5. ENCOUNTER STEP

Resolve battles noted on the timeline with this symbol: ⚔️. If more than one happens on the same day, choose the order in which they are resolved.

Choose which of the 2 regular primordialials (shown on the *Argo* sheet evolution track) from your current cycle you want to face, then go to the corresponding setup in the storybook.

6. ADVANCEMENT STEP

Research new technologies, trade, craft gear, create new titans and use *Argo* facilities. All events added to the timeline using technologies are advancement events and are resolved this step.

RESEARCH

Add technologies you research to the **technology deck**. You then gain access to all abilities provided by technologies in the deck.

Add technologies available for research to the **projects deck**. This gives you no benefits, but you can look at them to see what you can gain by researching them.

Technologies that are not in either deck are in the **reserves** and kept in the box. They may be added to the projects deck when you research another technology or as a result of some event.

🔬 **Core technologies** are non-researchable and are gained automatically, usually at the start of the cycle. These cards are large and some have cycle-specific versions.

🏠 **Structural technologies** include utility facilities that allow you to mitigate the hardships of the voyage, manage resources, breed new titans, scout the region, and more.

🔧 **Battle technologies** include production facilities, giving you access to new gear cards and *Argo* abilities.

If there is a 🏠 or 🔧 symbol on your current day on the timeline, that day is a **technology breakthrough**, and you may research 1 technology of that type from the projects deck.

To research a new technology card, fulfill all of its requirements. Once you choose a technology you want to research, search the reserves for all technology cards it 'leads to' and add them to the projects deck. Then add the researched card to the technology deck; you now have access to all its benefits and abilities.

If you gain a technology card from a source other than a technology breakthrough, add it to your technology deck (also adding any technology cards it 'leads to' to your projects deck).

When you use a technology ability with **cooldown X**, write its name as an event on the timeline, X days from today, with the note (*cooldown*). You can only use the ability again after you resolve its cooldown event. Cooldown events are advancement events.

Structural technologies

Structural technologies are primarily used outside of battle. If an active ability of a structural technology does not specify when it can be used, it can be used during the advancement step. Each active technology ability can be used once per day (once per campaign round), with the exception of save abilities.

Permanent abilities introduce constant effects and rule changes, and are always active.

Reference abilities include rule summaries and serve as a reminder; they do not introduce any additional effects.

Immediate effects must be resolved the moment their respective technologies are researched.

Negotiation abilities may be used while on a map tile with a 🏠 symbol (except tiles with the **last visited city** token).

Save abilities may be used whenever you need them. They can only be used once per ability per game effect.

All other technology abilities may be used in the advancement step, unless their effect denotes a specific timing condition.

Battle technologies

Production facilities give you access to new gear 🧰 cards and are only used for crafting.

Argo abilities: When you perform battle setup during the battle phase, you decide which of these you will prepare for that battle. The number of *Argo* abilities you may simultaneously prepare during a battle depends on your current *Propylon* technology.

TRADING

Game elements that allow you to trade resources have a limited number of resource **exchanges** you can perform.

One exchange is a trade of 1 resource type for another resource type, according to the ratio noted on the card. As a single exchange you can trade as many units of a resource type as you wish.

CRAFTING GEAR

You can craft multiple gear 🧰 cards during every advancement step if you have the required resources, but only gear listed on the **production facilities** in your technology deck, and you cannot craft more copies of a single gear card than there are copies of that card available.

Resources are **mortal**, **primordial**, **divine**, and **rare**. To craft a card, choose an available card you want to craft, and spend resources (remove them from your *Argo* sheet) equal to the cost on the corresponding technology card. If another card is specified as part of the cost, it is also spent and returned to the box.

Add the crafted card to the *Argo* armory; from now on it can be equipped on titans and used in battle.

TITAN BREEDING

Each **breeding** technology shows the costs of breeding a specific titan and how many days it takes. All Titans are either **Gaia-born** (all **Dreamwalker** class) or **Argo-bred**.

You may have more than 1 titan of a given *Argo*-bred class on the *Argo*, but you cannot breed a titan of such a class if you already have one onboard (but you can still gain it from other sources).

You can only take 1 titan of a given *Argo*-bred class into battle, regardless of the number of titans of that class you have.

When you use a technology ability to breed a titan (usually a **dreamwalker** titan), pay any associated costs, then write the titan's class on the timeline the indicated number of days from the current day (a **breeding advancement event**).

Once you reach that day, during the advancement step, you resolve it and gain a new titan.

A given technology card may be involved in only 1 breeding process at a time, so once you put a titan class on the timeline, you can only breed more titans from that technology card after that breeding advancement event is resolved.

Crafting titans using **primordial cores** is called **fusing**. Some production facilities allow you to craft titans alongside gear 🧰 cards. This requires 1 Gaia-born titan (**dreamwalker**) and 1 specific primordial core. If you have these, pay this cost and immediately gain access to the new titan.

Named titans

Named titans have a special quality; usually a **pattern**. When a titan is assigned a pattern (and in order to resolve some other effects) you must note the titan's **name**.

Patterns override a titan's basic trauma table or Kratos table and may introduce new special rules or abilities. A titan can have more than 1 pattern, but if both patterns relate to the same game element, the newer one overrides the older (and that card is discarded).

7. STORY STEP

Resolve main story progression, timeline story events, mnemos breakthroughs and any secret codes you manage to find.

All adventures triggered during this step are resolved using the **ADVENTURE PHASE** rules.

Any event leading directly to a story paragraph in the storybook as well as any other events that are not breakthroughs, advancements, acclimations or battles are story events and are resolved in this step.

Main story progression is resolved during this step only if you fulfill all requirements on your current **story card**. Usually, you then flip the story card to the other side or refer to a paragraph in your current storybook or on another game element. Once resolved, discard all 🗺️ tokens on the current story card.

Clue cards from each cycle may influence the game. On their back is the number of the cycle they belong to and the number of the story (or doom) card they are introduced with.

Story events are either fixed story events (on your timeline), or added during the game. If there is a story event noted on your current day, find the passage it leads to in the storybook and read it.

Mnemos breakthroughs are pieces of your lost memories. Once you gain enough **mnemos nodes**, you trigger the next mnemos breakthrough.

Special events do not lead to specific paragraphs, and are resolved by finding the relevant passage in the special events section of the storybook.

Secret codes may be resolved if you find the corresponding paragraph in the main story section of your current storybook. Each secret code paragraph can usually only be resolved once.

8. DOOM STEP

Doom progression is resolved during this step only if you fulfill all requirements on your current **doom cards**. Usually, you then flip the doom card to the other side or refer to a paragraph in your current storybook or on another game element.

Once resolved, discard exactly as many 🗺️ tokens on the current doom card as the requirement, and move all excess tokens to either the other side of the card (if progressing from side A) or the next doom card (if progressing from side B).

If you're on the B side of the last doom card of the cycle and your doom progresses one more time, you lose the game.

9. END STEP

If you are on an unexplored tile, it becomes explored, and if you're already on an explored tile, nothing happens.

AEON TRESPASS

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ADVENTURE PHASE

When you begin resolving a story paragraph, it marks the beginning of the adventure phase; there is no strict round sequence. Never read story passages unless instructed.

An adventure paragraph ends only if you are instructed to *Return to the Voyage Phase* or there is no further paragraph mentioned. You must always resolve all chained paragraphs before you can perform any other actions or resolve further campaign steps.

CHOICE MATRIX

Whenever you are told to mark a **choice matrix** node, mark the appropriate space on your *Argo* sheet with an X. You cannot mark a box twice: if the box is already marked, ignore this instruction.

The choice matrix persists through all the cycles of the game. When you progress from one cycle to the next, carry over all marked choices to the choice matrix of your new *Argo* sheet.

PARTY LEADER

During each adventure, one of the Argonauts must be the party leader. Choose a leader as soon as they are referred to in a paragraph or when you are faced with a choice (whichever comes first). If you cannot reach an agreement, choose randomly. Give them the **priority target token** as a reminder.

The leader breaks all decision ties during the adventure if the players cannot agree, is the most likely to be tested, and resolves all other effects and choices that refer to the party leader. They remain the leader until the end of this adventure.

SPECIAL EVENTS

When instructed to resolve a **special event**, find an appropriately named passage in the *Special Events* chapter of your current storybook and read it.


FATED BOXES

Fated boxes are marked to denote that you have already encountered this part of the story. You mark a fated box in an adventure table immediately after you roll the associated number, before you resolve the adventure.

If all fated boxes associated with a given adventure are marked, roll d10 again and resolve a different adventure instead.

If the fated boxes of all adventures in any of the adventure tables have been marked, reset all of the boxes in this table.

HUB ADVENTURES

When you encounter an **hub adventure**  symbol during the expedition step, find the adventure hubs table on the first page of the current storybook, roll d10, and refer to the column corresponding to your current story.

Mark a box on an adventure track on the *Argo* sheet (if all boxes are already marked, re-roll to choose a different hub), then go to the corresponding storybook chapter. You will find an adventure table listing all adventures available in a given hub. If the box you marked on the *Argo* sheet has the **Α** or **Ω** symbol inside, resolve the paragraph marked with the same symbol in this chapter.

If the box you marked was empty, instead roll d10 again and consult the hub's adventure table to find the adventure. Mark a **fated box** next to the adventure's name, then find it in the hub's chapter and read it. Once you find the correct paragraph, **gain mnemos nodes**, then read it.

ADVENTURE TERRAIN

Each adventure hub has an associated **terrain tile**.


Consult the adventure terrain column in the same row as the adventure hub, then note the terrain's placement instructions on the timeline, on the day of the earliest upcoming **timeline battle** (the terrain does not affect a battle triggered in any other way). If terrain is already noted for that day, ignore this instruction.

During the battle setup of the timeline battle, place the corresponding terrain tile(s) on the board, after you place all battle-specific terrain tiles. This terrain tile(s) cannot overlap with titans, the primordial, or other terrain tiles.

Outer 3: Place the tile only within 3 spaces from any board edge.


Inner 3: Place the tile on any spaces that are not within 3 spaces of the board edge.




R&R ADVENTURES


When you encounter an **R&R adventure**  symbol during the expedition step go to the *R&R Adventure* chapter of the current storybook. Roll d10 and consult the R&R adventure table to find the adventure. Mark a **fated box** next to the adventure's name, then find it in the *R&R Adventures* chapter and read it.


INWARD ODYSSEY

Each cycle has its own **inward odyssey** story card: there are 20 inward odyssey adventures per cycle.


Each time you gain **Argo knowledge** , unlock the next adventure from the *Inward Odyssey* chapter of the current storybook. Resolve this adventure at the end of the current step.

You can place  tokens on the inward odyssey story card: **every 2  tokens generate 1 .** In this case, resolve the inward odyssey at the end of the story step.

When you encounter a requirement for an inward odyssey adventure you do not yet meet, stop resolving that adventure. Later, when you meet the requirements, resolve it at the end of the current step (you do not need to gain additional ).

If you have an unresolved inward odyssey adventure and gain another +1 , move to the next adventure on the card. Note any inward odyssey adventures you had to omit on the *Argo* sheet. Once you move to the next cycle, you will change inward odyssey cards, and any stories you haven't experienced are lost.

DREAMS OF PHAROS

Dreams of Pharos (sometimes ) are adventures usually added to the timeline as story events and resolved in the story step.

Go the *Dreams of Pharos* chapter of your current storybook, roll d10, and consult the Dreams of Pharos adventure table to find the adventure. Mark a **fated box** next to this adventure's name, then find it in the *Dreams of Pharos* chapter and read it.

If you see a **Pharos delve** prompt, start drawing cards from the **major trauma deck**, adding the numbers in the lower left corners (there are 15 cards: two of each numbered 1-7, and one 8). After each draw, you may decide to either stop or continue. If you continue, draw another card and add the number denoted on it.

To succeed in a delve, the sum of your cards must be **equal to or higher than the delve difficulty** (in brackets), **but lower than 16**. If the total is at any point equal to or higher than 16, you immediately fail the Pharos delve and resolve the **Fail:** effect.

If you decide to stop the delve before reaching 16, if the total is equal to or higher than the delve difficulty, resolve the success effect. Otherwise nothing happens.

When an effect tells you to use the Pharos delve rules, resolve it in the same way (though it is not considered a Pharos delve).

MNEMOS

When you gain a **mnemos card**, find the card and write its title on your Argonaut sheet. Apply the skill bonuses (they are permanent as long as you have the card). Write the paragraph number of the first **mnemos breakthroughs** above the breakthrough symbol on the corresponding mnemos track. From then on, you gain access to the card's level 1 ability; level 2 and 3 abilities are unlocked by reaching the first and second mnemos breakthroughs.

Each Argonaut can have a maximum of 2 mnemos cards. If you are told to gain one and you are at the limit, give the card to another random Argonaut. If all Argonauts already have 2 cards, add the new mnemos to the mnemos vault.

The *least likely* Argonaut is the one with the least amount of mnemos cards (on a tie, the one with the least amount of mnemos nodes; on a further tie, choose randomly from the tied players). The *most likely/strongest* Argonaut is the one with the most mnemos cards and mnemos nodes (on a tie, choose randomly from the tied players). Fated mnemos cards and nodes do not count.


MNEMOS NODES

When you are about to resolve a hub adventure, **each Argonaut with a mnemos card with the corresponding trait** (to the right of the adventure title) **gains 1 node for that mnemos**. Mark the leftmost empty node on the Argonaut sheet next to the mnemos's title.

An Argonaut can only gain 1 node per adventure, regardless of the number of matching traits they have. If both of their mnemos cards have the corresponding trait, the node goes to the dominant mnemos (the one with the most nodes). On a tie, the player controlling the Argonaut chooses.


If you gain nodes past an unmarked breakthrough symbol, note them on the mnemos track, then resolve the breakthrough during the story step, **then mark** the symbol. This may lead to you resolving 2 breakthroughs during 1 story step, one after the other.

MNEMOS BREAKTHROUGHS

 **Mnemos breakthroughs** are adventures initiated from an Argonaut's mnemos. During the story step, if all nodes to the left of a **breakthrough symbol** on your mnemos progress track are marked, and the symbol itself is unmarked, resolve the paragraph noted above the symbol, then mark the breakthrough symbol as resolved.

Mnemos only involve the Argonaut the memory belongs to. Read mnemos paragraphs alone, then decide if you want to read it out loud, or share as much as you wish, including your own interpretation of these events and tailoring them to better fit the kind of person you believe your Argonaut to be.

The main reward for resolving a mnemos breakthrough is learning more about your Argonaut's past and unlocking a new mnemos ability, but note additional unique rewards on your Argonaut sheet.

If you gain a **gear**  card from a previous cycle as a mnemos breakthrough reward, it counts as a card from the current cycle, overriding its original cycle affiliation.

RESOLVED MNEMOSES AND KATHARSIS

Once you resolve the last breakthrough of a mnemos card, it becomes resolved. When your Argonaut dies or leaves the *Argo*, that mnemos does not return to the mnemos vault; put it back into the box with other unused mnemos cards.

If you reach a **katharsis**, you gain a code; write this in the katharsis box on your Argonaut sheet.

MNEMOS VAULT

The **mnemos vault** is a deck made up of all mnemos cards you have unlocked during the campaign which are not currently assigned to any Argonaut. Keep it separate from other mnemos cards. When an Argonaut dies or leaves the *Argo* for any reason, they return their unresolved mnemos cards to the vault.

FATED MNEMOSES

Each Argonaut can have 2 unresolved **fated mnemos** cards at once. They do not count as mnemos cards for the purposes of other effects, and do not count towards the 2 mnemos cards per Argonaut limit.

When you gain a fated mnemos, search the box for all of the fated mnemos cards associated with the cycle you are playing, shuffle them and draw a card. Note it on your Argonaut sheet as you would a regular mnemos. They are always gained black side up.

The **hindrance** is a negative effect or limitation. If the effects of your 2 fated mnemos cards contradict each other, the one you gained earlier (on a higher position in your Argonaut sheet's mnemos section) takes precedence.

Skill penalties are applied to your Argonaut sheet, and are applicable as long as you have the card.

At the beginning of a hub adventure, each Argonaut with at least 1 fated mnemos card with a matching **trait** gains 1 node for that fated mnemos (in addition to any node gained for a regular mnemos card). If traits match, each Argonaut could gain 1 regular mnemos node and 1 fated mnemos node from a single adventure.


A fated mnemos has no breakthrough adventures. If all the nodes to the left of the first breakthrough symbol are marked, it is automatically resolved during the story step.


However, each resolved fated mnemos gives you a positive ability to write down on your Argonaut sheet; then return the card to the fated mnemos deck. There is no limit to the amount of trauma growth abilities a single Argonaut can have (you can gain the same one more than once, and their effects stack).

ADVENTURE TESTS

To perform a test, roll d10. Any bonuses to the result must be declared before you perform the test. **If the result equals or exceeds the test's difficulty, it is a success;** otherwise it is a fail.

A natural 10 is always a success, and a natural 1 is always a failure.

Argonaut tests are performed by a specific Argonaut (or each Argonaut). When associated with a specific skill, modify the test result by your skill value. Argonaut tests can be re-rolled using .

Argo tests are not resolved by a specific Argonaut, and can be re-rolled by raising **Argo FATE**  instead.

In a group test, all the Argonauts total their successes. The test usually has several outcomes: an outright failure (0-1 successes), a moderate success (2-3 successes) and a full success (4 successes). A **Fail:** effect is applied to the individual Argonaut who failed the test, not the whole group.

If a choice, test, or roll is marked with the **Peril** keyword, the party leader must make the decision, test or roll without consulting the other players in any way.

AEON TRESPASS

• ODYSSEY •


BATTLE PHASE

When instructed to resolve a battle, find the **battle scenario** corresponding to the primordial you're facing in your cycle's storybook. Save your campaign first and set aside all elements not used during this phase.

BATTLE SETUP

Set up the **battle board**, shuffle the **trauma**, **kratos**, and **moiros decks** and place all of them in their spaces. Place **kratos tokens**, **d10 attack dice** and **d6 power dice** within reach of all players.

Each player places their **Argonaut portrait**, **mnemos cards** and **triskelion** in front of them (the triskelion does not reset at the beginning of battle). Choose the **titan** you will control and take its **titan sheet** and **miniature** (it does not have to be the same titan you controlled in a previous battle). You cannot take more than 1 titan of the same *Argo*-bred class into battle.



Players as a group assign **gear**  cards from the *Argo* armory to titans. Each titan has 2 **weapon** slots, 2 **support** slots and 1 **armor** slot. You can also have up to 3 **attachment cards** attached to your titan sheet and up to 1 attached to each of your cards. Each titan can only have 1 copy of the same **support card**.

Players choose the **Argo abilities**; as many as the **Argo ability** (AA) **limit** allows. Place these abilities next to the board, along with the indicated number of **charge tokens**.


Place the **primordial sheet** in its space near the board, and its **routine** and **signature cards** in their spaces (do not use the mnemesis routine side, unless you are playing a mnemesis theatre battle). Divide the primordial's AI and BP cards into 3 decks each (I, II and III). Then place the decks numbered I on their spaces at the bottom of the board. Place the decks numbered II and III directly below; these are **escalation decks**.

Find the **trait cards** for any traits not described on the primordial sheet and place them nearby as a reference.

Place the appropriate **terrain cards** near the board and the **terrain tiles** on the board as indicated with any additional terrain.


Place titans on the indicated **titan starting positions**. Assign the **priority target token**  to the titan with the highest **RAGE**  (on a tie, choose).

Position the **primordial** as described in the scenario rules in the storybook. **Regular primordials** use evolution tracks and evolve during the campaign, usually from level 1-4. **Adversaries and cycle bosses** are almost always fought on level 1 throughout the campaign, but their battles change as reflected by their battle tracks. You usually either mark 1 evolution box or 1 battle box on the respective primordial's track.

Resolve any additional **escalations** .


On the battle board, something is **adjacent** if the space it is on shares at least 1 edge with the other space. Distance is always measured in spaces and orthogonally, never diagonally.

BATTLE SEQUENCE

Battles are resolved in a series of **alternating primordial and titan rounds**. They immediately end with the Argonauts' victory as soon as the primordial has suffered **wounds** equal to its **WOUNDS** , and with the Argonauts' defeat as soon as all titans die or the Argonauts decide to **retreat**.

CRIT DIE

Whenever you perform an attack or evasion roll, one of the dice you roll must always be the **white crit die**. If you roll only 1 die, it is always the crit die.

Whenever you roll a natural 10 on the crit die, you gain a **crit chance** for that attack. If you successfully wound the primordial with a crit chance, ignore all other responses and instead resolve the **critical** . If you fail to wound, resolve responses as normal.

Crit chance: Resolve this effect if you roll a natural 10 in the attack roll (on top of gaining the **crit chance** as normal).

Crit miss: Resolve this effect if you roll a natural 1 in the attack roll. You may re-roll this die as normal, but crit miss effects must still be resolved. If you re-roll the crit die and roll a natural 1 again, resolve any crit miss effects an additional time.

Crit evade: Resolve this if you roll a natural 10 in the evasion roll.

Crit evade fail: Resolve this if you roll a natural 1 in the evasion roll.


PRIMORDIAL ROUND


Begin the battle with the **primordial round**. Players as a group resolve instructions that dictate the primordial's behavior. Primordials always move first, then attack.


A primordial's **diagram** shows its front and rear spaces and the number of spaces it occupies. To find out if a titan or element is **in front** of the primordial, draw an imaginary line passing along the edges of the spaces occupied by the primordial miniature's front. All spaces beyond this line in the direction the primordial is facing are in front. **Rear (R)** designates only the spaces adjacent to the primordial, directly behind it (in relation to the front).


Spaces with basic trait icons show where those traits take effect.


Basic traits

 **Unavoidable knockback:** The value of the *unavoidable knockback* done by the primordial if it ends its movement on the same space as a titan.

 **Blindspot:** Titans in blindspots are excluded from targeting, and they gain a +1 **precision bonus** to their attacks.

 **Weakspots.**


 **Lumbering:** The primordial is massive or nigh immovable, and cannot suffer **pushback** or **knockback**.


 **Vantage points:** The primordial can be mounted.


Check the **attributes** and **traits** associated with the primordial's current level (the roman numeral). The current level usually has all the traits of the previous levels.

Bonuses

 **AT bonus:** Increase the **AT** of each BP card by this value.

 **Danger bonus:** Increase the **A** dealt by each primordial attack (not by each hit) by this value.

 **Evasion dice bonus:** Increase the evasion dice value of each primordial attack by this value.

 **Escalations:** At the start of battle, escalate the primordial a number of times equal to this value.

The primordial's **signature** card is its default attack; resolve this if instructed. Its **routine** card is a special action it performs when there is no eligible target for any of the targeting lines on its current attack. All signatures and some routines are attacks, but they are not AI cards for the purpose of any other effects.

1. START OF PRIMORDIAL ROUND

Resolve any primordial effects that trigger at the start of the primordial round, in an order of the players' choice.

2. RESOLVE AI

1. DRAW AI

Draw an AI card from the AI deck (the roman numeral is its level).

2. TARGETING

Read the lines in the targeting area, one by one from top to bottom, until you find the first one that you can resolve. Do not check further targeting lines.

To be the **target**, a titan must fulfill all requirements of a single targeting line. If there is no valid target for any of instructions, discard the AI card and the primordial performs its **routine** instead.

If a primordial targets titans outside of their effective move and attack range, they still perform the movement, trying to get as close to their target as possible, then skip the attack step and go straight to the after attack step.

An instruction to resolve an attack against a specific target overrules any targeting instructions. If a titan becomes a target, it remains the target until the end of that AI card.


Adjacent: The target is on a space that shares an edge with a space occupied by the primordial.

Board: All spaces on the board.

Closest: The target is the shortest distance from the primordial (counted through obstacles and red lines) among possible targets.

Furthest: The target is the furthest distance from the primordial (counted through obstacles and red lines) among possible targets.

In front: Any space in front and within LoS of the primordial.

In range: The primordial can reach the target by moving a number of spaces up to its **SPEED** , and perform an attack against it.

In sight: The target is within LoS of the primordial.

In/on X: The target is in the specified area or space.

Last to wound: The titan who was the last to successfully wound the primordial with an attack.

Least/Most X: Least or most value/amount of a stat/resource.

Not in/on X: The target is not in a specified area or space.


No target: Always resolve this instruction if no other targeting instruction is applicable.

Priority target: The target with the priority target token.

With X: Titan with a specific game element.

X titans: Specified number of titans.

Zone: All spaces in an indicated area. This triggers even if there are no titans within the indicated area.

If 2 or more titans are equally viable targets and none of them is the priority target, players may choose which of them becomes the target. When the titan with the priority token dies, pass the token to a living titan with the highest **RAGE** .


If there are multiple effects stating that a titan cannot lose the priority token, the titan that got it the earliest remains the priority target, and for the purpose of passing the token after the titan's death, titans with such effects are treated as if their **Ω** was 9.

Line of sight (LoS)

To check LoS, draw an imaginary straight line between the corners of any spaces occupied by the attacker and target:

- If it passes through or along the edge of an obscuring terrain space or a red line, or through a corner where 2 features connect diagonally, there is no LoS.
- If it goes through a corner of an obscuring terrain space or the endpoint of a red line, there is LoS.
- Blindspots and vantage points are never in the primordial's LoS.
- A miniature never blocks LoS to itself or other miniatures.

3. PRIMORDIAL MOVEMENT

If instructed, the primordial will try to move as close to the target as possible, up to its **SPEED** , stopping only when it becomes adjacent to it. If it is performing a ranged attack it stops as soon as it is within range.

At the beginning of a move the primordial always turns to face the target first.


A primordial always moves through the fewest number of spaces, and can move through any other components (including titans and terrain). It always moves orthogonally 1 space at a time.


If the target is not in a straight line from it, it moves towards it cardinally, switching the movement axis after every space travelled until it reaches a position that would allow it to continue moving towards the target in a straight line. Players may decide the starting direction (horizontal or vertical) of the movement. If 2 or more routes are considered equally short, the players choose which to use.


If the primordial moves through a terrain tile with the **destructible** keyword, that tile is destroyed and removed from the board.

If any effect causes the primordial to move past the board edge, it will continue to move along the edge prioritizing a direction that will initially lead it away from the most titans (if possible).

A titan on a space the primordial moved through or onto suffers **crash** (+1 **A** and **knockdown**).

A titan on a space the primordial ends its movement on suffers **crash** and **unavoidable knockback** equal to the primordial's  in a straight line away from the primordial. This follows all normal **knockback** rules, but it cannot be lowered or ignored in any way other than effects that cause you to stop, or effects that specifically refer to unavoidable knockback. If there are 2 equally possible unavoidable knockback directions, the player chooses.

Move X: Perform movement up to X spaces, instead of using the primordial's **SPEED** .

Move to X: Perform movement to the designated area or in the indicated direction, treating the primordial's  as unlimited.

The primordial always turns towards its target when it begins and ends its move, before it performs an attack (unless it targets a zone), and in the designated direction as part of an instruction.

The primordial *doesn't* turn when it is being moved forcefully, during a simultaneous attack against 2 or more titans, or during a zone attack.

4. PRIMORDIAL ATTACK

An attack without a specific type is considered **melee** and requires adjacency.

Range attack X: Can be performed against a titan within X spaces.

Simultaneous attack: Performed against multiple targets. This is simultaneous, but each target performs a separate evasion roll in any order.

Sequential attack: Performed against multiple targets, one at a time, in a specific order. A **chain break** during one of these attacks stops the sequence and invalidates any lingering attacks.

If a sequential attack targets *all titans in path*, it happens during the primordial's movement. Move the primordial towards its target 1 space at a time, and when it would move onto a space occupied by a titan, instead of moving through it, stop, resolve an attack, then continue moving towards the original target.

When it reaches its original target, resolve an attack against that target as well. Primordial movement during this attack does not cause **crash**. If at any point the primordial stops on a space occupied by a titan, that titan suffers **unavoidable knockback** as normal.

Zone attack: Performed against all titans in a designated zone. This is simultaneous, but each target performs a separate evasion roll in any order. A **chain break** during one of these attacks does *not* stop unresolved attacks against other titans.



If a titan moves outside of the zone after you have already begun to resolve this attack against other titans in the zone, it does not stop an attack against it.

Zone X attacks all titans within X spaces horizontally, vertically and diagonally from the source of zone X. If a zone attack targets a specific titan, it still affects other titans in the designated area. The primordial is not considered inside the zone originating from it and neither are titans on vantage points.

Judgement: Each of these mental assaults designates a specific skill test (if there are 2, the target chooses one), and they usually have unlimited range. A judgement is not an attack for the purpose of other effects and the target must resolve a test instead of an evasion roll; so it cannot be mitigated with an armor roll, be re-rolled using evasion re-rolls or blocked with **block X**. Judgements can be modified by attack types.

EVASION ROLL

The primordial always hits, unless the target manages to evade the attack. Perform an **evasion roll** by rolling the specified number of dice (which must always include 1 crit die).

Any **evasion bonus**  is added to the result of each die rolled, and any **evasion re-rolls**  can be used to re-roll the specified number of dice. If you roll a **crit** during the evasion roll and have a **crit evade** ability, trigger that effect (multiple crit evade abilities can be triggered if they are from the same weapon).

Compare the results to the evasion roll **difficulty**. Each result equal to or higher than the difficulty is a successful evade, and each result lower is a hit. If you have **block X**, you may trigger it now to ignore X hits.

If you use any weapons with defensive capabilities during the evasion roll or attack consequences, that weapon becomes your active weapon until the end of this primordial attack. **You can only have 1 active weapon at a time.**


If there are no hits, it is a **full evade**: skip to the **after attack** part of the AI card, and trigger all **Full Evade**: abilities.

Out of reach evade: If a titan moves outside of the attack's effective range after becoming its target but before resolving an evasion roll, the attack cannot be performed and the evasion roll and any attack effects are not resolved. Instead, the primordial resolves its movement towards the target, then proceeds straight to **after attack** actions and effects.

ATTACK CONSEQUENCES




If the titan is left with at least 1 hit, trigger all the effects of the AI card in the order given.





Danger: Gain the dealt **DANGER** , then resolve a **trauma draw**.

Other statistics and tokens: Attacks may also deal Ψ , Ω or tokens. This does not cause a **trauma draw** unless  is also dealt.

Conditions, other effects and abilities: Attacks may also cause you to gain a condition or other effect, or suffer the effects of abilities such as **pushback** or **knockback**.


ARMOR ROLL

When you are dealt **DANGER** , if you have any **gear**  cards with **armor dice** , you must perform an **armor roll**. Roll power dice equal to the total of all armor dice on all of your equipped cards (remember that if you use a weapon to defend, you cannot use other equipped weapons during the same attack).



Subtract all  symbols rolled from the total value of  dealt. If this reduces your  gain to 0, do not resolve a **trauma draw**. **Armor dice cannot be rerolled using RAGE** .


TRAUMA DRAW

Consult the trauma table on your titan sheet and draw a **trauma card** of the corresponding severity. After resolving the effects, discard it to the bottom of its deck.

If an effect tells you to resolve a trauma draw, draw a trauma card corresponding to your current **DANGER**  level, without raising it (if it is 0, nothing happens).

To draw an **obol**, shuffle the obol deck and draw a card. **If you are ever forced to perform 2 or more obol draws at the same time, you die.**

If your **DANGER**  goes over 9, raise it to 9, but for the following trauma draw treat it as if it was increased to the actual value you would reach. Raising your  over 9 *always* triggers a trauma/obol draw, even if it wasn't dealt during an attack.

If your **DANGER**  temporarily goes up to 14 or higher, consult this **massive danger** chart (these effects stack):




14+ : Add the *You Died Horribly* card to the obol deck.

18+ : Add the *Your Griesome Death Becomes Legend* card to the obol deck.

21+ : Add the *Your Death Transcends Reality* card to the obol deck.

A card added to the obol deck is added immediately before resolving an obol draw and it remains there until the end of battle.

WINDOWS OF OPPORTUNITY

A card may give players **windows of opportunity**  to react outside of their normal turn. Whenever you see  preceding an AI instruction, you may activate any number of **reaction**  abilities in any order (but no more than 1 ability with the same name per titan) immediately before you resolve that instruction.

CHAIN BREAK


If a titan bonus attack or additional primordial attack is triggered during a primordial attack it causes a **chain break** and the original primordial attack immediately ends.

If a titan moves out of its weapon's effective range after it attacks the primordial but before it performs the power roll, it causes a chain break and the attack immediately ends.

If a chain break happens during a titan attack, resolve the *Clear the Kratos Pool* and *Second Ability Window* steps before you proceed to resolving the effect that caused the chain break.

Titan bonus attacks are follow-up attacks and do not cause chain breaks.

EFFECT TRIGGERS

Some AI cards have additional or stronger effects depending on your titan's **FATE**  level, as shown in a special banner.

5. AFTER ATTACK

After attack effects are completely separate from the attack, so they are resolved even if the actual attack was fully evaded or not performed at all. The only things capable of canceling after attack effects are a **chain break** or the **mercy** rule.

All after attack effects targeting a single titan affect the original target of the attack. An after attack that targets multiple titans is resolved against each of them, but if an attack includes an **after final attack** instruction, it only takes effect after resolving the attack against *each* of its targets.

After resolving this attack effect (if any), discard the AI card. If there are no more cards in the AI decks, shuffle the discards to form the new AI deck.

6. END OF PRIMORDIAL ROUND

Resolve any further effects and unexhaust *Argo* abilities.



TITAN ROUND

A **titan round** always comes after a primordial round.

1. START OF TITAN ROUND

Resolve any game effects triggered at the start of the titan round, in an order of the players' choice.


2. TITAN TURNS

Take turns activating titans in any order, one at a time, until each titan has acted. During their turn, a titan gets 1 **combat action**  and 1 **movement action** , in any order. You must finish an action before you perform another, and unused actions are lost.


If an effect/ability requires you to spend one or both actions, you can only spend one if it hasn't been performed yet, and once spent it cannot be performed this turn.

When your turn is over, turn your Argonaut card 90° to the right. Once all titans have taken their turns, return all Argonaut cards to their normal positions and proceed to the primordial round.

MOVEMENT ACTION

Move a number of spaces up to your titan's **SPEED** . Declare the space you want to reach, then move your titan, one space at a time, resolving the effects of terrain tiles as you move onto them.

All movement is in cardinal directions. You cannot move through red lines, obstacle or chasm terrain tiles, or through other titans or the primordial. You cannot move onto the same space twice during one movement.

A **move-like ability** allows you to move voluntarily without performing a movement action and is resolved as normal, but is not considered a  for the purpose of other abilities/effects.

All movement caused by an opposing force is **involuntary** and must be resolved up to its maximum value, unless another effect forces you to stop. Titans can be involuntarily moved through spaces occupied by other miniatures and obstacle terrain tiles. If a titan is involuntarily moved into a board edge, it continues to move along its edge, away from the source of the involuntary movement (if possible). If a titan ends involuntary movement on a space occupied by another titan, the other titan is **displaced**.

If a titan is involuntarily moved onto a space with an obstacle terrain tile, it suffers **crash**. If the terrain is **destructible**, it is then removed from the board. If **indestructible**, it stays on the board.

If a titan *ends* involuntary movement on a space with a chasm terrain tile or they are pushed onto such a space, they die.

Multiple effects reducing involuntary movement may be applied at the same time.

COMBAT ACTION



1. Declare attack and active weapon

Declare your attack, then choose one of your unexhausted weapon cards as an **active weapon** for this attack. You can only choose a weapon if your target is in its **effective range** and LoS. If a weapon does not have a **ranged** or **reach** keyword, it is considered melee.


If you cannot choose a legal weapon or don't have LoS, the attack ends, but does not cause a chain break.


Effective range is the distance in cardinal directions from the attacker to the target. Melee weapons have a range of **adjacency**, so you have to stand next to the target to attack. **Reach X** weapons have an effective range of X, and can be used when adjacent. **Ranged X—Y** weapons have an effective range of at least X and up to Y spaces, and can usually not be used when adjacent

2. Raise RAGE and check priority target

Raise your RAGE  by 1. If your  is now higher than the priority target's, you become the new priority target and take the token.

3. Attack roll

Roll a number of d10 attack dice equal to the  value of your weapon. Increase the result of each die by your weapon's **precision bonus** (you can use opening tokens from the Kratos pool to gain extra precision). Other effects may give you dice re-rolls.

Each die with a result equal to or higher than the primordial's **TO HIT**  value is a hit. If you hit with all your dice, it is a **full hit** and activates all **Full hit**: abilities (except those on inactive weapons).

All dice that are not hits are misses. If you miss with all your dice, it is a **full miss**. Go straight to the *Clear the Kratos pool* step without resolving any further attack steps, then activate all **Full miss**: abilities and immediately end the attack.

A natural 10 is always a hit and a natural 1 is always a miss, no matter how many precision modifiers you apply.


4. First ability window

The attacking titan activates applicable abilities from your Kratos table, mnemos cards, your active weapon, and any other non-weapon cards equipped on your titan.

5. Draw BP card


Draw the top card from the BP deck and reveal it (the roman numeral is its level).


6. Power roll


6.1. Create your power pool of power dice (and sometimes raw power points). Then add your titan's **power die**  and any other bonuses from your Kratos table, equipped non-weapon gear, mnemos cards and other applicable game effects.


There are 3 tiers of power dice from lowest to highest: red, then black, then white. If you need to add a die to the power pool and there are no dice of that type available, instead roll a die that is 1 tier higher instead of 2 of those dice.


6.2. Roll all the dice in your power pool. Each { symbol gives you 1 **power**. Then add all the raw { points you have.

6.3. Make any power re-rolls. Power dice cannot be re-rolled using **FATE** , but other effects may grant you re-rolls.

6.4. Use potentials. Each  result gives you 1 **potential**, which can be turned into { using effects like break tokens.


6.5. Resolve the power roll. Total your { points to find the **total power** of this attack. If this is equal to or higher than the current BP card's **AT**  value, you deal a **wound**. If you gained a **crit chance**, you deal a **critical wound** instead.

If the total number of wounds on the wound stack (including the one you just dealt) equals or exceeds the primordial's **WOUNDS** , the primordial is slain. The battle immediately ends with the Argonauts' victory; proceed to the aftermath.

If your total power is less than the , you fail to wound.

Always resolve all **Wound**: and **Fail**: effects.

7. Primordial responses

If you scored a wound, resolve the **wound response**. If you failed, resolve the **fail response**. If you scored a critical wound, resolve the **critical**  (and ignore all other responses). A primordial may also have an **instinct response** you have to resolve regardless of the power roll result (and in addition to any other normal response except a critical).

If the response involves an attack, note its type and finish the current attack sequence. The new attack happens immediately after this one is resolved and will not cause a chain break.

If multiple responses apply, resolve them in the order of your choice. Responses are resolved by the primordial against the titan.

A response is resolved regardless of the titan's positioning, but if a titan isn't adjacent to the primordial when they should resolve a **knockback** or **knockdown** response, that response is ignored.

8. Wounds and escalation

If you failed to wound the primordial, place the BP card you targeted on top of the BP discard pile and do not perform **escalation**. Skip this step and continue to resolve the attack.

If you wounded the primordial, perform **escalation**. This is the process of adding more powerful cards to the BP and AI decks.

If you wound a BP I or BP II card, place it faceup on top of the **wound stack**. This is a single wound. If you wound a BP III card, place the generic *double wound* card on top of the wound stack and set the wounded BP III card aside. It will return to the bottom of the deck after escalation.

If you critically wound a BP III card, place it on top of the wound stack instead; each one in the stack counts as 2 wounds.

If an effect instructs you to deal an additional single wound, place a generic *single wound* card on top of the wound stack, in addition to any other wounds you've dealt.

Escalating the BP deck: In general, when the current BP card leaves the BP deck to become a wound, take a random BP card of a higher level from the BP escalation deck and shuffle it into the BP deck. If the new BP card would end up as the only card in the deck, shuffle in the BP discard pile too.

Escalating the AI deck: Search the deck and discard pile for a card matching the wounded BP card's level and remove it from the battle. Then take a random AI card of 1 level higher and shuffle it into the AI deck. If there is now only 1 card in the deck or you removed a card from the discard pile, shuffle the discard pile into the deck.

If there are no AI cards that match the level of the BP card, remove a card of 1 level higher and escalate based on that card. This will lead you straight from a level I card to level III. If there are no more current or higher-level cards to escalate, you will add a permanent stat bonus instead.

If you are instructed to search a deck and discard pile for a card, always prioritize cards from the deck.

Check the *Full Escalation Chart* on p53 of the rulebook for rules for special cases.

If an effect instructs you to escalate the primordial even if there is no wound, or even outside of a titan attack, perform the escalation as normal, but since no wound was dealt, remove the lowest BP card from the battle.

If an effect instructs you to escalate the primordial outside of battle, note it, then perform the escalations during battle setup, as normal, but since no wound was dealt, remove the lowest BP card from the battle.

9. Clear the Kratos pool

After resolving responses and performing escalation, **remove all tokens from the Kratos pool**.

10. Second ability window

Your attacking titan activates applicable abilities from your Kratos table, mnemos cards, your active weapon and any other non-weapon cards equipped on your titan.

Only the attacking titan may activate abilities during this window, unless stated otherwise.



You can use most of the abilities that place tokens in the Kratos pool (such as **opening x** or **break x**) to support the other players.





The current titan attack then ends. If the BP card was not wounded (did not go to the wound stack), discard it now. If the attack triggered an attack response, it happens next, starting a new attack sequence.


3. END OF TITAN ROUND

Resolve any further effects and unexhaust *Argo* abilities.

OTHER ACTIONS IN THE TITAN ROUND

Complicated actions use both  and  together and can only be performed if the titan can perform both actions and still has at least 1 unused action of each type during their turn. You cannot perform other actions during a complicated action.

Free actions can be performed in your turn without spending your  or . You can perform as many different free actions as you want, before your  and  or between them, but each of them can only be performed once per turn.

Reactions  may be performed during a window of opportunity and allow titans to act during the primordial round.

Argo abilities are technologies that can be used during the battle. Your **AA limit** is dictated by your current *Excursion Propylon* technology. If you research another such technology, apply only the one that allows you to use the most *Argo* abilities and change your AA limit on your *Argo* sheet.

Each *Argo* ability gains a number of **charges** at the start of battle; discard one of its charges each time you use it. Once it is out of charges, it cannot be used again during the current battle.

Argo abilities can be used during any moment of the titan round (not in the middle of other actions), though some specify a time. You can use any number of the active *Argo* abilities each round, but each can be used only once per round. After using an *Argo* ability, exhaust it. It automatically unexhausts at the end of the current (primordial or titan) round.




BATTLE AFTERMATH

GAINING PRIMORDIAL RESOURCES

Generally, you gain the **resources** shown in the upper right corner of every BP card on the wound stack *times* the primordial level.

You also gain 1 *primordial core* resource for each BP III card in the wound stack, with a core type corresponding to the primordial you faced. If you fought a Level 3 or 4 primordial, you also gain bonus ambrosia resources, as noted in the corresponding level stat block on the primordial sheet.

If there are any generic *single wounds* and/or *double wounds* in the stack, first combine the BP discard pile with the BP deck and separate them by level. For each set aside *single wound*, draw 1 random BP of the lowest available level and gain its resources. For each set aside *double wound*, draw 1 random BP III and gain its resources (you do not gain cores for these BP III cards).



Death blow: If the primordial was slain by a crit effect that caused it to die instantly, and the number of wounds in the wound stack is lower than its **WOUNDS** , add the top card from the BP deck to the stack as if it was wounded (use *double wounds* instead of BP III cards). If this causes the number of wounds to become equal to or higher than , proceed to gaining resources as normal. Otherwise, escalate the BP deck as if you just wounded that BP card, then repeat this process. Continue until the number of wounds in the stack is equal to or higher than the primordial's .

Note the new resources on your *Argo* sheet. The battle aftermath may indicate you gain additional resources.

CASUALTIES

Note the loss of any titans on the *Argo* sheet. Discard all conditions and tokens on titan sheets (resolve all end of battle effects before you discard condition cards).

TIDES OF FATE

Each Argonaut resets their triskelion values to 0. Lower the *Argo's*  value by the indicated number (in cycle I, this is usually -2 .

SHUFFLE THE EXPLORATION DECK

Shuffle all exploration cards removed from the exploration deck due to the timeline battle **special disposal** effect back into the deck.

ADDITIONAL BATTLE RULES

DEATH IN BATTLE

When you die in battle you only lose the titan you are currently using; it is removed from the board (note its loss on the *Argo* sheet) and then cannot be used in any way. Do not discard its conditions and tokens or reset its triskelion until instructed to do so.

Events may result in the Argonaut dying; consult the current cycle's *Rude Awakening* special event. Never discard the Argonaut sheets, as some events might reference them later.

Ways to die include:

- Drawing a *Heroic Death*, *Heroic Life* or *Disemboweled Trauma* cards or another death-inducing card.
- Drawing a *You Died* obol card, or being forced to perform 2 obol draws at the same time.
- Being forced to draw a second moiros or kratos during a battle.
- Gaining ambrosia tokens over the ambrosia limit (usually 5), or having 4 despair tokens while not adjacent to another titan.
- Going beyond the board edge or into a chasm space, or being forced to displace when there is no legal space to displace to.

if a titan dies (**mercy** rule):

- During an attack against the primordial, you ignore all negative responses elicited by that attack.
- During a primordial attack, the primordial ends its attack, forgoing all lingering attack effects and after attack effects targeting that titan. If a titan dies, but the attack has an effect that is separate from the target or has other targets, continue to resolve those effects.

OTHER ROUND TIMING RULES

Start of battle: Resolve this effect after you finish battle setup, but before the first round begins.

End of battle: Resolve this effect when the battle ends (regardless of its outcome), before you proceed to the battle aftermath.

When: Resolve this effect after you resolve the effect it refers to (or, sometimes, when you begin to resolve it), but before any other actions or effects.

When you are about to: Occurs immediately before you resolve the effect that is about to happen. This does not invalidate the triggering effect, even if it causes a **chain break**. Other effects with a specific trigger must be resolved after the trigger occurs, before resolving any effects other than the ones caused or enabled by it.

BONUS ATTACKS

Bonus attack effects allow you to perform an immediate attack, often outside of your turn, and most cause a **chain break**. For a **bonus attack** you may declare an **exhausted weapon** as your **active weapon**. If you do, unexhaust it, then continue the attack. During a bonus attack you may ignore attack responses to it. When the attack ends, continue resolving the battle round that was interrupted. All other combat action restrictions and rules apply.

A bonus attack during a titan attack is also called a **follow-up titan attack** and is resolved immediately after the current titan attack ends (no **chain break**). All other bonus attack rules apply.


Instant death effects are special effects that cause a titan to die immediately, without drawing an obol or a trauma card.

Death blows are critical effects that allow you to slay the primordial before dealing all required wounds.

RETREAT

Most battles allow players to **retreat**, but usually only after at least 2 titans have died. A retreat is treated as a defeat, but allows you to save the remaining titans to fight another day. A retreat is not possible in most battles against adversaries and boss primordials.

SISYPHUS TEARS

When a battle ends, players may decide to spend 1 **Sisyphus tear** to replay it, without suffering any of its consequences: do not lose titans, gain  or resolve end of battle effects. Restore the game to its starting state (including any spent godforms and summonings); you can change titans, loadouts, and *Argo* abilities.

WISE PROVIDENCE

Wise providence is a rare temporary boon that allows the battle to begin with a titan round instead of a primordial round. It generally impacts the next battle only; note it on the timeline, on the day of the first upcoming timeline battle. If it refers to a specific battle, note it in the *Boons*, *Afflictions*, *Notes* section of the *Argo* sheet.

CONDITIONS




Place any **condition card** you gain next to your titan sheet. If it also requires you to gain condition tokens, place them on the card. All conditions are discarded during the casualties step of the battle aftermath.

Some conditions may have additional **End of Battle**: effects that trigger if you were unable to get rid of them before the battle ended. If you gain a condition card outside of battle, it remains active until the end of the next battle. You cannot gain a condition if you already have it, but some conditions trigger additional effects if you gain them again.

AFFLICTIONS AND BOONS



Negative **afflictions** are permanent and you can only remove them if explicitly instructed. Positive **boons** can be personal traits, equipment or allies. Note both on your Argonaut sheet.

MOIROS CARDS

When any effect requires you to raise your **FATE**  over 9, shuffle the moiros deck and draw a random card. Keep this card until the end of battle (even if its effects aren't lasting). **If you are forced to draw another moiros card while you have one, you die instead.**

KRATOS CARDS

When you draw a kratos card, shuffle the deck and draw a random card. Keep this card until the end of battle (even if its effects aren't lasting). **If you are forced to draw another Kratos card while you have one, you die instead.**

If you must perform a **kratos roll**, roll d10. If the result equals or exceeds your **RAGE** , you succeed. If it is lower, you fail and you must draw a Kratos card. You cannot re-roll this using **FATE** .

AMBROSIA










When you gain an **ambrosia token**, place it on your titan sheet. Your **ambrosia limit** is usually 4.

If you have multiple elements that modify this limit, choose the one with the highest limit, then apply any bonuses and penalties to that limit. **If the number of ambrosia tokens on your titan sheet is ever higher than your ambrosia limit, the titan dies.**

FATIGUE

As long as you have a **fatigue token**, you can use the corresponding action only to discard the token. You cannot gain a fatigue token if you already have one. After you discard it, if you have any actions remaining, you can perform them as normal.

MODIFIER TOKENS




Use the appropriate red (-1) or blue (+1) **modifier token** when marking changes to attributes: **PRECISION** , **EVASION** , **AT** , **SPEED** , **EVASION** , **DANGER** , **TO HIT** .





Place temporary titan modifier tokens on their triskelions as a reminder. Place temporary primordial tokens in the Kratos pool and remove them in the *Clear the Kratos Pool* step of a titan attack.


Stack generic tokens under them to indicate larger modifiers. You can also use generic tokens to mark exhausted abilities or cards.




GEAR


There are 4 types of **gear** cards:

Weapons: All gear carried by titans in their hands count as weapons (including shields). They occupy 1 hand slot , 2 hand slots , or 3 hand slots . Titans usually have 2 weapon slots.

Armor : Defensive gear usually grant armor dice , evasion bonus , evasion re-rolls  or a combination of these defensive statistics. Titans usually have 1 armor slot.

Support : Abilities and effects that don't usually have defensive or offensive statistics. Titans usually have 2 support slots.

Attachment : These cards must be attached to another game element, and may modify that element, apply additional effects or give access to new abilities. Usually, a titan sheet can have up to 3  and each other card can have up to 1 . If a game element is exhausted or lost, its attachments are as well.

If an effect is limited by **charges**, at the start of battle, place tokens on the card equal its  value. When you are instructed to spend a charge, discard 1 token. If there are none left on a card, you cannot use its abilities that require you to discard a charge.

Each titan can use 1 **Fists** card. After performing gear loadout, if your titan has any free hand slots, you may equip a *Fists* card. If, at any point of the battle, you lose your weapon card(s), you may immediately equip a *Fists* card. When a titan is about to declare an active weapon during an attack, you may choose to discard one or more of your equipped weapon cards to equip a *Fists* card.



If, at any point of the battle, you gain a weapon card that uses up the hand slot(s) occupied by *Fists*, you must set the *Fists* card aside; it is then no longer equipped. *Fists* can be exhausted or discarded like any other gear card.


AWAKENINGS

Once you gain access to the *Forlorn Naos* technology, you unlock the ability of titans to **awaken**. You also permanently add the *Awakening Grave* trauma to the trauma deck and switch the *You Died* obol with its special variant.

Whenever an effect instructs you to awaken, choose an available **godform** and place its card over the illustration on your titan sheet. Note its name in the godform section of the *Argo* sheet and mark the box to denote that it becomes unavailable until the next divine surge. If there are none available, you cannot awaken.


As soon as you awaken, immediately:

- Perform a **chain break**.
- Gain the **priority target token**. As long as you are awakened, you cannot lose this token.
- Discard any condition cards and tokens, as well as despair tokens (but not ambrosia tokens).
- If you were **knocked down**, you may stand up.
- Gain **trespass tokens** equal to the  value in the bottom right of your awakening card (usually 2).
- You may immediately perform a move or **pushback** up to your , and perform a **bonus attack**. These are not regular attacks.

Instructions that allow you to awaken always include the , symbol, so your adversary moves towards the *Argo*.

These rules apply to you as long as you are awakened:

- When you perform a power roll, add the godform power die to the power pool instead of your titan power die.
- Gain all other bonuses listed at the bottom of the godform card.
- If the godform allows you to perform a special attack, this uses stats and effects given on the godform card and cannot be combined with your weapons. For this attack, the godform card is your active power (instead of an active weapon).


- When you are about to perform an obol draw, shuffle the *You Live: By the Power of the Dead Gods* card into the obol deck. Remove it from the deck when you finish resolving the draw (you only get 2 *You Live!* obol cards during your obol draws).
- If you are ever **knocked down** while awakened, during your turn, you may discard 1  token to immediately stand up.



At the start of your turn you must discard 1 trespass token from your godform card. If you cannot, return the godform card to the supply and lose all its bonuses. Then, if you awakened as a result of an obol draw, you die. If you have awakened through any other means, after you end your awakening, continue resolving your turns as normal.

SUMMONINGS IN BATTLE

Any summoning requirement that needs to be met before you are able to perform it always refers to the current battle. If a summoning does not specify the moment it can be used, it can be used like an *Argo* ability, during the titan round.

Summonings include the  symbol, so your adversary moves towards the *Argo* whenever you perform one.


VANTAGE POINTS

Some primordials allow you to create **vantage points** (VPs), spaces on top (or inside) of them. Titans can climb them to strike vital body parts, avoid primordial attacks or enable other effects.

The primordial VP must first be created before it can be used. When a VP is created, remove the interchangeable part of the primordial miniature and switch it with the vantage point part (or just use the VP space marked on the primordial sheet).


If a primordial has no associated VP description, you cannot create VPs on it by any means.

A titan adjacent to a primordial with an unlocked VP on it may perform a **climb** test as a free action. The skill specified on the primordial sheet. If you succeed, place your titan on the VP space. At the end of the primordial round, most VPs force you to perform a **hold on** test to find out if you fall down.


Only 1 titan can occupy a single VP at a given time. A titan may move from a primordial VP space to a space adjacent to the primordial using a  or any move-like ability, as if they were adjacent spaces. If a titan suffers **knockdown** or involuntary movement while on a VP space, they are first displaced to a space adjacent to the primordial.

Titans on VPs are considered adjacent and in range 1 to the primordial and all titans adjacent to that primordial. They measure range to other titans/elements from the space occupied by the primordial that is closest to that titan/element. Other titans adjacent to the primordial are not considered adjacent to titans on VPs.

EXHAUSTING/DISCARDING/REMOVING


When you **exhaust**  a card, turn it 90° to the right. It is still treated as equipped, but you cannot use it as an active weapon, use its defensive statistics, or activate any of its abilities except effects triggered by exhaustion or unexhausting. Passive abilities remain in effect even their card is exhausted, and traits are always active.

Cards remain exhausted until they are unexhausted by another effect. Each Argonaut may spend their movement action or combat action to unexhaust all exhausted equipped game elements.

When you **discard**  a token, place it back in the token pool. When you discard a card, flip it facedown; it is unusable until the end of this battle and it is not treated as equipped.

When you **remove** or **archive** an element, return it to the box, where it will not be used again this playthrough unless it is only removed for a specific duration.








TESTS IN BATTLE

To perform a **test**, roll a d10 and compare the result to the test's **difficulty**. A test associated with a specific Argonaut skill allows you to increase the result by your skill value. Tests can be re-rolled using **FATE** . Any bonuses must be declared before the roll.

ABILITIES

ACTIVE ABILITIES

Active abilities require you to pay a **cost** (given before the ability):

- Using a  combat,  movement, or  complicated action.
- Gaining +1 **FATE** .
- **Exhausting**  the game element providing the ability.
- **Discarding**  the game element providing the ability.
- Discarding a **charge** .

Active ability usage is always voluntary, so the costs can never be prevented or ignored by the use of other effects. Active abilities that do not have a specific timing condition can be used as a **free action**. You can use each available active ability on a single game element once per round.

CONSTANT ABILITIES


Constant abilities do not have a cost and must be resolved anytime the specified condition is met. You *must* resolve keywords that place kratos tokens in the kratos pool, and keywords that hinder you in any way. You *may* use abilities that grant you move-like abilities or allow you to forcefully move the primordial.

Constant abilities with a specific timing condition can be used multiple times during the same round. If the ability has a dual dual timing conditions, you may use it in either window, but not in both.

Constant abilities without a specific timing condition are **passives** and have an ongoing effect

KRATOS TABLE ABILITIES

Kratos table abilities do not have a cost and are represented by icons in the kratos tables. Each is gated by your current level.

You can apply bonuses from each kratos table level equal to or lower than your current RAGE .

If a level gives you options you can use only one. Symbols linked with a plus sign are both part of the same option.

When you reach the second ability window of your attack, you must apply applicable effects from each level of the kratos table that is still available (if it says you *may*, you can apply the ability, then decide not to resolve its effect).

NAMED ABILITIES

You cannot use multiple abilities with the same name at the same time (unless they are stackable keywords). You can use multiple active abilities with the same name during a single round, provided that they come from different game elements (as each single active ability can only be used once per round).

PRIMORDIAL ABILITIES

Restrictions on ability usage do not apply to primordials. All AI and BP card abilities are resolved by the primordial against a titan.

PATTERN CARDS

When a pattern card is applied to a titan, note that titan's name on an Argonaut sheet and note its pattern. This connection is permanent. If a titan with a pattern dies, that pattern is lost.

TERRAIN

Terrain tiles are made of spaces. Unless stated otherwise, resolve a tile effect when entering the first space of a tile.

Like a miniature, a tile does not block LoS to itself.

Terrain tiles can be placed or destroyed during battle. When a tile is destroyed, remove it from the board. When one is placed and all the tiles of that type are already on the board, remove the tile furthest from the primordial, then place it on the indicated spaces.

When a terrain tile is placed on a space occupied by another terrain tile, if the other tile is **indestructible**, you cannot place anything on top of it, so ignore this new tile placement. In all other cases the other tile is destroyed before you place the new tile.

When a terrain tile is placed on a space occupied by a titan, if the tile has the **obstacle** and **destructible** keywords, it is destroyed and the titan suffers **crash**.

If the tile has just the **obstacle** keyword, the titan suffers **crash** and is displaced to an adjacent space in a way that would allow the tile to be placed without overlapping. If there is no such space, the titan cannot be legally displaced and dies.

In all other cases the terrain tile is simply placed underneath the titan miniature and this titan must immediately resolve this tile's effects (if any) as if it had just moved onto it.

If a terrain tile is placed on a space occupied by the primordial, if the tile is **indestructible**, it is placed as normal. In all other cases the terrain tile cannot be placed (ignore this tile placement).

TERRAIN ABILITIES

All these abilities are forced and must be resolved each time they are triggered. If an ability has no trigger, its effect is constant and always active as long as this tile is present on the board.

Ambrosia: When a titan ends its movement on this tile (voluntarily or not), it gains 1 **ambrosia token**. If a titan starts its turn on this tile and doesn't move until the end of this turn, it gains 1 ambrosia token. If a titan moves through this tile but does not end its movement on it, test 6+. If you fail, gain 1 ambrosia token.


Boundless: You cannot voluntarily move onto this tile. If you would be forced to move onto or beyond this tile or board edge, you die.

Chasm: Titans cannot voluntarily move through chasm spaces. If a titan ends their movement on a chasm, it dies. If it is **pushed back** or **pulled** through a chasm space, it dies. If a chasm tile is placed under a titan, it dies. Titans do not die from moving over a chasm during **knockback** unless they end their movement on it.

Cover: Titans on this tile have +1 **EVASION** .

Destructible: When a titan is involuntarily moved onto this tile, the tile is destroyed. If a titan is **knocked back**, it ignores non-obstacle terrain tiles it moves through, so it will not destroy a **destructible** tile unless it ends its movement on it.

- **Reinforced Destructible:** When the primordial moves onto this tile or a titan is involuntarily moved onto it, flip this terrain tile and corresponding terrain card. It then becomes **destructible**.

Exposed: If the primordial stands on this tile, it has -1 .

Indestructible: This terrain tile cannot be destroyed in any way. It invalidates terrain placement on top of it.

Inhabited: Apply any bonuses and penalties listed on the terrain card based on your **diplomacy** score with the local faction. If this terrain tile is destroyed, lose -1 diplomacy with the local faction.

Labyrinth: Red lines on these tiles are treated as **obstacles**. Connecting labyrinth tiles are considered a single terrain tile.

Obscuring: This tile blocks LoS.

Obstacle: Titans cannot move through obstacles. Many move-like abilities interact with obstacles.

Trap: This tile has special interactions with the primordial, listed on the terrain card.

Treasure: This tile has special interactions with titans, listed on the terrain card.

KEYWORDS

Keywords are named abilities. Those followed by a number have stackable effects.

Ambrosia Limit X/+X: Your ambrosia limit becomes X or is increased by +X. This keyword does not stack, but all +X bonuses are cumulative.

Ascended: This ignores power level penalties.

Attack Re-roll X: During an attack roll, you may re-roll up to X attack dice with no additional cost. You can only re-roll each die once, regardless of the re-roll source.

Auto-break X: During the first ability window, place X **break tokens** in the kratos pool.

Block X: While performing an evasion roll, treat X successful hits as evaded.

Break X: During the second ability window, place X **break tokens** in the kratos pool. During the *Power Roll* step, each break token in the pool allows the attacking titan to turn 1 **▲** symbol into 1 **↓**.

Bypass: You may move through other titans, but cannot end your voluntary movement on a space occupied by another titan.

Carving X: When you wound the primordial, test **WISDOM** (8+). On a success, you immediately gain X additional non-core primordial resources from that BP card (these are not multiplied by the primordial level).

Commit: To attack with this weapon, gain +1 **FATE** **Ψ**.

Crash: The titan gains +1 **▲** and suffers **knockdown**. A titan suffers crash each time a primordial moves onto or through its space, as well as when any effect forces it to move onto a space with an obstacle terrain tile or places an obstacle terrain tile on its space.

Cumbersome: During the second ability window, if you successfully wounded with this weapon, exhaust it (treat as a voluntary exhaust).

Deadly: During an attack roll, replace one of your regular attack dice with an additional crit die. If you roll only 1 attack die, you gain a crit chance on a natural 9-10 result instead.

Displace: Move the displaced target to an empty space adjacent to its current position. If a titan is displaced and there is no space it can be legally displaced to, it dies instead.

Diversion: During the second ability window, place a **diversion token** in the kratos pool. An attacking titan may use a diversion token from the pool to ignore fail responses until the end of their attack.

Dodge: When you are about to resolve an evasion roll, gain +1 **evasion bonus** **✱** for that roll.

Doomed: During this primordial attack, titans cannot re-roll the evasion roll or judgement test using **FATE** **Ψ**.

Elation X: During the second ability window, you may discard X despair tokens or ambrosia tokens to place X **opening tokens** in the kratos pool.

Escalate X: Escalate X lowest level BP cards (remove each one from the BP deck and shuffle in a card 1 level higher), one at a time. Then do the same for the AI deck. Do not look at the removed cards.

Frontlines: If your titan is dead, at the *End of Battle* roll d10. On a 1 your Argonaut dies as well.

Heal: Take the top card from the wound stack and remove it from the battle. It does not count as a wound and does not provide resources at the end of the battle.

Heartseeker: During the *Draw BP* card step of the attack, you may look at the top 2 BP cards and choose which one to attack. Shuffle the other card back into the deck.

Hide: If you are not in front of the primordial, you may activate this ability at the end of your turn to become **hidden**. If you have the priority target token, pass it to the titan with the highest **RAGE** **Ω** other than you. While hidden you have +1 **evasion** and +1 **precision**. You stop being hidden if you move in front of the primordial, gain the priority target token, after the second ability window of your attack, or at the end of your next turn. Place a generic token on the element granting you **hide** as a reminder.

Knockback X: Move the affected miniature X spaces directly away from the source of knockback in a straight line (or in a specified direction if the knockback is directional).

- If caused by an attack, it affects the target only if it is within the attack's effective range.
- If caused by a primordial response, it affects the attacker only if they are within adjacency.
- Knocked back titans ignore all terrain tiles they move through except obstacles.
- If a titan is forced to move through a **destructible** obstacle terrain tile, stop its movement, remove the terrain tile from the board and place the titan in its space, then the titan suffers **crash**.
- If a titan is forced to move through an **indestructible** obstacle, it stops on an adjacent space right before the obstacle, then suffers **crash**.
- Knocked back primordials can move through any terrain tiles and miniatures. They destroy any terrain tiles (except **indestructible**) they move through and cause **crash** and **unavoidable knockback** to titans as normal.

If the affected miniature is knocked back into a board edge, it continues to move along the edge, if possible, away from the source of knockback.

Knockdown: Gain the *Knockdown* condition card, *falling down* side up, follow its rules, and place your miniature on its side. If knockdown is caused by an attack, it affects the target only if it is within the primordial's effective range. If caused by a response, it affects the attacker only if they are within adjacency.

While you have the *Knockdown* (*falling down*) card, you cannot perform any actions, reactions or free actions. At the end of your next turn, flip the card to the *Knockdown* (*standing up*) side. All titans with a *Knockdown* (*standing up*) stand up at the start of their next turn. If the card is discarded, also stand up.

Lifeline: When you are about to die from falling into a chasm space, displace instead. Alternatively, when you are about to die from falling from a boundless board edge, stop adjacent to it. This ability can be used even if **knocked down** or otherwise prohibited from using active abilities.

Lumbering: Cannot be involuntarily moved.

Motivate X: During the second ability window, choose another titan, who may move up to X spaces. If this keyword stacks, you can use each stacking instance on a separate titan.

Opening X: During the second ability window, place X **opening tokens** in the kratos pool. During the *Attack Roll* step, each of these in the pool adds +1 to each die result.

Overbreak X: During the second ability window, if your total power exceeds **☼** by 1 or more, place x **break tokens** in the kratos pool.

Peril: You must make this decision on your own. Do not consult other players.

KEYWORDS

Keywords are named abilities. Those followed by a number have stackable effects.

Ambrosia Limit X/+X: Your ambrosia limit becomes X or is increased by +X. This keyword does not stack, but all +X bonuses are cumulative.

Ascended: This ignores power level penalties.

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Auto-break X: During the first ability window, place X **break tokens** in the kratos pool.

Block X: While performing an evasion roll, treat X successful hits as evaded.

Break X: During the second ability window, place X **break tokens** in the kratos pool. During the *Power Roll* step, each break token in the pool allows the attacking titan to turn 1 **▲** symbol into 1 **↓**.

Bypass: You may move through other titans, but cannot end your voluntary movement on a space occupied by another titan.

Carving X: When you wound the primordial, test **WISDOM** (8+). On a success, you immediately gain X additional non-core primordial resources from that BP card (these are not multiplied by the primordial level).

Commit: To attack with this weapon, gain +1 **FATE** **Ψ**.

Crash: The titan gains +1 **▲** and suffers **knockdown**. A titan suffers crash each time a primordial moves onto or through its space, as well as when any effect forces it to move onto a space with an obstacle terrain tile or places an obstacle terrain tile on its space.

Cumbersome: During the second ability window, if you successfully wounded with this weapon, exhaust it (treat as a voluntary exhaust).

Deadly: During an attack roll, replace one of your regular attack dice with an additional crit die. If you roll only 1 attack die, you gain a crit chance on a natural 9-10 result instead.

Displace: Move the displaced target to an empty space adjacent to its current position. If a titan is displaced and there is no space it can be legally displaced to, it dies instead.

Diversion: During the second ability window, place a **diversion token** in the kratos pool. An attacking titan may use a diversion token from the pool to ignore fail responses until the end of their attack.

Dodge: When you are about to resolve an evasion roll, gain +1 **evasion bonus** **✱** for that roll.

Doomed: During this primordial attack, titans cannot re-roll the evasion roll or judgement test using **FATE** **Ψ**.

Elation X: During the second ability window, you may discard X despair tokens or ambrosia tokens to place X **opening tokens** in the kratos pool.

Escalate X: Escalate X lowest level BP cards (remove each one from the BP deck and shuffle in a card 1 level higher), one at a time. Then do the same for the AI deck. Do not look at the removed cards.

Frontlines: If your titan is dead, at the *End of Battle* roll d10. On a 1 your Argonaut dies as well.

Heal: Take the top card from the wound stack and remove it from the battle. It does not count as a wound and does not provide resources at the end of the battle.

Heartseeker: During the *Draw BP* card step of the attack, you may look at the top 2 BP cards and choose which one to attack. Shuffle the other card back into the deck.

Hide: If you are not in front of the primordial, you may activate this ability at the end of your turn to become **hidden**. If you have the priority target token, pass it to the titan with the highest **RAGE** **Ω** other than you. While hidden you have +1 **evasion** and +1 **precision**. You stop being hidden if you move in front of the primordial, gain the priority target token, after the second ability window of your attack, or at the end of your next turn. Place a generic token on the element granting you **hide** as a reminder.

Knockback X: Move the affected miniature X spaces directly away from the source of knockback in a straight line (or in a specified direction if the knockback is directional).

- If caused by an attack, it affects the target only if it is within the attack's effective range.
- If caused by a primordial response, it affects the attacker only if they are within adjacency.
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- If a titan is forced to move through a **destructible** obstacle terrain tile, stop its movement, remove the terrain tile from the board and place the titan in its space, then the titan suffers **crash**.
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- Knocked back primordials can move through any terrain tiles and miniatures. They destroy any terrain tiles (except **indestructible**) they move through and cause **crash** and **unavoidable knockback** to titans as normal.

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Lifeline: When you are about to die from falling into a chasm space, displace instead. Alternatively, when you are about to die from falling from a boundless board edge, stop adjacent to it. This ability can be used even if **knocked down** or otherwise prohibited from using active abilities.

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Motivate X: During the second ability window, choose another titan, who may move up to X spaces. If this keyword stacks, you can use each stacking instance on a separate titan.

Opening X: During the second ability window, place X **opening tokens** in the kratos pool. During the *Attack Roll* step, each of these in the pool adds +1 to each die result.


Overbreak X: During the second ability window, if your total power exceeds **☼** by 1 or more, place x **break tokens** in the kratos pool.


Peril: You must make this decision on your own. Do not consult other players.

Titan Possession: Once you equip this gear card on a titan, you have to equip it on this titan for every subsequent battle. You may, however, junction this titan with a different Argonaut.

- **Argonaut Possession:** This gear must be always equipped on any titan controlled by this Argonaut in every subsequent battle.

Unique: There can be no more than 1 instance of a unique card in play or in the *Argo* armory at any given time. Other game elements may interact with this keyword.

 **Provoke:** During the first ability window, gain the priority target token and turn the primordial to face you.

 **Power Re-roll X:** During the *Power Roll* step of an attack, you may re-roll up to X power dice. You cannot re-roll power dice using **FATE Ψ**.

Pull X: Move the affected miniature X spaces towards the source of the pull, along the shortest possible path.

- The affected miniature can move through spaces occupied by other miniatures, and must resolve the effects of any terrain tiles it moves through.
- If a titan is about to be pulled into a **destructible** obstacle, remove the terrain tile from the board, the titan suffers **crash**, then continue the pull.
- If a titan is about to be pulled into an **indestructible** obstacle, it suffers **crash** and continues to move along the obstacle's edge along the shortest possible path towards the primordial.
- If the affected miniature is or becomes adjacent to the source, move the source directly away from the affected miniature the remaining number of spaces, then finish the pull. The source follows the rules of voluntary movement.
- Titans may use this keyword during either the first or second ability window.

Pushback X: Turn the source towards the affected miniature. Then, move X spaces in the direction of that miniature, pushing it in a straight line.


- Pushed titans can move through spaces occupied by other miniatures. If a titan ends involuntary movement on a space with another miniature, the other miniature is **displaced**.
- The affected miniature must resolve the effects of any terrain tiles it moves through.
- If the affected miniature is not adjacent, move the source in its direction along the shortest possible path.
- If a titan is about to be pushed into a **destructible** obstacle, remove the terrain tile from the board, the titan suffers **crash**, then continue pushback.
- If a titan is about to be pushed into an **indestructible** obstacle, displace it to an adjacent space that would allow the primordial to continue movement onto a space previously occupied by the titan, then continue pushback. If displacement is impossible, the titan dies and, once the primordial has moved into the space formerly occupied by the targeted titan, the pushback stops.
- If a titan or primordial is about to be pushed into the board edge, it is displaced to an adjacent space in a way that would allow the source of pushback to move onto a space previously occupied by the affected miniature, then continue pushback. If displacement is impossible, the titan dies and the pushback stops.
- Titans may resolve this keyword during either the first or second ability window of their attack or when specifically instructed to resolve it immediately.

Ranged X–Y: To attack with this weapon, you must be at least X and up to Y spaces away from your target. This keyword is not stackable.

Reach X: You may attack from up to X spaces away. This keyword is not stackable.

Reflex: Move up to 1 space.


- **Advanced Reflex:** Move up to 2 spaces.
- **Superior Reflex:** Move up to 3 spaces.


 **Reposition X:** During the second ability window, you may move up to X spaces.



Reinforce X: When you are about to resolve an armor roll, add X red dice to your armor dice pool.

- **Advanced Reinforce X:** When you are about to resolve an armor roll, add X black dice to your armor dice pool.
- **Superior Reinforce X:** When you are about to resolve an armor roll, add X white dice to your armor dice pool.

Rocksteady: When you are about to suffer **knockdown**, you may use this ability to ignore it.

Rush: Move with +1 **SPEED**  and melee/reach attack with **auto-break 1**. You must move at least 3 spaces and reach your target via the shortest possible path.

- **Improved Rush:** Move with +2  and melee/reach attack with **auto-break 1** and +1 **precision**. You must move at least 3 spaces and reach your target via the shortest possible path.

Sacrifice: During the first ability window, you may gain +1 **DANGER**  to place 1 **break token**  in the kratos pool.

Scale: When you are about to perform a test to climb a vantage point, automatically succeed at that test instead.

Second Chance: After you draw a trauma or obol card, you may ignore its effect and discard it. Draw and resolve another card from the same deck (a discarded obol is immediately shuffled back into the obol deck). You cannot ignore the second draw in any way.

This ability can be used even when **knocked down** or otherwise prohibited from using active abilities.


Solace: Discard a *Mind* condition card or a despair token from yourself or an adjacent titan.

Spotlight: During the first ability window, if you have the priority target token, gain +1 **power die**  for this attack.


Stalwart: When you are about to suffer **knockback**, you may use this ability to ignore it.

Suppress: Shuffle the discard pile denoted by the subtype into the appropriate deck.

- **BP Suppress:** Shuffle the BP discard pile into the BP deck.
- **AI Suppress:** Shuffle the AI discard pile into the AI deck.

 **Tireless:** When you are about to activate the **cumbersome** keyword, you may ignore it.

Tumble: When you are about to suffer **crash**, roll a d10. On 6+ ignore it.


 **Vault:** If you're adjacent to the primordial, place your miniature on an empty space in a straight line from you, on the opposite side of the primordial, adjacent to it. A titan may use this ability in either the first or second ability window.


- **Forced Vault:** If you're adjacent to the primordial, place your miniature on a space in a straight line from you, on the opposite side of the primordial, adjacent to it. Treat as involuntary movement. If you would have to end this movement outside the board edge or on an **indestructible** obstacle terrain tile, you die instead.

Titan Possession: Once you equip this gear card on a titan, you have to equip it on this titan for every subsequent battle. You may, however, junction this titan with a different Argonaut.

- **Argonaut Possession:** This gear must be always equipped on any titan controlled by this Argonaut in every subsequent battle.

Unique: There can be no more than 1 instance of a unique card in play or in the *Argo* armory at any given time. Other game elements may interact with this keyword.

 **Provoke:** During the first ability window, gain the priority target token and turn the primordial to face you.

 **Power Re-roll X:** During the *Power Roll* step of an attack, you may re-roll up to X power dice. You cannot re-roll power dice using **FATE Ψ**.

Pull X: Move the affected miniature X spaces towards the source of the pull, along the shortest possible path.

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
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
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

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CYCLE 1

LABYRINTH TILES

Titans can freely move through labyrinth spaces, but red lines block their' LOS, movement, and adjacency. Primordials ignore labyrinth tiles during movement and attacking, but red lines block their LOS for targeting. Labyrinth tiles connected by sides with green lines are considered a single tile.

The **Labyrinth X** keyword instructs you to place X labyrinth tiles:

- Place the tile shape indicated by the labyrinth track marker, then move the marker clockwise to the next space.
- Unless stated otherwise, always place labyrinth tiles in front of and adjacent to the primordial. The cannot be placed in any part under the primordial.
- If the tile is placed as part of an attack, it must be placed underneath the target, if possible. If you can place it so it ends up underneath more than 1 titan, place it so it goes under the most titans (the target must be one of them).
- When you must place more than 1 tile at a time, do not invalidate the placement of other tiles (if possible). If a tile would overlap with another terrain tile (without the *Indestructible* trait) remove the other terrain tile before placing the labyrinth tile.

If these rules contradict one another, prioritize them in order of their appearance on this list. Labyrinth tiles cannot be placed in any part outside the board edge, nor may they overlap with another *Indestructible* terrain tile. If it is impossible to place a tile, the keyword has no effect, but still move the track marker.

DESPAIR



Whenever you gain a **despair token**, place it on your Argonaut card. While you have a despair token and don't stand adjacent to another titan, gain these penalties:

- **1 token:** -1 **PRECISION**.
- **2 token:** -3 **PRECISION**.
- **3 token:** You cannot perform a combat action
- **4+ token:** Your titan dies.

Discard 1 despair token each time you deal a wound. Discard all of them during the **casualties** step of the battle aftermath. If you gain despair tokens outside of battle, they stay on your Argonaut card until the end of the next battle or until they are discarded.

When an effect changes your despair limit, it changes the threshold of death; it has no bearing on other despair effects.

TRAMPLE

When an effect instructs you to **trample**, Labyrinthraos moves at full **SPEED** in a straight line (without turning). It follows all rules of primordial movement, but if it moves through or ends its movement on a space occupied by a titan with a *knockdown* condition card, instead of suffering *crash*, that titan must perform an **obol draw** (regardless of their current trauma level).

MAZETOUCHED (AFFLICTION)

When you gain this affliction, not it in the *Boons*, *Afflictions*, *Notes* section of your Argonaut sheet.

MAP SYMBOLS

River space restricted

Cretan city space: When instructed to place a token on an unoccupied city space, place it on a symbol with no tokens other than the **last visited city** token. However, do not place any tokens on Knossos (treat it as an occupied for this purpose).