

ARGONAUTS


1-4


60'


10+

Overview

Argonauts is a cooperative game for 1 to 4 players, based on the legendary quest of Jason and his companions to reclaim the Golden Fleece. Players take control of the legendary Argonauts and aid them in their objective, to reach the land of Kolchis, reclaim the Golden Fleece and return safely back to Iolkos, while making sure the crew is healthy, the cargo hold stocked with rations and of course keeping the legendary Argo intact.

Gameboard



Game Components

17 Hero Cards



4 Legendary Encounter Cardboard cards
Dual side printed



1 Favor of the Gods token 1 Materials token 1 Argonaut crew token 1 Rations token 1 Gold token 1 Hull Damage token



5 Relic tokens 10 Equipment tokens 1 Golden Fleece token 1 Wooden Ship 1 d12



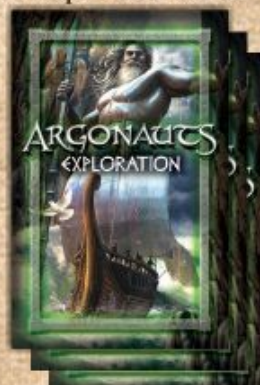
3 Port City Cardboard Cards
Dual Side Printed & 1 Player Aid



21 Argo Event Cards



12 Exploration Cards



8 Merchant Cardboard Cards



Game setup

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

1. Unfold the game board.
2. Prepare the Argo events deck. Remove the card titled "Pursued" from the deck, shuffle the cards and place them on their respective place on the board.
3. Prepare the Exploration events deck. Shuffle the cards and place them on their respective place on the board.
4. Place the tracker tokens on the following positions:
 - The rations token is placed on the space indicating 9 rations
 - The gold token is placed on the space indicating a supply of 6 gold
 - The materials token is placed aside, since you start the journey without any materials
 - The Argonauts token is placed on the space indicating a full crew (9).
5. Place Argo (the wooden ship) on Iolkos.
6. Prepare the Hero deck. Remove Medea from the hero deck, shuffle the cards and deal 4 heroes randomly to each squad. **Important:** Jason and Hercules cannot be in the same squad.

Assign squads depending on the number of players:

In a 4 player game, each player controls 1 squad.

In a 3 player game, 2 players control 1 squad and 1 player controls 2 squads.

In a 2 player game, every player controls 2 squads.

In a solo game, the player controls all 4 squads.



PLAYING THE GAME

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

- At the beginning of each round the first action is to reduce the rations by 1. The crew has to be well fed. Should you fail to feed your crew due to lack of rations, you reduce the Argonauts track by 1 instead. Reducing the Argonauts track means that the crew is unfit for duty due to sickness, injury, stress etc.
- After this step is resolved, you move Argo one step forward. If your movement ends on a sea space, you have to draw an Argo event card and resolve it. If your movement ends on a port city, consult its respective card and you may use one or more of the services provided. Finally, if your movement ends on a legendary encounter space, find the respective legendary encounter card and resolve it.
- Most cards drawn will require you to use heroes for their class or their skills. Using a hero exhausts him and the hero is placed at the “exhausted” space of the squad track.

Heroes

- Each turn you may use up to 4 heroes, one from each squad.
- You may use a hero for either his skills, his class or his special ability.
- Using a hero in any such manner exhausts him and the hero is then placed on the “exhausted” space of the squad track. If there is an already “exhausted” hero on the “exhausted” space, move that hero on the next space titled “Resting”. If a hero is already on the “Resting” space of the squad track, then move that hero on your hand. This hero will be usable on your next turn.

End of the Game

Winning the game is simple. Argo and her crew of heroes must reach the home port of Iolkos. This means that, should the hull damage on Argo be at any moment 4, then the ship is sunk and by definition, you lose the game. Also, Argo can't traverse the sea on her own. Reaching a crew of 0 also means you lose the game.

The Cards

Hero Cards

On a hero card you may find valuable information about each hero, such as his class, his skills (depicted with icons), his special ability and finally his standing with the Gods of Olympus.

HERO CARD (JASON)



SKILLS

- DIPLOMACY 2
- BATTLE 2
- SAILING 1
- STEALTH 1

CLASS
WARRIOR / DIPLOMAT

SPECIAL ABILITY
Leadership: Exhaust Jason to use a resting character's skills instead.

FAVORED +1 (HERA)
CURSED -1 (ZEUS)

RESTING	EXHAUSTED
 <p>MEDEA MYSTIC</p> <p>Priestess of Hecate: Exhaust Medea to reduce selected difficulty number by 2.</p> <p>HERA ZEUS</p>	 <p>CASTOR WARRIOR</p> <p>Reckless (P): Using Kastor, roll 1d6. Nothing happens 7-12. Lose 1 Argonaut.</p> <p>ZEUS ATHENA</p>

Class

In **Argonauts** heroes may have one (or more) of the following classes:

- Warrior
- Sailor
- Diplomat
- Scout
- Mystic

Aside from giving the player a feel on the hero's strengths, the hero can be used for his class on port cities to gain access to services provided there, or on various event cards to improve the result of that encounter (e.g. Using a sailor on a thunderstorm event, allows you to add the sailor's sailing skill on the result of the die roll, quite possibly improving the outcome of that event).

It's worth mentioning the hero Laertes. His class, "Jack of all trades" means you should treat this hero as if he had all 5 classes.

Skills

The Argonauts were renowned heroes of ancient Greece, but that doesn't necessarily mean that they were all mighty warriors or veteran seafarers. Each one was handpicked by Jason for their unique skills and specialties. This is shown in the different skills the heroes have mastered.

The skills are explained here:



Battle: Sword, spear, bow or fists, regardless of the weapon, this hero is an expert fighter.



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



Diplomacy: With well placed words, using the appropriate etiquette or through intimidation, you can achieve your goal without drawing your sword.



Stealth: Moving in the shadows in silence you can avoid enemies, or deal lethal blows to unsuspecting foes.



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

Special Abilities

A player has the alternative option of using the hero for his special ability. These powerful abilities give players the edge to win the game. As mentioned before, using a hero for his special ability will exhaust that hero, thus depleting the action for the player controlling him.

The special abilities of all the heroes are explained below:

JASON: Leadership: exhaust Jason and use a resting character's skills instead. When using this special ability, you may use a **resting** hero's skills (but not class or special ability) from any of the 4 squads instead of using Jason for his skills. Practically, Jason replicates the skills of a resting hero. E.g. During a battle, Hercules is resting, but the crew can really use his godlike strength. Using Jason you may use Hercules' skills instead of his own for this battle.

HERCULES : (P) Demigod's Prowess: if used on a Might Approach, add 1 to one of Hercules' skills. This is a passive ability. E.g. facing the harpies in combat, you may add +1 to any one of Hercules' skills for this encounter.

ARGOS : Argo's "father": exhaust Argos & spend 1 material: repair 1 hull damage from Argo. This ability may be used while traveling on sea.

CASTOR : (P) Reckless: Whenever you use Castor, roll 1d12. 1-8: nothing happens 9-12: lose 1 Argonaut. This is a passive ability. Whenever Castor is exhausted, you have to roll 1d12 and resolve the roll accordingly.

POLYDEUCES : (P) Glutton: whenever you use Polydeuces, roll 1d12. 1-8: nothing happens 9-12: lose 1 ration. This is a passive ability. Whenever Polydeuces is exhausted, you have to roll 1d12 and resolve the roll accordingly.

MOPSUS : (P) Hierophant: exhaust Mopsus, pay 1 ration: reroll any die. When using Mopsus and your action involves rolling a d12, you may pay 1 ration and reroll the die. Use the second result to resolve your action.

ASCLEPIUS : Legendary Healer: when docked, exhaust Asclepius: restore 1 argonaut. This ability cannot be used while traveling on sea. When using this ability, upgrade the Argonauts track by 1 step.

LAERTES : Well connected: when docked, exhaust Laertes: you may use 1 more available port option. Please note that exhausting Laertes gives you an extra option from the available and he won't be available to use on any other action during this round.

CALAIS : (P) Sons of Boreas: When used with Zetes: add 1 to any chosen skill. If exhausted on the same round along with his brother Zetes, you may add 1 to any chosen skill of this hero.

ZETES : Special ability : (P) Sons of Boreas: When used with Calais: add 1 to any chosen skill. If exhausted on the same round along with his brother Calais, you may add 1 to any chosen skill of this hero.

NAUPLIOS : Helmsman: exhaust Nauplios and reduce damage dealt to Argo by 1 during this round. For example, if Argo were to receive 1 hull damage during an encounter, exhausting Nauplios would reduce this damage by 1, to a total of 0.

TIPHYS : Navigator: exhaust Tiphys: draw another Argo event card and resolve it instead. You draw another Argo event card. You then have to resolve the latest card drawn.

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

MEDEA : Enchantress: exhaust Medea: reduce by 2 selected difficulty number. For example, when facing the Sirens, you may exhaust Medea to reduce the sailing skill required for the Cunning approach by 2, to a total of 4 (originally 6).

LYNCEUS : Tracker: during exploration, exhaust Lynceus: draw a second exploration card. You may choose which one to resolve. E.g. you draw 2 exploration event cards, one of them is "Ambushed" and the other "Hunting". Lynceus' ability allows you to choose which one to resolve (consider this as scouting ahead).

ATALANTA : (P) Huntress: When exhausted for exploration: add 1 ration. This is a passive ability, meaning that whenever you use Atalanta to explore, you may also add 1 ration to your stock.

ECHION : Son of Hermes: when visiting a trader, exhaust Echion: buy 1 item with no cost. This item can be either food, materials or a piece of equipment.

PORT CITIES

During their arduous journey, the Argonauts had to maintain their cargo hold well stocked with the necessary supplies. Along the way, they asked for help from local lords, they foraged the wilds for food and materials, they were waylaid by bandits and they prayed to the Gods for aid.

The port cities in Argonauts represent an opportunity for the players to restock their cargo hold with much needed rations, gear up with valuable equipment etc.

On each port city, you may use **up to 2** different port options provided on the card. You may not choose one option twice. Using Laertes' special ability, will allow you to choose a third option (the previous rule still applies).

The available services that the players may use are explained here:

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

Hearing: Jason and his Argonauts faced hardships on their way, but they were also aided by hospitable lords who found Jason's undertaking a worthy quest for a hero. Dealing with a lord isn't a simple task, as it requires the appropriate etiquette. To go on a hearing, the players must exhaust a diplomat, roll 1d12, adding the hero's diplomacy skill to the roll result and then consult the table on the current port city for the outcome of the attempt.

Shipyard: Argo is a legendary ship but she's still made out of wood and thus, susceptible to hull damage be it from thunderstorms, naval combat or other dangerous encounters. To repair Argo you need to visit a shipyard by exhausting a sailor and spending 1 material in order to repair 1 hull point. You may repair as many hull points as you want, provided you have 1 material per 1 point repaired. Please note that you suffer a -1 penalty in all sailing related encounters for each hull damage on Argo.

Temple: Before any minor or major undertaking, it was deemed wise by the ancients to have the Gods by their side, something accomplished via prayer, sacrifice or plea. To visit a temple, you have to exhaust a mystic and pay the necessary cost in gold in order for your visit to be fruitful. The Gods are satisfied and the players gain a "Favor of the Gods" token for future use.

Exploration: Foraging and hunting was a viable way to secure the necessary supplies for the journey. But exploring the wilds may hide dangers or hazards. To explore, you must exhaust a scout, draw an exploration event card and then resolve it. If the card calls for a die roll (like "Hunting" or "Lush Forest") you may add the scout's stealth skill to the die roll.

Trader: You may draw 1 merchant card. There, you may buy as many items your crew needs for the journey, provided you have the gold to pay for them and enough space in the cargo hold. You can store up to 9 rations and 4 materials. There is no restriction regarding equipment tokens or relic tokens.

Merchant cards: Every merchant has different goods available for sale. On a Merchant card you may find the goods and quantities available and the price he sells these goods respectively. When a merchant offers equipment, you flip as many equipment tokens as the merchant card has in stock. (e.g. this merchant card offers 3 pieces of equipment).

Please note: when you reach the port city of Kolchis, Hercules is **removed** from the game and is immediately **replaced** by Medea. This means that the player controlling Hercules removes him from his squad and places the Medea hero card on his hand (if Hercules was available) or on the table if Hercules was resting or exhausted.



Equipment:

Either bought from a merchant, as spoils for battle, or as aid from a local lord, the players may gain useful equipment. These can be items that can be used, always in addition to exhausting a hero, to bolster the end result of an encounter where skills are involved. These items add their bonus, as shown on them, to the total skill sum. When an item is used it is discarded and placed again on the equipment pile face down.

Relics are powerful artifacts which give an epic modifier bonus when used. They are gained as a reward after defeating certain legendary encounters. As with the rest of the equipment in Argonauts, they are used once and they are discarded afterwards.

The Golden Fleece is the pièce de résistance in Argonauts. Players gain the Golden Fleece after the Dragon legendary encounter, regardless if they were defeated or victorious. This powerful item can restore an argonaut (effectively upgrading the argonaut track by 1 step) only once per game. Once used, flip the Golden Fleece token upside down.

Favor of the Gods

- The “Favor of the Gods” token is actually a blessing that may be used in two different ways:
- When the game calls for a Divine Intervention die roll (in legendary encounters or during combat) you may use a token and disregard rolling the die, effectively resolving the encounter with the skills used.
- When you face extreme weather conditions (like a thunderstorm or dead calm), you may use the Favor of the Gods to skip the event unscathed.

Important:

The players cannot have more than three (3) Favor of the Gods during the game as shown in the Favor of the Gods track.



ARGO EVENTS

The journey of our heroes was not one of leisure. In their travels, they came across Pirates, Rough Seas, Shallow waters and sometimes sickness struck their crew. On several events (like Thunderstorm or Rough Sea) you may use a hero (as printed on each such card) for his class and add his skill to improve the result of your die roll. The players will encounter the following events while the ship is in open sea: Thunderstorm, Rough Sea, Shallow Waters, Fog, Tailwind, Traveling Merchant, Sickness, Bountiful Waters.

Please note: after the Dragon legendary encounter and before moving to the next sea step, shuffle in the Argo events deck the card titled “**Pursued**”.

The events below are further explained:

Pirates: when encountering pirates, the players have to follow these steps:

- Choose the way they’ll deal with them, either with might or with cunning.
- Choose the heroes to participate in this encounter, by adding their respective skills.
- Players may now use any equipment they wish to bolster their end result.
- Roll 1d12 to determine the difficulty of the encounter.
- The result of the previous roll is applied for Divine Intervention, Players can confer to the Divine Intervention table on the board for their result. If the resulting God either favors or hinders a hero (as depicted on the bottom of each hero card) that player has to either add 1 or subtract 1 respectively to the skill for which he used this hero. The players may choose to use a “Favor of the Gods” in order to skip rolling for Divine Intervention.

Compare the difficulty of the encounter to the sum of the heroes’ skills after calculating the divine intervention. If the heroes have a score equal or higher to the difficulty rolled, they successfully deal with this threat and gain the rewards depicted on the bottom left of the card. If they lose, they suffer the losses also depicted on the bottom right of the card. **Example:** The players draw a Pirates event card and choose to deal with them the old fashioned way, combat. They choose Hercules, Jason, Kastor and Atalanta, adding their battle skills to a total of 11. They also decide not to take any unnecessary risks and use a “weapons” equipment card with a +1 bonus, for a final total of 12. Rolling 1d12, they get a result of 7, which is the difficulty of this battle. Conferring to the Divine Intervention table, they see the God Hephaestus, which neither favors nor hinders any of the heroes selected. This means that the heroes are victorious and gain the rewards mentioned on the bottom of the “Pirates” card.

Equipment



Relic



Golden Fleece



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

Fine Weather: Nothing happens during this step of the journey. This event gives the players the option, should they choose to do so, to exhaust a hero on their hand in order to bring the resting hero on their hand. This is a tactical event, as it gives you the opportunity to make plans and modify the available hero roster for what lies ahead.

Tail Wind: You may move two steps forward. With this move, you may choose to skip a port city but you may not skip a legendary encounter in this manner.

Dead Calm: There is no wind, the sails are hanging from the masts, or maybe you have angered the God of Wind, Aeolus. Either way, without the wind to aid you, rowing on a dead calm can be exhausting. During this event, all players must select and place one of the two available heroes from each squad on their hand face down. These heroes will also be unavailable for the next encounter. After the end of the next turn, each player may take the face down heroes again on their hands. Players may avoid this event by spending a “Favor of the Gods”.



EXPLORATION EVENTS

On events like Hunting and Lush Forest, you may use the scout’s stealth skill to improve the result of your die roll. Following is a list (and explanation where necessary) of the events the players will encounter while exploring.

Hunting

Lush Forest

Seduction: According to the myth, a nymph seduced the Argonaut Hylas into following her, thus abandoning Argo and her crew. This event is inescapable.

Ambushed: This event is resolved in the same way with the “Pirates” event card.

Recruitment: To actually benefit from the Recruitment event, you have to exhaust a diplomat and add his skill to the end result.

LEGENDARY ENCOUNTERS

The Argonauts had to deal with legendary monsters or hazards. The Harpies, the Clashing Rocks, the guardian Dragon of the Golden Fleece, all posed great threats to the heroes’ journey. The legendary encounters are depicted on the board with a red circle. The sequence of the legendary encounters is as follows: 1. Harpies (Bithynia), 2. Symplegades, 3. Dragon’s Teeth, 4. The Dragon, 5. Sirens (Anthemoessa), 6. Scylla & Harybdis (Thrinakia), 7. Talos (Creta). Pursued is a randomly drawn encounter. When you draw the Pursued Argo event card, you have to resolve the Pursued legendary encounter card.

When dealing with a legendary encounter, the players have to follow these steps:

- Resolve the legendary encounter’s effect first. If any losses incurred this way reduce either your crew of Argonauts to 0 or the total hull damage on Argo to 4, **you immediately lose the game.**
- Select the approach to deal with the threat, either with might or with cunning. Each approach has its own difficulty, often comprised of more than 1 skill necessary to deal with the threat. To be victorious, the players must fulfill the difficulty mentioned by using heroes whose skill sum will at least equal the requirement mentioned on the selected approach.
- Players may now use any equipment they wish to bolster their end result, by adding the item’s skill bonus.

- Roll 1d12 to check for Divine Intervention. Players can confer to the Divine Intervention table on the board for their result. If the resulting God either favors or hinders a hero (as depicted on the bottom of each hero card) that player has to either add 1 or subtract 1 respectively to any one of the skills for which he used this hero. **Important:** The players may choose to use a “Favor of the Gods” in order to skip rolling for Divine Intervention.
- Compare the difficulty of the legendary encounter to the sum of the heroes’ skills after calculating the Divine Intervention. If the heroes have a score equal or higher to the difficulty mentioned, they successfully deal with this threat and gain the rewards depicted on the bottom of the card. If they lose, they suffer the losses also depicted on the bottom of the card.

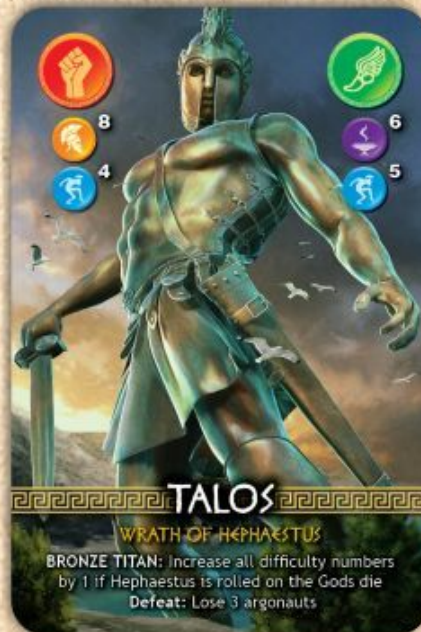
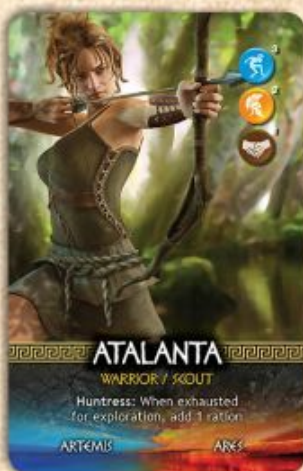
Example:

The heroes are facing the Bronze Titan Talos. The players choose the Might approach to deal with this threat. Talos has a might difficulty of 8 Combat and 4 Stealth. They select the heroes Jason, Atalanta and Castor for their skills, adding their battle skill and stealth skill to a total of 7 and 5 respectively. This is not enough to defeat Talos, so the players also use Medea for her special ability, reducing the battle difficulty of Talos by 2 to a total of 6. A d12 is rolled with a result of 7 to check for Divine Intervention. Conferring to the table, they see the Goddess Artemis, which favors one of their heroes, Atalanta, allowing the player controlling her to add 1 to a skill of his/her choice, in this case, to Stealth. The end result is higher than the difficulty of Talos, meaning that the heroes are victorious.



Might Approach

Cunning Approach



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