AEON TRESPASS

ODYSSEY

LEARN TO PLAY

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ARISE

For a long while there was nothing. Then, excruciating pain.

You awaken to the cold embrace of the Old Priest's wiry hands, his wrinkled face an unsung epic onto itself, his tired, but fiery eyes telling you that that epic is not quite finished.

"Awaken, dreamer. There is need."

You are rushed through the half-lit corridors, sandals clanging on the metal floor, hurried shouts cheering you on. You enter a giant round room the priest called the Union Balaneion. Green liquid pours from bronze pipes and into a large pool in the middle. Long, thick roots hang from the ceiling, each tipped with a metallic spike. Is there a tree, you wonder absent-mindedly.

The Old Priest does not waste time:

"Hekaton comes. It crawled onto the ship when we entered the shallows. We are the flame it wants to extinguish. Let it not. Dive in the pool, O Argonaut, and dream the dream of power."

Though you have many questions, you recognize the immediacy of the old man's plea. You submerge into the emerald waters. The liquid is warm and soothing. Suddenly you feel elated – and terrified. As another consciousness makes its presence known, you start to lose your sense of self. You feel that Other more palpably now, simple and unrefined, raw and primal. Tremendous power... of a Titan.

"How do I... control it?"

"Learn through struggle," the last words of the priest are drowned by the mighty bellowing roar of the Hekaton.

ARGO SHEET

The Argo Sheet serves as the main means of tracking your campaign progress, resources, diplomacy, available Titans and other campaign statistics. Whenever you gain or lose any of these statistics, adjust their value in a corresponding section of the Argo Sheet. The *Argo* is your life! You may lose a Battle, you may lose Titans, you may even lose Argonauts... but if you lose the *Argo*, you're done! You can find an Argo Sheet for each Cycle at the end of the corresponding Storybook. For a Cycle I Argo Sheet, go to the last page of the Cycle I Storybook (or visit our website: www.intotheunknownstudio.com)

0 INTRO

Welcome to **Aeon Trespass: Odyssey!** This **Learn to Play** book has been designed to ease you into its various mechanics and intricacies. Whenever you see a box like this, you'll know a major element of the game is being introduced or expanded upon. If a specific rule is not found here, it will be in the **Rulebook**.

Aeon Trespass: Odyssey is a game about adventure, exploration and fierce battles with giant monsters. It's a cooperative board-game experience for 1–4 players played over multiple sessions making up a campaign called a **Cycle**. It combines elements of adventure and civilization-building games. You will travel around Ancient Greece on board a giant city-ship called the *Argo*, go on adventures, develop new technologies, craft new weapons and gear, train your Argonauts, create new Titans, do battle with Primordials, and much much more.

On the next pages you'll find instructions on how to prepare a **Battle** and slowly move from there. Every Battle is fought on the Battle Board, with miniatures representing Primordials and Titans. Now see #1: Argonauts, Titans and Primordials.

1 ARGONAUTS, TITANS AND PRIMORDIALS

You play as **Argonauts** controlling **Titans**, not the Titans themselves. Think of this as being at the steering wheel of a 30 ft. tall wild giant! This is why you get separate Titan and Argonaut Sheets, and Argonaut Portrait cards.

As the campaign progresses you will unlock many new Titan classes, each represented by a separate Titan Sheet.

On the other hand, you're stuck with your Argonaut until they die or otherwise leave the ship! At the start of the campaign, you get an Argonaut Portrait card, which provides you with a small Skill bonus and an **optional** backstory (we encourage you to create your own!), and an Argonaut Sheet, which you will use to note your character progress and other useful things!

Primordials are the sworn enemy of all mortals. They appeared after the **Eschaton**, a cataclysmic event that wiped out the Olympian gods, and are hell-bent on destroying what's left. These are unspeakable monsters larger even than the Titans. There is no negotiating with them. You will either be victorious or die. No pressure.

Take the Cycle I Argo Sheet!
Then, proceed to the Tutorial Battle on the next page.

Tutorial Battle

The Hekaton has broken through Argo's outer defenses. In its wake lies a serpentine path of broken shields and dreams. The Hekaton's monstrous roars merge with the blaring of sirens and screech of bent metal resulting in a cacophonic dirge. It's getting closer. Many brave warriors gave their lives to lead it to the Control Column Garden. To you.

You feel the Titan's heartbeat quicken; its chiseled body becomes soaked with sweat. Can this awesome being of raw power even feel fear? Or... is it all you? Giant muscles flex, and the Titan crouches, ready to pounce. The Hekaton comes.

You laid a trap for the Primordial in the Control Column Garden. Your Titans are unarmored and unarmed. All they have going for them is their brute strength, the columns and the will and ingenuity of the Argonauts controlling them.

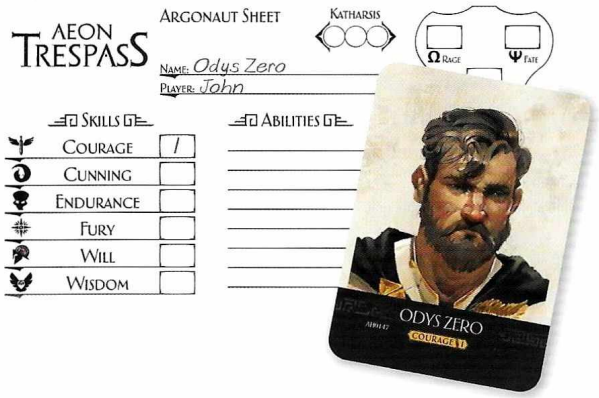
First, you need to prepare your battlefield. Take out the **Battle Board** 1 and place it in the middle of the table. Notice that it has spaces planned around its edges. These are to help you organize game elements, so that when you all sit around the table, everyone has something to do. Of course, this is only a suggestion, you will soon find your optimal board layout! For now, let's stick to the default one though!

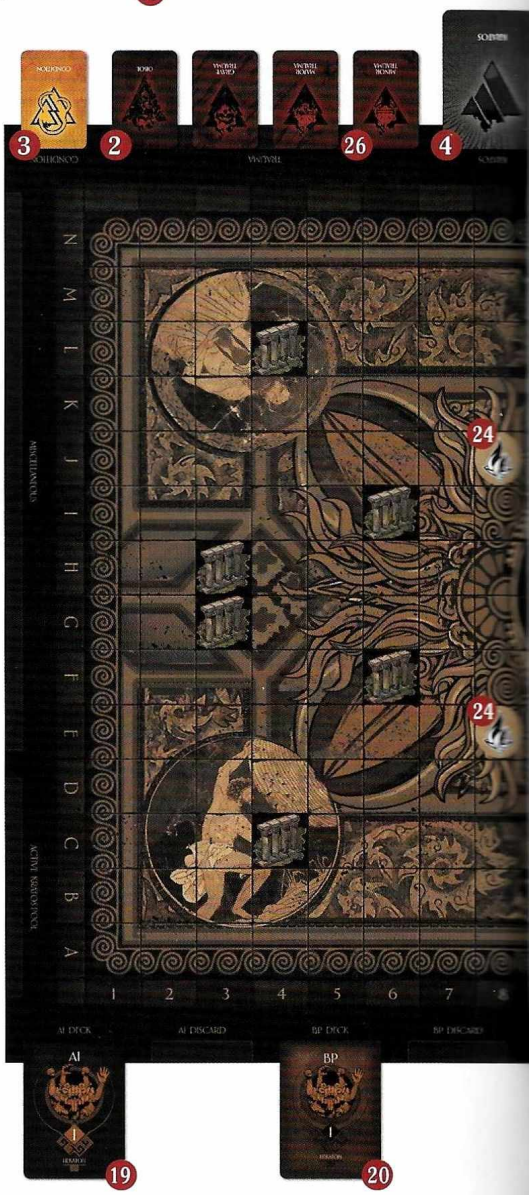
Take the following decks out of the box: **four Trauma decks** 2 (Minor, Major, Grave and Obol; their severity is marked on the cards' backs), as well as the **Condition deck** 3, **Kratos deck** 4 and **Moiros deck** 5. These represent various negative and, sometimes, positive, effects of being hit, wounded, angry or tempting fate.

For this Tutorial Battle, remove the following cards from the Trauma decks: Minor – *Unexpected Help*, *Fear*, *Maze Emergence* x2, *Seed of Despair*; Major – *Flood of Memories*, *Dread*, *Maze Eruption* x2, *Pall of Despair*; Grave – *Deluge of Memories*, *Fused Souls*, *Theseus Logic*, *Ariadne's Logic*. These cards represent advanced mechanics and are Cycle I specific cards. **Be sure to add them back to the decks as soon as you finish the Tutorial Battle!** Also make sure to remove any Trauma cards with the "Cycle II only" and "Cycle III only" tag from the Trauma decks. These will be added in the corresponding Cycles.

Place the **Opening tokens** 6 and **Break tokens** 7, as well as the **Attack dice** 8 and **Power dice** 9 within reach of all players.

Each player should place 1 **Dreamwalker Titan Sheet** 10, 1 **Argonaut Portrait card** 11, 1 **Argonaut Sheet** (printed) 12 and 1 **Triskelion** 13 in front of them. Feel free to fill in the Player's and Argonaut's names on the Argonaut Sheet now (you can also mark your Skill bonus from the Portrait card – by default the value of each of your Skills is '0', so one of them should go up to '1' after applying the bonus).





Note that the game is always played with 4 Argonauts, so if there are fewer players than that, some (or all) of you will control any unassigned ones!

2 TRISKELION

The **Triskelion** is the heart of Aeon Trespass: Odyssey. It's a triple dial that represents three important attributes: **Danger** Λ, **Fate** Ψ and **Rage** Ω. These are shared between the Argonaut and the Titan. They are always in flux and go up as the Battle goes on. Danger measures how close to death you are, Fate how much luck you've used up and Rage how powerful you've become.

The Triskelion should show **three '0s'** as none of you have gained any attributes yet! Normally, at the start of Battle, the Titan with the most Rage would gain the **Priority Target token** 14. As all of you have 0 Rage, assign it to one of you randomly!

Place 1 ***Fists*** **card** 15 next to each Titan Sheet. Currently, this is their only weapon!

Let's turn our attention to your enemy. Find the components for the Primordial you will be facing, the many-handed **Hekaton**: its **Primordial Sheet**, **AI cards**, **BP cards**, the **Signature card** and **Routine card**. Place the **Hekaton Primordial Sheet** 16 near the Battle Board. Place the **Signature** 17 and **Routine** 18 cards on both sides of the sheet, on the indicated spaces. Take all the **AI cards** 19 and divide them into three decks, numbered "I", "II" and "III" (you'll find the roman numeral on the back of the cards), then place them near the Battle Board. Do the same for the **BP cards** 20. Your interest should be squarely on those "I" decks, as these are the **active** AI and BP decks! The "II" and "III" are **Escalation decks** that are out of play for now and you'll only be using a handful of cards from each either way.

Important: For the Tutorial Battle, you will be using the Level 0 stat line! (See #4: Primordial Levels, Evolutions and Traits).

It's time to populate the board. Take the *Column* **Terrain card** 21 and place it on the Terrain card space. Take sixteen ***Column*** **tiles** 22 and place them on the indicated spaces of the Battle Board. Now place each of the four **Titan miniatures** 23 on one of the spaces on the Battle Board indicated by the diagram as Titan starting positions 24.

Finally, place the **Hekaton miniature** 25 on the indicated space in the center of the board. Notice that the Hekaton has a front and a back, which will influence its ability to target Titans. Draw the top card from the **Minor Trauma** deck 26. An **arrow** in the **bottom left corner** shows the direction the Primordial is facing. Turn the figure to align its front with the direction of the arrow, then put the Trauma card at the bottom of the deck.

And just like that, you're ready to go!

Movement, Distance and Speed

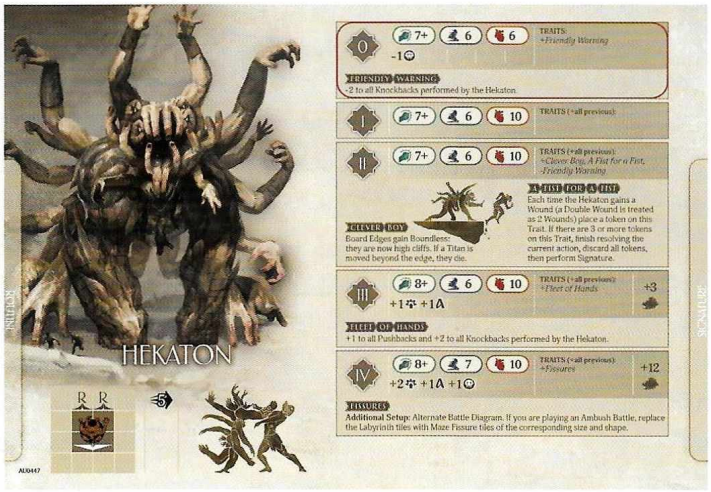
In Aeon Trespass: Odyssey, all board measurements are expressed in board **spaces**. All movement happens in **cardinal directions**, never diagonally. All range is also counted in **cardinal directions**.

Both Titans and Primordials have a **Speed** value. For Titans, the value simply tells you the maximum number of spaces you can move with your . In other words, you can always move less spaces than your , but never more. For the Primordials, it designates the maximum number of spaces they can move with the Move instruction – but they will only move as many spaces as they need to reach adjacency with their Target.

If there is more than one equally viable way of drawing a path (during Primordial targeting or movement), it's up to you to decide which to choose (unless stated otherwise)! Take the one that hurts less...

Primordial Round

Each Primordial is represented by a large **Primordial Sheet** that includes all of the basic information about a given Primordial. For this Battle you will mostly refer to its **level 0 statline** (marked below).



The Hekaton acts first. Normally, you would draw the top AI card from the AI deck to determine its behavior. However, for the purpose of this Tutorial Battle search the AI deck for the card named ***Cold Open*** and resolve it.

Each AI card includes the Primordial type 1, Card level 2, Evasion stats 3, Targeting 4, Move&Attack instructions 5, After Attack effect 6 and Attack type 7.

BEFORE YOU START PLAYING

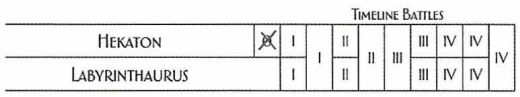
You are about to start your first tutorial battle in Aeon Trespass: Odyssey. Follow the instructions in the tutorial closely, as it is designed in a way that will allow you to learn about the various aspects of the game in a step-by-step manner.

3 HOW TO BATTLE?

Battles are fought in a sequence of alternating **Primordial** and **Titan Rounds**. The Primordial generally goes first. During the Primordial Round, you will **draw an AI** card and **resolve** it. During the Titan Round, each Titan will take their turn, in any order, and perform 1 **movement action** and 1 **combat action**.

4 PRIMORDIAL LEVELS, EVOLUTIONS AND TRAITS

Each Regular Primordial has an **Evolution track** on the Argo Sheet, which tells you its overall level. Each time you begin a Battle with a Primordial, mark the **leftmost empty space** on its Evolution track. The space you've just marked signifies the Primordial's level for the current battle. If a space is shared between Primordials, it means that you mark it only once. When you get to that point on the other Primordial's Evolution track, simply skip it and mark the next free space.



Each level is designated by a large numeral. As the Primordial becomes stronger, not only do its basic attributes increase (such as **To hit**, **Speed**, and **Wounds**) but it also gains additional **Traits**. These dramatically change the Primordial's tactics, and sometimes even the rules and conditions of the Battle itself. Always check the Traits list when you encounter a new level. Remember to apply all Trait changes from the previous levels as well (i.e. when you face a level IV Hekaton, apply all Traits from levels 0-IV) The small numeral near the Trait description serves as a reminder that a new Trait is introduced at the designated level.

Each Primordial Attack starts with determining its Target. Look to the "**Target**" area of the card, then check each command **line**, from top to bottom, one by one, to see if any Titan meets all of its criteria. As soon as you find such a line, **stop** and simply **resolve it**!

Let's take a closer look at the first command line for *Cold Open*. It instructs you to perform the Attack against the **closest Titan in front, in range**. No matter which way the Hekaton is facing, there should be exactly two Titans in front of it. There are no Terrain tiles in the way so there is no question of whether it can draw a **Line of Sight** to them.

5 NO TARGET

In some rare cases, there may be no valid Targets. In other words, no Titan matches any of the command lines. When this happens, the Primordial will react in a predictable (albeit cruel!) manner. This is rarely good for the players.

This is called a **Routine** (the card on the left of the Primordial Sheet). Sometimes it's an Attack, but more often it's a unique effect. You simply resolve it instead of the AI card. For example, the Routine of the Hekaton is called *Idle Hands*. The bored Hekaton lobs rocks in the direction of the *Argo*, damaging it!

6 TARGETING LINES

A command line starts with the word **Target**. A Titan must fulfill all of the criteria of a line to be considered an eligible Target (for example, for that *Cold Open* line, the Titan must be the closest **among** Titans that are both in front **and** in range).

Primordials choose their Targets in a variety of ways! Here are the most common instructions you will see in this Tutorial Battle:

Closest: The Primordial can reach the Target with the shortest move, among all possible Targets.

In front: All spaces beyond an imaginary line passing along the edges of the spaces occupied by the Primordial miniature's front, and within Line of Sight (see #7: Line of Sight).

In range: The Primordial can reach the Target by moving a number of spaces up to its Speed value and perform an Attack against the Target. For example, the Hekaton has 6, so to Attack it must be able to reach adjacency with the Target by moving up to 6 spaces. Note that not every targeting line requires the Target to be in range! If it doesn't, the Primordial may target a Titan it cannot reach. In such a case, it would simply move towards the Target and end its activation, unable to perform a melee Attack.

In sight: The Target is within Line of Sight of the Primordial (see #7: Line of Sight). Note that not every targeting line requires LoS, and that a Titan in LoS doesn't have to be in front of Primordial.

Priority Target: The Titan with the **Priority Target** token.

Zone: All spaces in an area indicated on the AI card. Zone Attacks target spaces on the board instead of Titans so they are handled a bit differently (we'll talk about those later!).

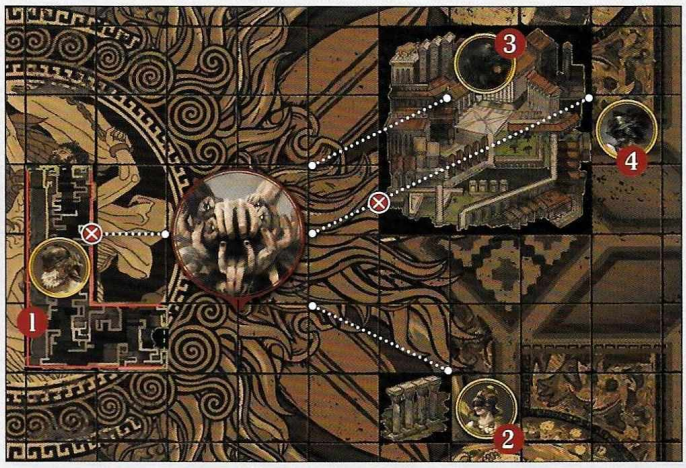
7 LINE OF SIGHT

Line of Sight (LoS) is a mechanic used to determine whether a Titan has an unobstructed view of the Primordial and vice versa. A Titan must have LoS to the Primordial to perform an Attack. The Primordial must have LoS to the Target if the command line requires it to be **in front** or **in sight**.

To check LoS, draw an imaginary straight line from a corner of any space occupied by the Attacker to a corner of any space occupied by the Target:

- If the line **passes through** an obscuring Terrain space or a red line, there is no Line of Sight.
- If the line **passes along the edge** of an obscuring Terrain space or a red line, there is no Line of Sight.
- If the line goes **through a corner** of an obscuring Terrain space or **the endpoint** of a red line, there is Line of Sight.
- If the line would go through a corner where two features (like Terrain tiles) connect diagonally (i.e. through this corner), there is no Line of Sight.
- Blindspots and Vantage Points are never in the Primordial's Line of Sight (rule irrelevant to battle in Learn to Play).
- A miniature never blocks LoS to itself or other miniatures.
- An obscuring Terrain tile does not block LoS to or from Targets standing on any of its spaces.
- In any other situation there is Line of Sight.

In the example, Herodotus 1 does not have LoS because there is a red line between him and the Hekaton. Ulyssea 2 has LoS, because the line touches only the **corner** of a tile. She wouldn't have



LoS if the line went **through** the tile or **along** its edge. Solon 3 has LoS, even though he is on an Obscuring Terrain tile, because Terrain tiles never block LoS to themselves or miniatures on them. Philoctera 4, however, is fully **behind** the Obscuring Terrain so it blocks LoS for her. It is worth noting that the reverse is also true: **the Primordial always sees Titans that can see it and vice versa**. Note that the Primordial and Titans might have additional Traits or effects that would allow it to ignore game elements for the purpose of LoS.

Cold Open is a regular Attack so the Primordial must be adjacent (see #8: Adjacency) to a Titan to perform it. As you can see on the Primordial Sheet, a Level 0 Hekaton has a value of 6, meaning it can move up to 6 spaces with a single move (unless an AI card states otherwise). However, looking at the initial Board setup, it will only need to move 3 spaces to reach any of the Titans in front, so they are both well within range.

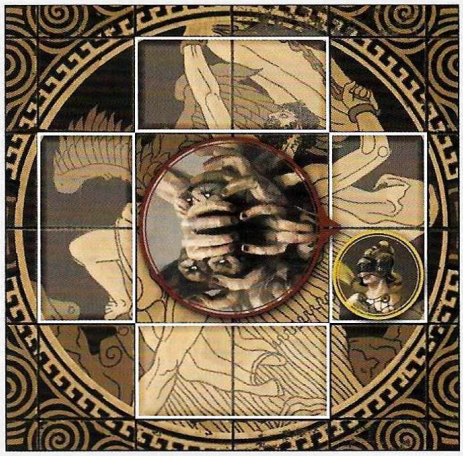
It would seem that there are two equally viable Targets. Check if any of them has the **Priority Target token**. It serves as a tie breaker – if two or more Titans are eligible Targets and one of them has the Priority Target token, the Primordial will target that Titan. If none of them are Priority Targets, however, it's up to you to decide which one of them becomes the Target.

Once the target is chosen, proceed to the **'Move & Attack'** section of the AI card. Primordials always travel along the shortest possible path and can move through any other game element, unless explicitly stated otherwise. However, they can only move in **cardinal directions**.

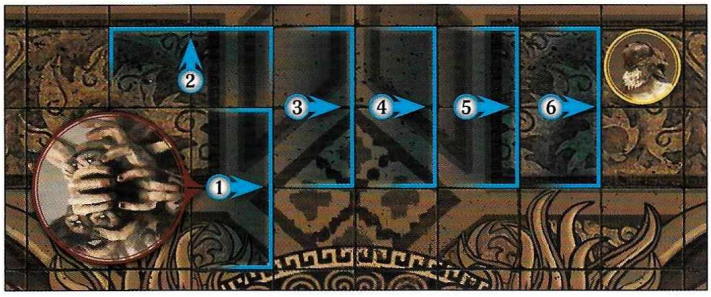
So, to reach its first Target, the Hekaton must **zigzag** its way towards it! Thankfully, movement is resolved one space at a time, so just move the miniature one space in one direction, turn, move again, then turn, then move again. Finally, if the Hekaton is not facing the Titan, turn it so that it does. See #9: Primordial Movement and #10: Crash for more details.

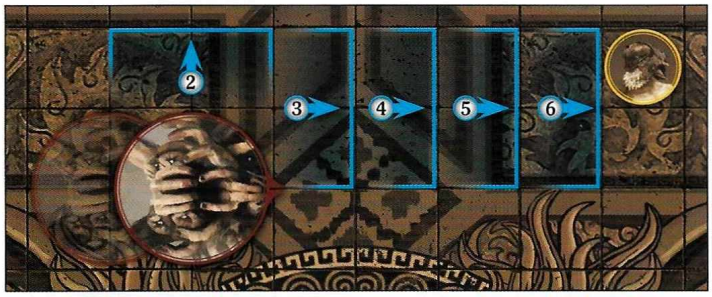
8 ADJACENCY

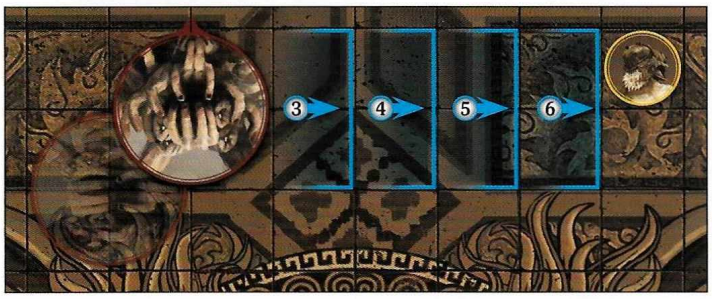
A space is adjacent if it shares an edge with another space. Diagonal spaces are not adjacent. Red lines block adjacency for Titans but not for Primordials.



White spaces are adjacent to the Hekaton

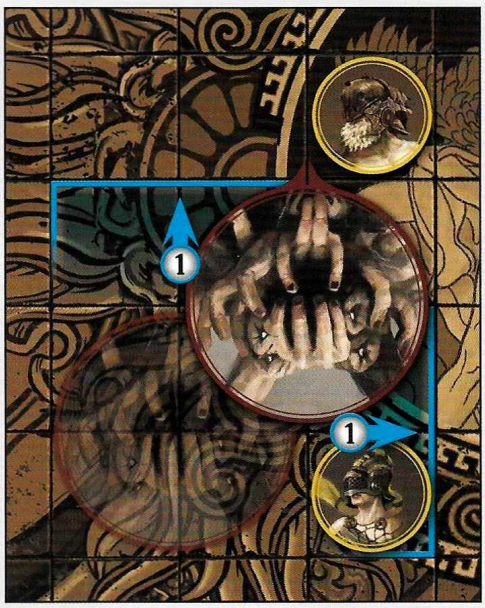






9 PRIMORDIAL MOVEMENT

Primordials (and Titans for that matter!) **cannot move diagonally**. To approach a Target that is not positioned in a straight line from them, they will **zigzag** towards it. In other words, move 1 space in a given cardinal direction, turn, move again, turn and so on, until they reach a position that would allow them to continue moving towards the Target in a straight line. The players may decide the starting direction (horizontal or vertical) of Primordial movement. This is important (see #10: Crash)!



In the above example, there are two ways for the Hekaton to reach Herodotus – beginning its movement either horizontally or vertically. Although it won't influence the creature's final position, if the players decide to move it vertically first, it will not travel through the space occupied by Ulyssea, thus allowing her to avoid Crash. Remember, that whenever there is more than one possible outcome of an AI action, you are free to choose the option that benefits players the most (or is the least harmful).

It's punching time. In Aeon Trespass: Odyssey, you do not roll to see if the attack hit, rather, you roll to see if you could evade the hits in time! The player controlling the targeted Titan rolls a number of d10s equal to the **Evasion dice** value on the AI card 1. To defend against *Cold Open*, you must roll four Evasion dice. That's bad news – each die you roll is a potential **hit**.

Important: Remember to use one critical die (see #11: Dice).

Now, roll four dice (one of them white) and compare your results to the **Evasion Roll difficulty** 2, designated below the **Evasion dice value**. *Cold Open* has a difficulty of 6+, which means that every result of 6 or higher is a successful **evade**, whereas each die showing 5 or less is a **hit**. In the future, you'll gain equipment that gives you an Evasion Roll bonus increasing your result on each Evasion die, thus effectively lowering the Evasion Roll difficulty.

Don't worry if your roll wasn't the best – you may **re-roll** your Evasion dice by gaining **Fate** Ψ (see #12: Fate Re-rolls). Be warned though – Ψ is a precious supply you should not spend lightly! Note the **trigger box** next to its **"Move & Attack"** command. If your Ψ was 3 or higher at the beginning of the Attack, you would have rolled an additional Evasion die: tempting fate may be beneficial, but it always comes at a cost!

If you rolled **at least one hit**, you must resolve all Attack effects of the AI card. *Cold Open* deals 1 Λ for each hit. In other words, you would raise your Λ value on the **Triskelion** by 1 for each hit. And whenever you are dealt Λ **as an Attack effect**, you must draw Trauma (see #13: Traumas and Obols).

10 CRASH

Be careful – if the Primordial moves through a space occupied by a Titan figure, that Titan suffers a **Crash**. And if it ends its movement on top of a Titan, in addition to Crash effect that Titan suffers **Unavoidable Knockback**, equal to the Primordial's ⇶ value. So, what is **Crash**? Basically, it's a collision! The subject of Crash raises their Λ value by 1 and suffers Knockdown. Though Crash is generally a result of Primordial movement, there are other game effects that can cause it, for example the Titan colliding with an Obstacle as a result of Pushback or Knockback.

11 DICE

In Aeon Trespass: Odyssey, we use 2 types of dice: **d10s** and custom **d6s**. You will use the d10s for Evasion Rolls, Attack Rolls and Skill tests. The symbol on a d10 die represents the '10' result. You will use the d6s to make Power Rolls and Armor Rolls.

Rolling a '10' is **always** a success, whereas rolling a '1' is **always** a fail.

Two of the d10s are **white**. These are the Critical dice. A critical die is used to simulate strokes of luck as well as unexpected failures. Whenever you perform an Attack or Evasion Roll, you must always roll **a single white critical die** as part of your dice pool. If you roll only one die, it is always the critical die.

If you roll a natural '10' on the Crit die when you evade, it becomes a **Crit Evade**. This has no inherent effect but may activate some additional abilities on your cards.

12 FATE RE-ROLLS

Whenever you perform an Attack Roll, Evasion Roll or a Skill test, you may re-roll any number of dice raising your Ψ value on the Triskelion **by 1 for each die** you decide to roll again. Each die can be re-rolled **only once** per roll and you must re-roll any chosen dice all at once.

13 TRAUMAS AND OBOLS

Whenever you are dealt Danger Δ as an Attack effect, you must draw a Trauma card. These come in four severity levels: **Minor**, **Major**, **Grave** and the special **Obols**. When you need to draw a Trauma card, check your Δ level and look up the corresponding threshold on your Trauma Table, which you will find on your Titan Sheet.

Some Trauma card effects are **positive** ✦ while others are **negative** ✦, including death! This means that taking a hit is not always bad, on the contrary, sometimes it's necessary! Be warned though, as the severity level increases, Trauma effects escalate both ways – the positive ones become more powerful, whereas the negative get progressively more dire.

Some Trauma cards are **instantaneous**, while others stick with you or force you to take a Condition card. After resolving the Trauma card effects, discard it to the bottom of the appropriate deck (unless instructed otherwise).

This is, however, not the worst that could happen. If you would ever be required to raise your Δ over 9, you raise it to 9 instead and draw an Obol. Be warned – raising your Δ over the Obol threshold always triggers an Obol Draw, even if the Δ was not dealt by an Attack effect.

Essentially each Obol Draw is a **50% chance of dying** – take the two Obol cards you prepared at the beginning of the Battle, shuffle them and draw one at random. Depending on the draw, you live or die. There are no additional effects (at least for now).

In some instances, you may be required to put additional Obol cards into the Obol deck. If you suffer Δ going way over your Δ Limit, think 14+, your risk of dying increases significantly. For details, see the Massive Danger rules on p. 43 of the Rulebook.

Let's rig the game a bit to keep it simple: if you completely evaded the Attack, let's **assume it still dealt 1 Δ**.

Consult your Titan's Trauma Table and draw a Trauma card of the severity corresponding to your Δ value. Hopefully, your Δ is not higher than 3 and you are going to draw a Minor Trauma, but if you were really unlucky with your Evasion Roll and raised your Danger to 4, you might have to draw a Major Trauma.

Let's rig the game again: Instead of drawing the top Trauma card, find and resolve *Kratos Whisper* Minor Trauma or, if your Δ is 4 or higher, the *Kratos Glimpse* Major Trauma. Resolve the card now by raising your **Rage Ω** value on the Triskelion. That's a great outcome – raising Ω makes you more powerful! However, whenever you raise Ω, you must compare it to the Ω level of the Titan with the ⊕ **Priority Target** token. If your Ω is higher, **you become the Priority Target**. As all of you had '0' Rage until now, take the ⊕ token and put it on your Titan Sheet.

If there were any other Attack effects, such as gaining a Condition, you would resolve them now. Since there are none, you can proceed to the **After Attack effects**. A lot of AI cards have "After Attack" as the last step of an AI card. Note that these effects are completely **separate** from the Attack, therefore they get resolved even if the actual Attack was fully evaded (for example, the player rolled no hits) or if it wasn't performed at all (for example, because the Target was out of range).

At the end of the *Cold Open*, Hekaton performs Pushback 3 against the Target (see #14: Pushback).

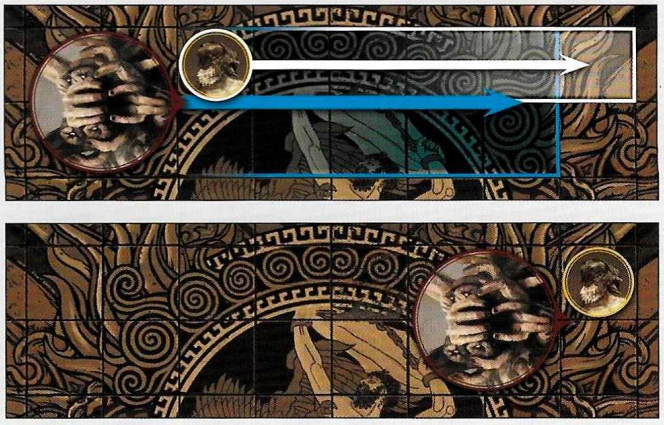
Once you're done resolving the After Attack effect, the Attack ends. Place the resolved AI card faceup in the AI discard space. If the AI deck runs out of cards, shuffle the discard pile to form the new AI deck.

There are no additional effects or Traits to resolve so as soon as you finish resolving an AI card, the Primordial Round ends and the Titan Round begins!

14 PUSHBACK

Primordials are giant monsters and tend to throw the Titans around the battlefield like rag dolls! This is reflected by various keywords, like Pushback X, you can find on their Primordial Sheets, AI cards and BP cards. See #22: Knockback and Knockdown for additional keywords used by the Hekaton.

Pushback X: Turn towards the affected miniature and move in its direction, forcing it to move X spaces before you in a straight line. The affected miniature can move through spaces occupied by other miniatures, but must resolve any Terrain tiles it moves through. If the affected miniature is not adjacent to the source of Pushback, the source moves in its direction using the normal movement rules, lowering Pushback by 1 for each space traveled this way. They stop if their Pushback value is lowered to 0 or they are adjacent to the affected miniature, in which case they perform the rest of the Pushback according to these rules. If a Titan would be pushed into a Destructible Obstacle (e.g., a Column), remove the Terrain tile from the board and the Titan suffers Crash.



Pushback 5 example

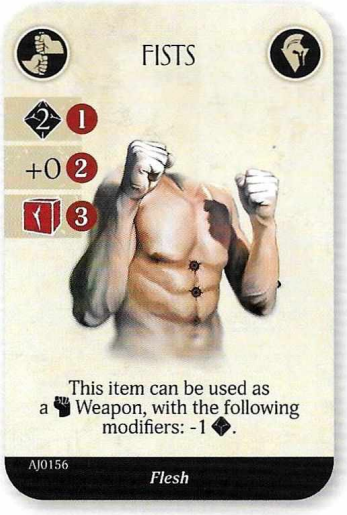
Titan Round

During the Titan Round, you are free to take your **turns in any order** you like to make the best of the tactical situation at hand. A Titan's turn consists of **one combat action** and **one movement action**.

Depending on how the Primordial Round went, the Hekaton can now be in various places on the board. However, regardless of its exact position, there should be one Titan adjacent to it (the Target of the Attack), one 5 spaces away, one 6 spaces away and one 10 spaces away. All starting Titans are **Dreamwalkers** with the same attributes and abilities. For now, they do not possess any weapon **Gear** cards except for their *Fists*. ***Fists*** are a Melee weapon so, in order to attack, a Titan must be adjacent to the Primordial.

Dreamwalkers have a Speed value of 5, meaning that they can move up to 5 spaces. As you can see, the furthest Titan is unable to reach the Hekaton for now. Let's start by activating the second furthest then – the Titan 6 spaces away. You may freely choose the order of your actions. Since it is impossible to attack from your current position, however, let's start by moving with a **movement action**. To reach a space adjacent to the Primordial, you must move with your full Speed value in a straight line, so there isn't much choice to make here. Simply move your Titan miniature 5 spaces towards the Hekaton. This will place it on an adjacent space, exactly where you want to be. See #15: Titan Movement for more details.

Time to perform your first attack! First, declare your **active weapon**. Even if you had multiple weapon cards, you would only be able to attack with one of them. For now though, you only have the *Fists*, so that is your active weapon! Raise your **Rage** Ω by 1. **It's extremely important to remember that Rage is raised at the beginning of every Attack.** It reflects your Titan's primal power and growing bloodlust. The more you attack, the more powerful you become, unlocking new abilities from your Kratos Table (see #17: Kratos Table and Modifier Windows). Be careful not to raise it too high though. If you have to increase your Rage over 9, your Titan goes mad and you lose control of it after the current action (in game terms, it's **dead**).



Check the **Attack die** value of your active weapon. *Fists* have a value of 2 (1), meaning that you need to roll 2 d10s (remember to always use one white Critical die!). Each Primordial has a **To hit** value that determines how hard it is to successfully hit them. At Level 0, the Hekaton's is 7+, meaning that each die showing a result of 7 or more is a hit, whereas each result of 6 or less is a miss. Some weapons also give you a **Precision bonus** (2) or penalty. Precision influences all dice rolled when attacking with that weapon, thus effectively lowering or increasing the Primordial's value. Also note the **Weapon Power** (3), it will be important in a moment. Remember that, if needed, you can **re-roll** your Attack Roll using Ψ, just like you could during an Evasion Roll (see #12: Fate Re-rolls).

15 Titan Movement

Just like Primordials, Titans can only move in **cardinal directions**. Unlike them, however, they **cannot** move through spaces **occupied** by other miniatures or **Obstacle** Terrain tiles.

When you perform a **movement action**, you must first declare the space you wish to end the move on, one that you can legally reach by moving a number of spaces up to your Speed value. Then move, one space at a time, resolving any Terrain tiles you move through. You can freely choose which spaces you travel through, but you cannot move through the same space more than once. **You also cannot move through Obstacles and other miniatures!**

A natural roll of '10' on a Crit die when you Attack gives you a **Crit Chance**, while a natural roll of '1' is considered a **Crit Miss**. Crit Chance will give you an opportunity to deal a Critical Wound, while Crit Misses are only taken into account if there is a specific effect triggered by it on any of your cards.

If you hit with at least one Attack die, you will draw a **BP card** to see which Body Part of the Primordial you attacked. If you get miss results on all of your dice, it is considered a **Full Miss**. Your Attack then immediately ends and you skip all further steps of the Attack sequence, but clear the Kratos Pool nonetheless (see #16: Kratos Tokens and the Kratos Pool).

We'll tip the balance a little bit in your favor to showcase additional mechanics. Let's say you rolled a 7 and a 9, hitting with both of your Attack dice.

When you hit the Primordial, you get a chance to use some of your abilities. This part of the Attack sequence is called the "first ability window." This happens after the Attack Roll, but before you draw a BP card.

You can find the complete list of abilities keywords along with their effect and timing in the Rulebook, p. 63. For now, you cannot trigger any additional effects so just continue to the next step.

Since you've hit, you would normally **draw the top card** from the **BP deck**. For the purposes of this tutorial, search the BP deck for a card named *Right Mighty Fist* and resolve it instead. The most important part of a BP card is its **AT** value. Primordials are shielded by an otherworldly field, called the Aeon Trespass field, that makes them impossible to wound by mortal means. Even creatures as powerful as Titans struggle with breaking through!

Note that the Primordial's value is often modified by other factors. For example, for this Level 0 fight, the Hekaton has a -1 penalty (noted on the Primordial Sheet). It applies to all BP cards, so the *Right Mighty Fist* effectively has **2**.

Each BP card shows the card's level 1, AT value 2 and Primordial Responses 3. There are also Resources 4 which will become important during the Battle Aftermath.

16 KRATOS TOKENS AND THE KRATOS POOL

Kratos tokens are the main way to support your fellow Argonauts as they increase their chances of hitting and wounding the Primordial. There are two basic types of Kratos tokens.

Opening: Each Opening token in the Kratos Pool adds +1 to the result of **each** die rolled in the Attack Roll, effectively lowering the value of the Primordial.

Opening token

Break: Each Break token in the Kratos Pool allows you to treat a single result on a power die as 1 instead, effectively making the Primordial easier to wound.

Break token

At the end of every Attack, you must clear all tokens from the Kratos Pool. In other words, the tokens left by the previous player are effective only during the next Attack. Don't worry though. After you clear the pool, you will have a chance to leave your own tokens – ready for the next player to use.

17 KRATOS TABLE AND MODIFIER WINDOWS

The more **Rage** Ω you have, the deadlier you become. This is reflected in the Kratos Table, featured on your Titan Sheet. The table shows Ω levels and corresponding abilities and bonuses applied to every Attack you perform. You gain the benefits of your current Rage level, as well as all preceding levels, but only 1 of the options per level (if there's more to choose from).

These **Kratos abilities**, as well as other abilities from **Gear** cards and other game elements, will be used during the Titan Attack, often in one of the ability windows: first or second. Placing Kratos tokens usually happens during the second ability window, meaning that you leave them for the benefit of others, not yourself.

Note that other abilities could have different trigger conditions or even be used as actions (your Titans have one such ability, *Rush*). To learn more about ability usage, see p. 60 in the Rulebook.

To successfully wound, you must generate power that **equals or exceeds** the value. *Fists* have a single red power die, meaning that your dice pool consists of **one red power die per successful hit**. On top of that, you add your Titan's power die to each Attack. Dreamwalkers have a single red Power die. In total, your die pool should consist of 3 red Power dice: one for each hit and one from your Titan Sheet.

Dreamwalker's Power die and Speed value

For now, let's say you rolled your dice and got the following results:

Every symbol counts as **1 Power**. Every symbol is a potential for 1 additional Power, provided you have enough **Break tokens** in the Kratos Pool (see #16: Kratos tokens and the Kratos Pool). For now the Kratos Pool is empty, so the **Total Power** of your Attack equals 3. It's more than enough to harm the Primordial! Put the BP card faceup on the designated space, called the **Wound Stack**. It has become a **Wound**. You win a Battle as soon as the number of cards in the Wound Stack becomes equal to or greater than the Primordial's **Wound** value. The Hekaton you're facing seems to have been previously wounded so you must score **only 6 Wounds** to defeat it. Five to go! If you had rolled less **Total Power** than required, you would instead place the BP card in the BP discard.

After the Power Roll, it is time to resolve a **Response**. Don't expect the Hekaton to sit idly by and just take it! Just like Titans get a chance to react to being attacked (through Trauma cards), the Primordial gets to strike back with **Responses** (see #20: Primordial Responses). As a reaction to you wounding its *Right Mighty Fist*, the Hekaton is going to perform Pushback, raise the attacking Titan's **Λ** and, finally, perform Knockback (see #14: Pushback and #22: Knockback and Knockdown). Remember that Danger **gained** from a Response is not **dealt** by an Attack effect, so it does not trigger a Trauma Draw. Resolve Pushback and Knockback now.

Remember: The *Friendly Warning* Trait lowers all Knockbacks performed by the Hekaton.

On top of that, every successfully dealt Wound enrages the Hekaton, causing it to **Escalate**. As Battles progress, Primordials get more dangerous and harder to kill. First take a random BP card from an **Escalation deck** one level higher than the level of the BP card you've just wounded and shuffle it into the BP deck. In this case you've wounded a BP I card so you should shuffle a random BP II card into the deck. Notice that this makes the number of BP cards in the game (i.e. in the deck and discard) consistent: one was taken and became a Wound and another one was shuffled in.

When you're done escalating the BP deck, go through the AI deck, take the first card you find that matches the level of the wounded BP card and remove it from the deck. This card is out of play for the remainder of this Battle! Then take a random AI card one level higher than the level of the BP card you've just wounded and shuffle it into the AI deck.

Congratulations, you've just performed your first Escalation!

18 MOOORE POWER!

There are also some other effects that may increase your Power dice pool. For example, if you look closely at your Kratos Table (see #17: Kratos Table and Modifier Windows), you will see that if your **Ω** was 5 or higher, you would get an additional red Power die!

19 POWER DIE RE-ROLLS

Note that unlike Attack and Evasion dice, Power dice **cannot** be rerolled using **Ψ**. There are, however, other effects that allow you to re-roll them. For example, you gain one **Power Re-roll** from your Kratos Table once you have **Ω** of 2 or more.

20 PRIMORDIAL RESPONSES

Trying to wound a Primordial will often elicit a response. Some responses are resolved if you successfully **Wound** the monster, others when you **Fail** to wound. Still others happen regardless of whether you wounded or not, due to **Instinct**. Finally, there's the **Critical:** If you got a Crit Chance in the Attack Roll (rolled a '10' on the white Crit die), then managed to Wound, you resolve the Critical, ignoring all other responses (even the Wound one!). If there is no proper response on the BP card (you fail to wound, yet there is no "Fail" response), nothing happens.

Most responses are resolved before Escalation. However, **Attack Responses** (responses resulting in a Primordial or Titan Attack) are queued to happen **after the current Attack is fully resolved** (see Combat Action in Rulebook, p. 48).

21 ESCALATION

Escalation has many little details and may behave slightly differently under specific circumstances. You will find the Full Escalation Chart in the Rulebook, on p. 53. We highly recommend you keep it handy for your first Battle or two.

At the end of a Titan Attack, you have to clear all tokens from the Kratos Pool. Worry not, right after that you get to leave your own tokens! This step is called the **second ability window** (for a complete Titan Attack sequence see Combat Action in the Rulebook, p. 48). There are many abilities that activate at this point, allowing you to leave Kratos tokens and trigger many other effects... for now, half-naked and unarmed as you are, you can only activate effects from your Kratos Table. You have 1 Ω, so you can place 1 Opening or 1 Break token in the Kratos Pool.

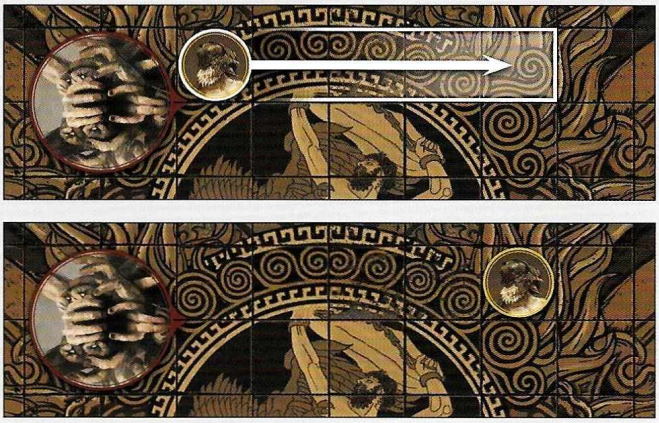
This concludes your first attack! It seems that by pushing away your Titan, the Hekaton has actually moved closer to your other Titans. This is actually why we told you to attack with this Titan in the first place! The order of your turn matters. Try to use Hekaton's responses to your advantage. Maybe you can trick it into moving in range of your furthest Titan and enable it to still attack this Round!

And... that's it. You've performed both your and actions and your turn **immediately ends**. To show you have completed your turn, turn your Argonaut Portrait card 90 degrees clockwise. The Battle is far from over though. You already know all the basics, so it's up to you to defeat the Hekaton now! There will be no hand holding or rigged rolls from now on. Continue resolving Titan turns until all Titans have acted. Then, turn all Argonaut Portrait cards to their original position and proceed to the Primordial Round. If in doubt, you can find the complete Battle Sequence in the Rulebook, on p. 35. When you deal your **6th Wound** or when all Titans are dead, proceed to the **Battle Aftermath**.

22 KNOCKBACK AND KNOCKDOWN

Knockdown: Target of Knockdown gains the *Knockdown (falling)* Condition card.

Knockback X: The affected miniature must move X spaces away from the source of Knockback in a straight line. It can move through spaces occupied by other miniatures and ignores all Terrain tiles without the Obstacle trait. If your Titan would be forced to move through a Destructible Obstacle (like one of the Columns), immediately stop, remove the Terrain tile from the board and place your Titan in its space, then suffer Crash. If you would move through an Indestructible Obstacle, immediately stop in a space right before the Obstacle and suffer Crash.



Knockback 4 example

23 KRATOS POOL AND MISSING ATTACKS

Note that you clear the Kratos Pool after **every Attack**, even if you fully missed and cannot leave any Kratos tokens of your own. Thus, missing is to be avoided at all costs, possibly by using lots of Opening tokens! However, Break tokens will actually allow you to wound more easily, once you do hit. Decisions, decisions...

Additional Battle Rules

You've learned the basics of Aeon Trespass: Odyssey combat. There is much more to experience, from actual **Gear** cards to **Mnemos** abilities, to **Argo Abilities**, **Summonings** and **Awakenings**! Those wait for you in the campaign.

However, there are also some rules that may still come up during this Tutorial Battle. Here's how to deal with them! If, for some reason, you still encounter something not explained here, look for the specific rules in the Rulebook.

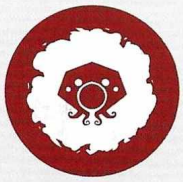
24 Signature

The **Signature** is the Primordial's iconic default Attack. If a card, Trait or any other game effect instructs you to "perform Signature," this is the Attack you should resolve. If any game effect instructs you to "perform Signature against the Attacker," you resolve it, ignoring its normal targeting command lines: This Signature targets the Attacker.

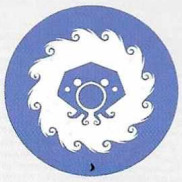
The Signature is one of the special Primordial cards you set up at the beginning of the Battle; it can be found to the right side of the Primordial Sheet.

25 Modifier Tokens

Modifier tokens are used to mark temporary and permanent changes to the Titans' and Primordials' attributes. When a Titan or Primordial gains a modifier token, find a token with an icon corresponding to the attribute it modifies and place it on the appropriate sheet (Titan or Primordial). Modifier tokens are double-sided: Each negative (red) modifier token lowers the attribute by 1, whereas a positive (blue) modifier token raises it by 1. Some modifier tokens are temporary, meaning that they are discarded after they take effect. Place temporary Titan modifier tokens on their Triskelions as a reminder. Temporary Primordial tokens are always placed in the Kratos Pool and are removed in the Clear Kratos Pool step of a Titan Attack.



Negative AT token



Positive AT token

26 Bonus Attacks, Follow-up Attacks and Chain Breaks

Some Trauma cards and other game effects may allow a Titan to act during a Primordial Attack, sometimes even to perform a **Bonus Attack**. When it happens, it causes a **Chain Break**, immediately ending the original Attack and invalidating all of its lingering Attack effects, as well as After Attack effects.

Note: Titan Bonus Attacks triggered **during a Titan Attack** are considered to be **Follow-up Attacks**. They do not cause Chain Breaks and are instead resolved after you finish resolving the current Attack, much like Primordial "Attack Responses".

In some rare cases, however, it is possible to Chain Break a Titan Attack as well. To learn more about Chain Breaks, see Rulebook, p. 43.

27 Terrain Tiles

Be mindful of the Column Terrain tiles on the Battle Board. They have the **Obstacle** and **Obscuring** Terrain traits. It means that you cannot draw Line of Sight through them and Titans cannot voluntarily move through these spaces. However, if a Titan is involuntarily moved onto a Column (due to Pushback or Knockback), they will suffer **Crash**!

Also note that Primordials **destroy** (remove from the Battle Board) Terrain tiles they move through. To learn more about Terrain, see Rulebook, p, 67.

In the course of the campaign you will encounter various Terrain types. Make sure to always read the corresponding Terrain card to find out how they influence the Battle.

Battle Aftermath

When you deal the 6th Wound, you slay the Primordial! It's important to note that you win as soon as you deal the killing blow; any negative consequences of the BP card or any other effect that would trigger that Round are ignored. However, you still get positive rewards, like Loot from Critical Wounds!

When the Primordial is killed, all that is left is to clean up... and gain resources!

As the dust falls, you remain standing, the Hekaton does not. This was a hard-earned victory, but a victory nonetheless. For now, the Argo *is safe and can continue on its journey. And you need some answers. As your souls slowly leave the Titans' bodies, you notice peculiar blades sticking out from the Hekaton's side. You haven't noticed them before. Be it the reason the monster was weaker than expected? To whom do they belong?*

DEFEAT?

Your journey ends before it began. The Hekaton smashes through the Titans like they were marble statues and goes for the Balaneion. You were not ready and this is a mercy. But maybe there's a way to cheat fate one more time...

Though this is only a Tutorial Battle and should be won with relative ease, defeats can happen! If you lose, simply restart the Tutorial Battle.

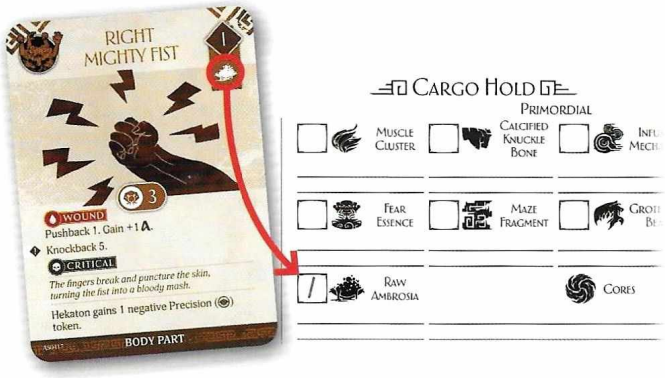
Gaining Resources

Waste not. Though the Primordials pose an existential threat to mortals, they are also a valuable source of resources. The shipbreakers take what they need to keep the *Argo* going. The rest is for you to harvest and remake into powerful Gear!

Each Battle nets you Primordial resources from the **Wounds** you've dealt. Remember that you gain resources even for Battles you have lost! Look to the **upper right corner** of the BP card that was used to deal the killing blow: these are the resources you gain. Now, gain resources for every BP card in the Wound Stack.

28 GENERIC WOUNDS

Sometimes an effect will place a Wound on the Wound Stack that was not a BP card. These are called generic Single or Double Wounds. During Battle Aftermath, these give you resources just like a normal Wound. See the Rulebook, p. 55, for more details.



Note the resources you gained in the **Cargo Hold** section of your Argo Sheet, right by the corresponding symbols. Use a **pencil**; you'll change these values regularly.

If you were lucky (or skilled!) enough to **critically wound** a BP III card, you also gain 1 Hekaton Core. Good for you! Cores are noted in the Cargo Hold as well.

For the Future: Though you won't need it now, one often forgotten rule is that you gain all the resources from Wounds **times the Primordial Level**. Remember this well!

Special Reward: Sirenteeth

Sometimes a Battle will award you with something other than resources: An adventure, a Mnemos node, Technology, Gear, it can be anything! This Battle awards you with some much-needed equipment, a pair of knives called *Sirenteeth*. Whenever the game instructs you to gain something, you either just take it and store it in a common pool (if it's a physical component, like a card) or note in on the corresponding Sheet (if it does not have a corresponding component). *Sirenteeth* is weapon card, so you just take it.

Suffering Casualties

Battles, especially lost ones, can be grim affairs. During the Casualties step, you note any Titan losses on the Argo Sheet. If any of your Titans had died, you'd lower the number of available Titans on the Argo Sheet. However, at this point, you have no Titans marked on your Argo Sheet! So, instead, note the number of Titans that survived. All of your Titans are Dreamwalkers, so just write that down along with their number anywhere in the Titans section of the Argo Sheet. Do not worry about the Titan Limit for now.

Titans

Dreamwalker x3

Now, discard any Conditions, Condition tokens and other tokens you may have gained during the Battle (like Ambrosia, modifier tokens, etc.). Note that some game elements and Conditions may have **End of Battle effects**.

29 Titans and their Classes

Dreamwalker Titans are a resource you'll gain and lose often. Mostly, you'll lose them during Battles, but other effects might also force you to lose Titans. On the other hand, you will gain Titans during the Voyage Phase, and during Exploration and Adventures.

Other Titan classes, collectively called **Argo-bred**, will become available as your odyssey progresses. They are stronger and better in every way... but they die just as easily. Take care of your Argo-bred Titans, they are not replaced as easily as the Dreamwalkers!

Remember: If you have fewer than four Titans when you need to do Battle, you engage with as many as you have. If you do not have any Titans when you need to do Battle, you immediately lose the campaign!

Resolving Tides of Fate

The Moirai, the sisters of Fate, are fickle and like to toy with the lives of mortals. Primordial Battles are the pinnacle of this cruel spectacle. There is a silver lining though: Once a Battle concludes, the "Tides of Fate" will recede, allowing you to breathe that much more easily.

Once you've gained resources and noted casualties, you will resolve the Tides of Fate. This usually means you get to reset your Triskelion values to triple "0s" and lower **Argo Fate**, in Cycle I, usually by -2.

At this point, you have no Argo Fate value on your Argo Sheet, you have nothing to lower, so just write 0 there instead! (See #30: Fate and Argo Fate).

30 Fate and Argo Fate

Fate is the measure of your individual defiance of the Moirai verdicts. It goes from 0 to 9. The higher it is, the more times you altered your destiny. The Moirai don't like that and will try to correct this mistake, in other words, high is bad for you! **Argo Fate** is an application of the Fate mechanic to the whole *Argo* city-ship. In other words, it's the collective fate of the vessel and all people onboard. also goes from 0 to 9 and a high is bad for you. In fact, going over 9 means immediate campaign loss! Many effects will force you to raise , and you will pay for others using . Finally, some Voyage Phase effects will trigger based on your level.

Returning to Your Voyage

Normally, at this point, you'd shuffle the Exploration deck... however, you don't have it yet! So, instead, just go to Tutorial Campaign Round 0 on the next page.

Tutorial Campaign Round 0: Awakening

To make things easier, we've divided the next few pages of the Learn to Play book into game rounds. Each round represents a single day on the *Argo*. Each day we'll summarize what you should do to move the game along. You'll encounter several types of passages. You're already familiar with boxes that introduce new rules. From now on you'll also come upon story passages (like *An Odyssey Resumed* below), which will help you immerse yourself into the world of Aeon Trespass: Odyssey. Some story passages, called adventures, will blend the story and rules together, often requiring you to make a decision. For now, read *"An Odyssey Resumed"*!

An Odyssey Resumed

You emerge from the pools of the Balaneion deeply exhausted and confused. What was that thing? How did you know how to control the Titans...?

"There are not enough answers in this world to satiate this thirst," says the Old Priest. "But I will tell you what I know and you can do with it what you please. We call this ship the Argo, *though we do not know its true name. It lay moored off the west coast of Kephallonia for many years, like a beached whale. Refugees and outcasts flocked to it, looking for shelter from the harsh reality of post-Eschaton Hellas. Adventurers and pirates were drawn to it by the promise of hidden treasures. Deserters and fugitives hid on it." As he speaks, he has a meaningful look on his face. "We explored it. We charted it. We learned some of its many secrets. We thought we were mastering it, but in truth it was the ship that was training us. Unknowingly, we were becoming its crew. Your crew."*

"Ours?" One of you asks, confounded.

"You are not like us. You did not walk onboard the Argo, *my friends. You were found here, in a sleepless sleep," he explains, "and when doom loomed, you awakened – and so did the* Argo."

"Hekaton's attack..."

"No," the Old Priest interrupts you. He does not want any confusion on the matter. "A much more terrible foe awaits thee. It pursued us on moths' wings across the Great Sea, like the Messenger Hermes himself. For now we've evaded it, but at a most terrible cost. You are not the first Argonauts to awaken from the sleep, nor the first to don the bodies of Titans. Your predecessors were... not as fortunate as you. Do not sadden, O Argonauts. Their sacrifice made today's victory possible. We understand the Balaneion a lot better now. We understand the Triskelion that allows you to junction with the Titans. In time, we will master it."

"You call us Argonauts... yet we remember nothing," you say with great trepidation.

"I know that I know nothing" said a great mortal once. Make that your creed, and you will not be disappointed," chuckles the wizened man. "Maybe the ship will reveal the truth to us – if we live long enough. There are more pressing matters at hand." He gestures to the colossal poorly-lit chamber you've just entered. You've been so engrossed in the conversation you didn't even notice you've arrived at your destination.

Another man is there, dark of skin, with a bushy beard and a hard steel look in his eyes. The chief smith of the Aeolipile Engine Room, Alkibiades.

"The ship's been steering itself this whole time," he says. "We think it's looking for 'sustenance'. Triremes need wind or the toil of mortal muscles. This ship longs for a different fuel. A black fluid, the same that coursed through the veins of that monstrosity you've slain. Ambrosia. If our understanding of these apparatus is correct, we're running on empty. The Hekaton gave us a few days of voyage, a week tops, but that's that."

"There is supposed to be an island to the east," interjects the Old Priest. "A ravenous sea empire made toothless by a youth and a ball of yarn."

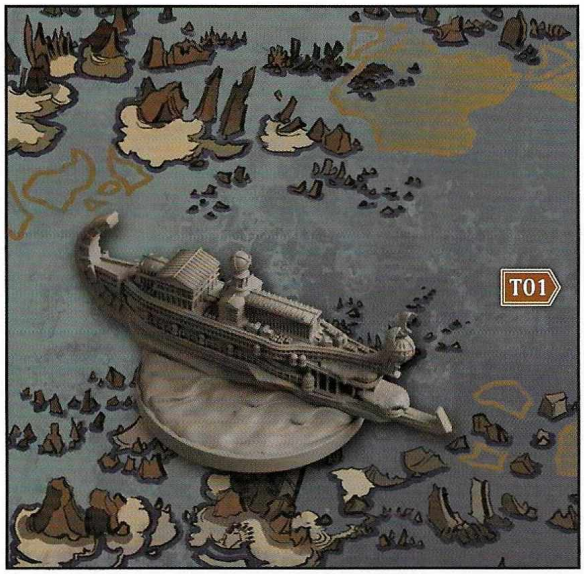
"Even toothless wolves bite," says one of you absent-mindedly.

"It's that or Poseidon's watery grave. Take your pick."

That's hardly a choice, is it?

With this, you've started your Odyssey! Outside of Battle, most of the gameplay takes place on the Voyage Map. It's the beginning of 'day 0' and your goal is simple: reach shore before your engines run cold!

Take out the Tutorial Map tiles from the game box (these are the large square cards, marked T00 to T06). Don't look at them until instructed to! Place the **starting tile** (T00) on the table, reveal it, then place the *Argo* miniature on top of it. Let's consider this as **moving the *Argo***, and after moving the *Argo* you always tick the next day on the Timeline. Mark the box next to Day T0 on the Timeline (see #31: Timeline).



You already have your Argo Sheet out; now's the time to populate it. The *Argo* sheltered survivors, refugees and exiles from the ravages of the Eschaton. These people became its crew. Mark that you have 5 **Crew**. The city-ship itself has seen better days, though most of the damage is internal, hidden from prying eyes. Mark that you have 4 **Hull**. You also have 0 **Argo Fate**, but you have already noted that during the Battle Aftermath.

Now, add the "Fearful Recollection" event onto the Timeline, 3 days from now. Funny how that #31: Timeline came in handy! Take the *Bridge Tholos* oversized Technology card. This is the beginning of your **Technology deck** – though we'll talk about Technologies a little later.

The *Bridge Tholos* only has **Reference** abilities. This means that it has no inherent effect. Instead, it introduces important rules and serves as a reminder. For now, disregard the **Adventure** and **Gather resources** rules. We'll get back to them later!

31 TIMELINE

The Timeline is the heart of your campaign; that's why it takes a whole page of the Argo Sheet! Here you will mark the passage of time, measured in days, which in Aeon Trespass: Odyssey serve as "campaign rounds." If you reach the end of the Timeline, it's over: You took too much time and lost!

Time passes as the *Argo* moves around the Map. It's simple: 1 ***Argo* move** equals 1 **day** equals 1 **campaign round**.

As time passes, things will happen of their own accord. The Timeline starts with several printed events, but as the game goes on, you'll add your own. Notice the **Timeline Battle symbol** – it tells you when you are going to face a Primordial monster again, giving you time to prepare. There are other symbols too, but we'll talk about them in due course.

Whenever you are instructed to add something to the Timeline X days from now, count X days from the current day (but don't count the current day itself!) and write it down in the provided space. For example, if you're instructed to add "Fearful Recollection" to the Timeline 3 days from now, that means you need to write "Fearful Recollection" in the space for day T3.

32 HULL AND CREW

In Aeon Trespass: Odyssey, **Hull** and **Crew** are *hit point* resources. In other words, they behave like resources (you gain them, lose them and trade them), but they are essentially the life-force of the *Argo*. If either of these fall to 0, consult the Storybook paragraph noted next to the appropriate track on your Argo Sheet. Be warned though, that it will have disastrous consequences and most likely end the campaign with an immediate defeat. Take care of the city-ship and its crew.

33 TECHNOLOGIES

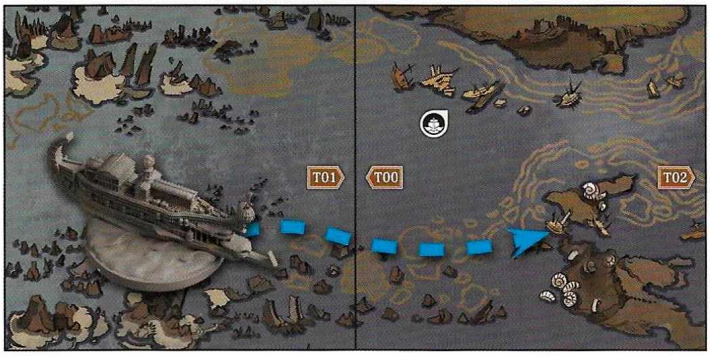
You just got your first Technology, the *Bridge Tholos*. It is a Core Technology, meaning you get it at the start of the game and that it doesn't have any prerequisites. Whenever you gain or research a new Technology, flip it from its Project side to its Technology side and add it to your Technology deck.

That's it for Day 0. Proceed to Tutorial Campaign Round 1 when you're ready to start exploring Crete!

Tutorial Campaign Round 1: Call to Adventure

It's time to finally move the *Argo*. Usually, a Map tile will allow you to move in several different directions but for now the *Argo* is stranded on the Great Sea, desperately looking for a place to refuel. The only direction you can go from here is east. This is depicted by an **arrow** accompanied by a tile number T01. So, place the T01 tile now, then simply move the *Argo* miniature onto it.

Your new tile has an **Adventure symbol**, indicating you'll be going on an adventure (see #35: Adventures, Hubs, Boxes).



Mark the box next to day T1 on the Timeline. Then, go on an adventure from one of the available Adventure **Hubs**. Each Storybook has a number of hubs, which are unlocked as you progress through the story. In the Learn to Play, there's only one hub: the Tutorial one! Each hub offers a set number of adventures. Once you embark on an adventure, you simply tick the leftmost empty box on the hub's track on the Argo Sheet.

Mark the first box of the Tutorial hub track and proceed to the **Alpha α** adventure, *Sea of Shipwrecks*, on the next page.

34 THE MAP

Map tiles will provide you with various symbols and information, which we will introduce gradually over the course of this Learn to Play. For now, let's focus on the **direction arrows**. You can only move in the directions pointed out by arrows. If the tile you're moving to isn't already on the table, you need to look up the tile with the corresponding number shown on the back of the tile (the number by the arrow) and place it face-up adjacent to the current tile, so that the arrows align.

35 ADVENTURES, HUBS, BOXES

An adventure is a set of story passages with a beginning and an end. Most adventures will give you a choice as to how to proceed! In Aeon Trespass: Odyssey, there are really no bad choices. Or, rather, all of them have positive and negative consequences. It's for you to decide how to navigate the complex stories, what you are willing to sacrifice and what you want to gain. Adventures can be anything: from swashbuckling clashes on high seas, through stealth infiltration missions, war stories, diplomatic negotiations, to introvertive pieces about your character or the *Argo* as a whole.

After you enter an unexplored Map tile with the symbol, you discover an **Adventure Hub**! Normally, you'd roll a d10 and compare the result to the hub table found at the beginning of your current Storybook, to find out which hub you have encountered (see Hub Adventures in the Rulebook, p. 26). Each time you embark on an adventure from a given hub, you'll mark a single box on this hub's track on the Argo Sheet. Once you've marked all adventure nodes on a track, the hub is considered completed.

Adventure boxes are encountered in a set order. The first box is always a set adventure, called the Alpha (like the first adventure in the Tutorial hub!). Same goes for the last, that one is called the Omega. All the boxes in between are normally empty. This means that you will need to roll to see which adventure from this hub awaits you.

Remember: All adventures are obligatory. Whenever you enter an unexplored tile with an **Adventure symbol**, you need to go on an adventure!

α Sea of Shipwrecks

You wake up to the sound of alarm bells. Cold chills run down your spines. Has the monster returned? Are you to do battle again? When you get to the deck, the Old Priest is already there, pointing ahead.

Before the Argo *lays a sea of shipwrecks. Mighty triremes broken in two or smashed into tiny unrecognizable pieces, drifting. It's impossible to discern to whom the armada belonged to. The* Argo *can plow through this watery graveyard, go around it or stop to look for survivors and supplies.*

"You are in command now," muses the Old Priest, "but if it was me, I'd prepare the launches to look for anything useful."

You get into the boats with your newfound crew and set off for the wrecks. It's as if something massive tore these ships asunder. Some of the larger war triremes show signs of precise piercing damage. What could punch through a bronze-plated hull and come out on the other side? Perhaps there really are worse things than the Hekaton out there...

Choose one of you to be the **party leader** (they break ties if you can't reach a decision). Then choose:

1. *This place is a maze of shipwrecks; foul things may lurk about. You decide it's better to lead the* Argo *in closer, as it should scare off any predators. This turns out great for the crew, not so much for the ship's hull.*

   Lose -1 **Hull** (note it on the Argo Sheet). Mark A7 in the Choice Matrix.

2. *These wrecks could still pose a threat to the* Argo. *It pains you to even think it, but the crew is replaceable, the ship is not. Consequently, many sailors fall prey to the mollusk sirens and sharks.*

   Lose -1 **Crew** (note it on the Argo Sheet). Mark A8 in the Choice Matrix.

Regardless of your choice, *on your way back you make a startling discovery. In the cargo hold of one of the larger triremes, in long iron caskets, you find Titans! Weak, incapacitated, but alive!*

Raise the number of **Titans** you have **up to 8** (regardless of how many you had before)! You also gather enough raw materials to gain 1 *Sail Spolas*, 1 *Siren Panoply Armor* and 1 *Boatmace* **Gear** cards. Finally, gain the *Titan Stoa* and *Excursion Propylon* oversized Technology cards. Then, **return to the Voyage Phase** (and see #36: Returning to the Voyage).

Sea of Shipwrecks was the first of many adventures. Each adventure will introduce a mixture of story, worldbuilding, choices and tests. This one lets you choose between losing some hull integrity or a few sailors. As both your and are at 5 and you really don't know what the future holds, the choice is even and may fall to morals vs. pragmatism. You have to mark A7 or A8 in the Choice Matrix and a future adventure or event may refer to one of these.

This adventure also gave you some needed **Gear** cards for your Titans and replenished your Titan stock. This is a freebie. In the future, you'll have to work harder for new Titans, so take good care of these!

You've finished your first adventure, *Sea of Shipwrecks*, losing some resources, gaining some cards and 2 Technologies: the *Titan Stoa* and the *Excursion Propylon*. Both of your new technologies have a **Permanent** ability. These introduce an ongoing effect that is always active – it does not need to be activated in any way, nor can it be turned off.

Titan Stoa tells you **how many Titans** you can have onboard and informs you how to replenish your Titan supply by exploring the Map. With time, you will gain other Technologies that will expand your Titan capacity. Note that if you have multiple technologies with a Titan Limit, they do not stack or add up. You should always apply **only** the highest of them. Write down your current number of Titans and the Titan Limit in the box near the Titan section of the Argo Sheet.

Dreamwalker x8 — TITANS — TITAN LIMIT 8/10

Excursion Propylon opens the staging area and command center for your Battles. With the Propylon, you'll be able to use **Argo Abilities** in Battle (once you get some!). Write down that your **AA Limit** is 2. Similarly to the Titan Limit, the number of Argo Abilities you can prepare for Battle will increase as the *Argo* advances technologically.

Finally, note the "Leads to" section on the back of each of these Technologies. This will become important soon!

36 RETURNING TO THE VOYAGE

The Adventure instructed you to **"Return to the Voyage Phase."** The Voyage Phase encompasses everything that is neither the Adventure Phase or the Battle Phase. In other words, it tells you to return to your current Campaign Round Step (see, Campaign Round Sequence in the Rulebook, on p. 12), resolve other effects that happen in this Step (if any) and proceed with the round.

If an adventure ends without **directing you to another passage**, you also return to the Voyage Phase.

Note: Some Technology abilities may **only** be used during a certain Phase.

There's not much more you can do on your current Map tile – proceed to Tutorial Campaign Round 2!

Tutorial Campaign Round 2: The War Philosopher

Late at night, as you sit around the changing map of the Bridge Tholos debating your next move, the Old Priest arrives with a stranger in tow.

"I am Socratoares, the War Philosopher, and I come with a warning: Titans are not your friends. They are wild animals and enemies of mortals. Only through the Antikratos technology can we tame and control them. It's in the helms, you see. Helms and words. We need to suppress their inner rage and destructive tendencies, their kratos so to speak. But there were only four helmets and each time you do battle, you risk damaging one beyond repair. We need to make more. I need only your permission to start work immediately."

"How did you come upon this knowledge?"

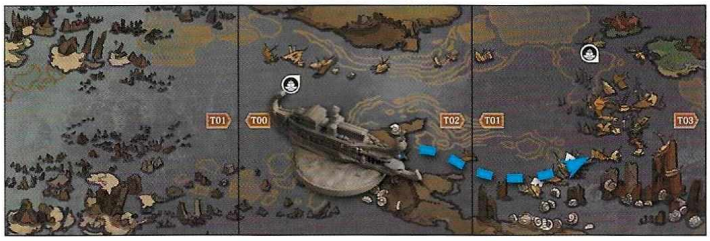
Socratoares looks visibly uncomfortable, as if even questioning it lessens his achievement. "I've studied the phos scripture of the only remaining book on the Argo. *The knowledge was incomplete, but there was enough. Do I have your permission?"*

"You have it."

As you watch the tall man leave the Tholos, you wonder: where did the Titans come from in the first place? Your past, this ship, the fate that befell the world. So many things remain hidden from you. This state of ignorance cannot continue. "Gather a group of the wisest thinkers and scholars of the Argo. *Find a place for them. Bring them this... Last Tome. Let them study it and report on their findings."*

The Old Priest smiles: "Just what I had in mind."

Time to continue your journey. Move the *Argo* eastwards onto a new Tile. Then remember to mark the next day (T02) on the Timeline.



Another Map tile, another **Adventure symbol**! You've already marked one node on the Tutorial hub track, so mark the second one. This node does not have a symbol inside, so normally you would now roll on a hub's table and randomly determine which adventure you are going to go on. You can learn more about adventures and hubs from the Rulebook, p. 26. For now simply proceed to Adventure 2: *Vast Spaces*.

2 Vast Spaces

Choose a party leader and continue.

The Argo *mystifies you. An iron ship that does not sink and that sails on invisible winds. It is magic, the kind that Hephaestus might've conjured up in his forge. But the gods are long dead and the grand forges of Olympus cold as Kokytos itself.*

When you go below deck you find vast spaces that could house a fleet of trireme or even a city! Some of the sailors, along with Alkibiades's smiths, set up a makeshift ship-breaking yard. They took some of those shipwrecks you encountered yesterday and began salvaging materials for weapons. Giant weapons for the Titans.

As you inspect the salvage, you learn that, unfortunately, you've also taken in stowaways. A rabid siren. Half-mortal, half-mollusk, all the hunger. Defend yourselves!

See #37: Tests, Skills and Triskelion Gains. Then choose:

1. *It's only the four of you, so you need to engage the siren as one. That way, even though you risk more of you getting hurt, you will spread the punishment among you.*

   Each Argonaut tests Fury or Endurance (7+). If you fail, gain +1 Λ.

2. *It's only the four of you, so one of you needs to step up and hold the creature off, while the rest scramble for reinforcements. They may be hurt bad, but the damage will be contained.*

   The party leader gains +2 Λ.

Regardless of your choice, see *Vast Spaces* continued on the next page.

37 Tests, Skills and Triskelion Gains

During an adventure, you may be asked to perform a test. To perform a test, take **one d10 die** and roll against the target number (**number in parenthesis**). If you roll equal to or higher than the target number, you succeed. If you roll lower, you fail. If you're unhappy with the result, you can re-roll tests using Ψ, just like you would in case of an Attack or Evasion Roll, but you must follow the same restrictions: no die can be re-rolled more than once.

Most tests refer to an Argonaut's **Skill**. If you have any bonus to that Skill, you may apply it to the roll result. Each Argonaut starts with a small bonus to one of the Skills (it's printed on their Argonaut Portrait card). Note that sometimes you may be instructed to perform a test during a Battle as well. This is resolved in the exact same way.

A lot of effects will instruct you to gain Ω, Ψ or Λ. These are the three aspects of the Triskelion used during Battle and outside of it (See the Rulebook, p. 11, for more details).

During the Battle Aftermath, you reset your Triskelions to triple zeros. **Only Tides of Fate can reset Triskelions!** This means that when you gain Triskelion stats between Battles, like during this adventure, these persist throughout the next Battle. In effect, you may start the next Battle in a weaker or stronger state!

Vast Spaces continued

You manage to slay the rabid siren, but not without cost. Still, it had to be done to secure this space for Alkibiades's people. And those people have something to show for their efforts. Intact siege weapons salvaged from the wrecks and a few barrels of ambrosia, courtesy of the dead siren.

Now you just need to find a way of reshaping those materials into equipment that will give you a fighting chance against Primordials. You need... knowledge.

As you turn back to look for the scholars of the Argo *the Old Priest mentioned, one of you lingers. A flicker of recollection flashes in their mind. This horrid encounter has stirred something in them. Something from their veiled past.*

Gain 2 Armament resources, 2 Trireme resources, 6 Raw Ambrosia resources, 1 Muscle Cluster resource and 1 Infused Mechanism resource – note them on your Argo Sheet in the **Cargo Hold**. In your immediate future, you'll use these resources to craft powerful weapons, armor, support items and more! (See #38: Resource Categories and Types.)

A random Argonaut gains the *Siren Survivor* Mnemos card: they should write it down in the Mnemos section of their Argonaut Sheet, along with the passage number for their first Breakthrough (see #39: Mnemos Cards, Nodes and Random Argonauts).

Gain the *Last Academy* oversized Technology card. Finally, **return to the Voyage Phase**.

38 RESOURCE CATEGORIES AND TYPES

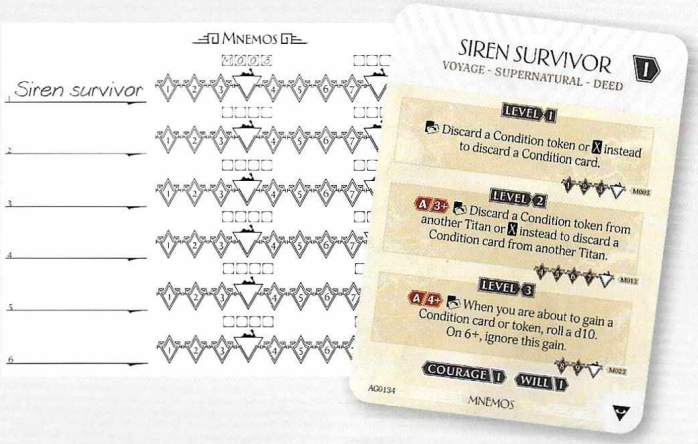
In Aeon Trespass: Odyssey, even the resources you collect are colossal. There are three general categories of resources: **mortal** resources divided into Triremes, Monuments and Armaments; **primordial** resources harvested from dead Primordials; and **divine** resources, representing rare items imbued by the lingering power of the dead Olympian gods (for more details, see Rulebook, p. 19).

39 MNEMOS CARDS, NODES AND RANDOM ARGONAUTS

Mnemos cards represent the subdued, forgotten or repressed memories of Argonauts' past lives. Each Mnemos card has a bit of a backstory (vague enough to let you fill in the rest!), some Skill bonuses (noted on your Argonaut Sheet and added as a bonus during Skill tests) and three unique abilities. Some abilities may influence the Battle, others may be useful during the Voyage or Adventure Phases.

Only first level abilities are available from the start, while the rest are locked behind **Mnemos Breakthroughs**, and these are achieved by collecting **Mnemos nodes**. Nodes are "experience points" tied to a particular Mnemos card. The more nodes you have, the more abilities you unlock.

Mnemos Breakthroughs, on the other hand, are special adventures that slowly reveal the Argonauts hidden past. These are resolved by reading passages from the Mnemos section of the appropriate Storybook. The paragraph numbers of these passages are always noted on the card itself, but you may also note them in designated spaces on your Argonaut Sheet. **Don't read these passages yet!** You need to collect a certain number of Mnemos nodes first! You always need three nodes to reach the first Breakthrough (this unlocks the second ability), another four to reach the second one (this unlocks the final ability) and another three to resolve your story with the final Breakthrough.



How do you earn nodes, you ask? You'll soon find out!

As for the **random Argonaut**, each player rolls a d10 and the one with the lowest score is considered "random."

As you just gained the *Last Academy* Technology card, you may finally begin to research new Technologies! You do this during the "Advancement Step," which in the campaign round sequence comes after moving the *Argo*, advancing the Timeline, exploration, adventures and battles. It's now!

First, assemble your **Projects deck**, taking the following Technology cards from the game box: *Trireme Weapons*, *Trireme Armor*, *Rhetoric*, *Titan Hunting* and *Anti-Indoctrination Philosophy* (see #40: Advancement Step – Research). Then, look to the Timeline: today you can research your first **Battle Technology**. So, although you have five Technologies in total in your Projects deck, you can only choose from the two **Battle Technologies** available to you: *Trireme Weapons* and *Trireme Armor*. Whichever you choose, they both **lead to** the same Technology – *Trireme Ranged Weapons*. Add that Technology to your Projects deck. Note that this Technology **requires both** *Trireme Weapons* and *Trireme Armor*, so although it is immediately added to your Projects deck and you can peek at its Production Facility side, you cannot research it until you fulfill all requirements (research both *Trireme Weapons* and *Trireme Armor*).

Soon, you'll learn how to craft **Gear** cards from your researched Technologies. For now, proceed to Tutorial Campaign Round 3!

40 ADVANCEMENT STEP - RESEARCH

During Advancement Step, you can research new technologies and craft Gear from resources you salvaged from Primordials in Battle.

Your Technologies fall into two categories: those you have researched (Technology deck) and those you can research (Projects deck). These correspond to both sides of a Technology card. The Projects deck represents all the potential projects your scholars may work on next. To add cards to a Projects deck, you need to look at all the **"Leads to:"** parts of your current Technology cards.

As you may have noticed, available technologies are separated into two types, forming two separate technological trees of sorts: **Structural** and **Battle**. They all belong in the same Projects deck but are developed independently. Whenever you reach a **Structural Technology symbol** or **Battle Technology symbol** on the Timeline, during the Advancement Step, you get to pick one technology of a given type from your Projects deck.

You may freely peek at the Technologies cards in your Projects deck before you decide to research them, but you may only use those you have researched.

Some Technology cards offer Production options, some provide immediate effects or a permanent bonus/enhancement, while others still may be used actively in Battle, as Argo Abilities!

Note: Some Technology cards are **oversized**. This is not a mistake! These are just milestone Technologies that show a part of the *Argo*. Most of these Technologies are also **Core**, which means they are awarded at a start of a Cycle and don't have any other requirements.

Tutorial Campaign Round 3: Ashes of Alexandria

Contrary to what the War Philosopher said, there were many books and scrolls on the Argo, *a veritable library to rival that of Athens. But there was only one text that spoke of the* Argo *and its fabulous technology: the one Socratoares dubbed the Last Tome. He believes it was taken from Alexandria just before the Eschaton happened, but this is just pure speculation.*

The Last Tome only has one page, but it keeps changing under the slightest of touches. This is the miracle of the phos scripture. It also means you cannot be sure what knowledge and secrets it still holds. To learn the answers you don't know you need, you must figure out the right questions.

And so, just as you have asked, the Old Priest has gathered the learned sages, philosophers and scholars of the Argo. *United in one purpose: to understand. They set up in the aforementioned library and began their lives' work. That was the first day of the Last Academy of Hellas.*

As usual, at the start of the day you must move the *Argo* – no point going back, so proceed to tile T03 and mark the next day on the Timeline.

This Map tile has a new symbol to interact with, the **Titan** symbol. It means that a Titan has been spotted in the wild and can be hunted to replenish your Titan stock. That's great news! Take a look at the *Titan Stoa* Technology card to see how you can interact with this symbol. You do this during the **Exploration Step**, which is right now – after **Movement** and **Timeline** steps you've just resolved.

There's also a symbol on the Timeline which means that you get to research a new **Battle Technology** again as well as a **Story Event** called *Fearful Recollection*. You were instructed to put it there on Day 0 and it's finally time to resolve it! The **Advancement Step** comes before the **Story Step**, so you need to do research before you can delve back into the story (See #41: Campaign Round Sequence and Timeline Events). Research the only remaining Battle Technology available (if in doubt, go back to #40: Advancement Phase – Research), then proceed to *Fearful Recollection* on the next page.

41 Campaign Round Sequence and Timeline Events

Your Timeline can quickly get crowded! As you can see, some events have already been marked and you will add even more as the game progresses. There are three types of things that can end up on the Timeline:

Battles: Generally, you must face a Primordial every six days, as denoted by the symbol. These battles are called **Timeline Battles**. In some cases, however, you may be prompted to add additional battles to the Timeline. Timeline Battles are resolved in the **Encounter Step**, while other, surprise ones, will be resolved at the end of the Step they were triggered in.

Advancements: You already know how to research **Battle** and **Structural** technologies. This is always resolved in the **Advancement Step**. All other events added to the Timeline using Technologies are resolved in the Advancement Step as well.

Story Events: As a general rule, every event that is not a Battle or an Advancement is a **Story Event** and happens in the **Story Step**. These do not include **adventures**, which are resolved in a separate step (see below).

Here, look at this simplified campaign round sequence (you can find a detailed Campaign Round Sequence in the Rulebook, p. 12):

1. **Movement:** Move the *Argo* onto a new tile.
2. **Timeline:** Advance the Timeline.
3. **Exploration:** Trigger Map tile icons, like .
4. **Expedition:** If on a tile with , resolve an adventure.
5. **Encounter:** If there are any **Timeline Battles** or Battle Events on the Timeline, resolve them.
6. **Advancement:** If there is a or symbol on the Timeline, develop new Technologies. Then resolve other Advancement Events and craft **Gear** cards.
7. **Story:** If there are any Story Events on the Timeline, resolve them.

Story: Fearful Recollection

You cannot sleep at night. Something is worming its way inside your mind. At first you think it's the memory of the recent battle, but no, it's deeper, older. A... recollection of your previous life. You expect to see loved ones or even hated enemies, instead it's only drab wet walls, damp dirt and a tiny skylight. Who are you?

The least likely Argonaut gains the *Imprisonment* Mnemos card (see #42: Least Likely Argonaut). The *Imprisonment* Mnemos card is particularly helpful against the Hekaton. What a lucky coincidence! **Return to the Voyage Phase.**

42 LEAST LIKELY ARGONAUT

In some cases, especially for the purpose of gaining new Mnemos cards and Mnemos nodes, the game will ask for the least likely Argonaut. The least likely Argonaut is the one with the fewest Mnemos cards (not counting Fated Mnemos!). In a case of a tie, it is the one from the tied Argonauts who has the least amount of Mnemos nodes (not counting Fated Mnemos!). If there is still a tie – choose randomly from among the tied Argonauts.

All done? Time to proceed to Tutorial Campaign Round 4 then!

Tutorial Campaign Round 4: The Doom That Came to Crete

There are fortifications on the small rocky islands, but they were abandoned long ago. Strange for a sea-faring empire to leave its flank exposed like that. Thankfully, not far from the ruins you find a tiny fishing village. The people there are more than eager to tell you what fate befell Crete. After you hear the tale, you begin to wonder if it was a good idea to come here.

Then you remember: you didn't have a choice.

You're now ready to sail again – move to the next Map Tile (T04) and mark the next day on the Timeline.

Take the *Shape of Things to Come* Cycle I Doom card and place it below the Map, 1A side up. Read it aloud. Well, that's quite ominous, don't you think? Then, look at the symbols on the Map tile: there's a **Doom** symbol, a **Progress** symbol and a **City** symbol waiting for you.

Exploration comes first, so resolve the symbol by placing 1 token on the *Shape of Things to Come* Doom card (see #43: Doom Cards and Doom Symbols). You resolve a Doom symbol each time you enter a Map tile showing it, **even if this Map tile has already been explored** (see #44: Explored and Unexplored Tiles).

Doom token

Then, it's time for the **Progress** symbol. This symbol tells you you've gained a token. Usually, you'll place tokens on a Story card, which is the mirror opposite of a Doom card. Story cards chart your main goals for the Cycle; they inform you of the progress you've made in the main storyline. However, you've yet to receive your first Story card!

Progress token

43 Doom Cards and Doom Symbols

Doom cards represent the encroachment of evil. As with all great villains, those populating the AT:O world don't sit idly by to see how events unfold. They try to actively shape them. This is represented by the mechanic of Doom tokens.

Each time you enter a Map tile with a symbol, place 1 Doom token on your current Doom card. Once the conditions on the card are met, flip the card over or find the correct passage in the Storybook. **Note:** There are other ways to gain , like adventures and some battle effects, so watch out!

Time is a precious commodity in Aeon Trespass: Odyssey, don't waste it: evil never sleeps. If you reach the end of the last Doom card of your current Cycle, that's it: you've lost the campaign and evil has triumphed!

44 Explored and Unexplored Tiles

At the end of a Campaign Round, aptly named the End Step, if the tile you are on was Unexplored, it becomes **Explored**. Most Map tile symbols are resolved only once, when a tile is Unexplored. In other words, once you move to a new tile and resolve its symbols, the tile will become Explored; if you later return to this tile, you won't trigger those symbols.

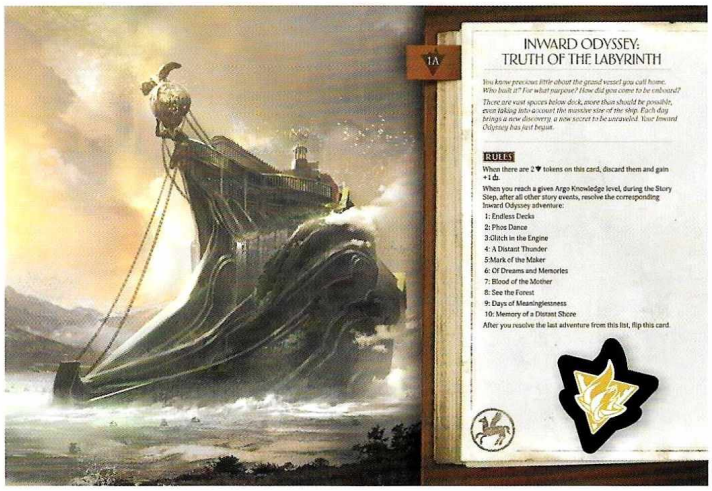
Some symbols however, are always active, which means they trigger every time you resolve an Exploration Step on their tile. This includes both the and symbols. **Resolving the same symbol multiple times could be disastrous to your voyage.** Remember to exercise extreme caution when planning your journey through previously explored tiles.

You can find a list of common Map tile symbols along with their meaning in Rulebook, p. 14. Additionally, Cycle-specific symbols are explained in the Rules section of your current Storybook. If you encounter a symbol that is not explained in any of these places, do not worry. Some rare symbols are only referred to on other game elements, such as Story cards or Technologies. If you run into them before you learn how they're used, simply ignore them.

So, instead, take out the *Inward Odyssey: Truth of the Labyrinth* card from the game box and place it near the Map. You won't get to use it yet either, but whenever you gain ✦ you may always place it on an Inward Odyssey card (see #45: Inward Odyssey and Argo Knowledge). Do it now.

Now, let's look to the **City** symbol. These are scattered around Crete. Cities are potential locations for great or terrible things to happen, and for you to use your **Negotiation** Technology abilities at. However, they don't do anything on their own. Other cards and effects may interact with them, place tokens on them and so on. You don't have any Technologies to use here at the moment, so this is dormant and it won't have any effect.

Well, there's nothing left to do on this Map tile, so simply proceed to Tutorial Campaign Round 5.



UPDATED CAMPAIGN ROUND SEQUENCE

1. **Movement:** Move the *Argo* onto a new tile.
2. **Timeline:** Advance the Timeline.
3. **Exploration:** Trigger Map tile icons, like .
4. **Expedition:** If on a tile with , resolve an adventure.
5. **Encounter:** If there are any **Timeline Battles** or Battle Events on the Timeline, resolve them.
6. **Advancement:** If there is a or symbol on the Timeline, develop new Technologies. Then resolve other Advancement Events and craft **Gear** cards.
7. **Story:** If there are any Story Events on the Timeline, resolve them.
8. **Doom:** If there are any Doom Events on the Timeline or the Doom progression has been triggered, resolve them.
9. **End:** If you are on **an Unexplored tile, it becomes Explored.**

45 INWARD ODYSSEY AND ARGO KNOWLEDGE

Inward Odyssey is a special Story card. If Doom cards tell of the villains' side of the story and normal Story cards are your main quest of the Cycle, then Inward Odyssey is the story of the *Argo* itself, its crew, the Argonauts and the Titans. Every Cycle has its own Inward Odyssey, with twenty adventures in each Cycle.

Argo Knowledge is an abstract representation of the general world knowledge and knowledge about the *Argo* gained by the Argonauts. You never spend it or lose it. Each time you gain , you will go on a special adventure from the Inward Odyssey Story card at the end of the current Step. These adventures are tied to the *Argo* itself and offer a wide variety of rewards. You note the current amount of Argo Knowledge on the Argo Sheet, in the appropriate space.

Argo Knowledge is hard to come by, but there is a reliable way to gain it. Whenever you gain **Progress** ✦, you may put it on Inward Odyssey instead of the normal Story card. Every two ✦ on Inward Odyssey are immediately converted into +1 Argo Knowledge. So, whenever you feel you can spend some ✦, place it on Inward Odyssey. Just be careful, you win the game by progressing the main story through Story cards, not Inward Odyssey!

Tutorial Campaign Round 5: Tread Lightly on Their Dreams

From what the fishers told you, you have already crossed into the Domain of Minos. Yet there are no triremes flying the sails of the Bull, no outposts to greet you. Time seems to slow down to a crawl, and you begin to doubt yourself. What are you even doing here, on this weird ship full of strangers, with no hint who you are and what you're supposed to do? Adrift. Anxiety begins to creep in...

As always, at the start of a round you must move the *Argo*. This time you are offered a choice! You can move either south or east. Choose and mark the next day on the Timeline. After you move from a Map tile with the symbol, you must mark it with the **Last Visited City** token, so do it now. This prohibits you from using **Negotiation** Technology abilities on this . You don't have any of these now, so don't worry. It's worth keeping in mind though, as you will only move the token once you visit **another** City.

Last Visited City

Reveal the Map tile you've chosen (T05 or T06). Look, it shows a new symbol! It's a Minoan **Faction symbol** (see #46: Faction Symbols), meaning that this is the **Local Faction** in the region you're traveling through. Note that almost every region is controlled by some faction! The symbol has no immediate effect, so you can ignore it for now.

However, this is a good place to mark your starting **Diplomacy Scores** with each of the Factions: Minoans, Hornsworn and the Labyrinthians. As you have not met anyone yet, simply mark "0" on each faction's **Diplomacy track**. Notice that the tracks are divided into **Diplomacy Thresholds**, like Neutral, Friendly or Unfriendly. Whenever you see the following instruction: "Faction: Diplomacy +/- X" (e.g., "Minoans: Diplomacy +1"), it means that you have to change the diplomatic standing with the named faction, by either gaining or losing X on the track. Keep this in mind!

Since the only other symbol on this tile is , you can go straight to resolving the **Omega Ω** adventure from the Tutorial hub in the **Expedition Step**, then we'll proceed to the **Advancement Step** to resolve the technology research.

46 Faction Symbols

As you approach populated lands, you are going to encounter various factions, each staking their claim on these territories. This is represented by Local Faction symbols such as the one you can see on the current tile. You are soon going to learn more about factions of Crete from story events and adventures.

A faction symbol is always found in the bottom right corner of a Map tile. It has no effect of its own, but may – and will – interact with other game elements. For example, whenever you perform a Diplomacy test (see Rulebook, p. 23), you gain a bonus or penalty based on your standing with the group you're dealing with (you'll learn more from #48: Diplomacy and Strangers, but don't read it until you resolve the adventure!).

Ω A Merchant Ship | *Crime*

The moods on the ship sour even more, as you need to enforce food and water rationing. Black ambrosia is not the only thing running low. Maybe the city-ship can reach the shores of the Island of the Bull, but if you don't find supplies soon, it may well be manned by a crew of corpses. As you ponder the consequences, a solitary squawk breaks the silence.

Lookouts catch a few fleeting silhouettes looming on the horizon. Soon enough, you see them as well. Bright sails and slender bows. Biremes from Corinth, great drafts signaling holds full of cargo. Food perhaps? When they notice you, they turn around and flee, denying you the chance to explain yourselves. You are no pirates, but you are in desperate need. You urge Alkibiades to speed up.

If A7 is marked, the chase reveals the damage suffered from the Shipwreck Sea was more extensive than you realized. Roll a d10:

1–7: *Increased strain causes further damage.* Lose -1 .

8+: *The Moirai are kind to you. This time.* Gain +1 .

Then, continue:

Biremes are no match for the Argo. *Soon you catch up to them and they put up no fight. In truth, they surrender, like pups rolling onto their backs. With opulent outfits, and statures to match the grandeur of their wealth, these merchants are sailing to Knossos to pay tribute to the Almighty Minos. Though you make them a more than fair offer, they pointedly refuse. They want nothing to do with you and would sooner see you starve than share even a barrel of their supplies.*

Choose a party leader (see #47: Party Leader). Choose:

1. *You made them a lucrative offer and still they refused. You're no thieves, but your crew is starving. These merchants are wealthy enough, they won't miss a few barrels. When push comes to shove, they'll float to Knossos on their bellies!* Confiscate their supplies. Mark A10, then see *A Merchant Ship: Supplies* on the next page.
2. *You're not pirates or thieves. Besides, you're fairly close to shore – and to Knossos. You wouldn't want to make enemies here.* Let them go, but ask for the maps of the coast. See *A Merchant Ship: Maps* on the next page.

How did you like that? Surprised? Angered? If you like, check the "road not taken" and compare the two. You see, your choices will have unforeseen consequences, sometimes staggeringly so! They may even form a domino pattern.

As you can see, the **Choice Matrix** is not the only way your decisions will impact the world of Aeon Trespass: Odyssey. Many events may influence how your cause is perceived by various factions as well as shape the Argonauts' opinion on their dealings with other peoples. This is demonstrated by the **Diplomacy tracks** on the Argo Sheet. We've talked about them a bit earlier, and now you had the chance to put that knowledge into practice: you've gained and lost some favor with two of the factions! See #48: Diplomacy and Strangers.

47 PARTY LEADER

There is always a party leader. Sometimes the adventure will tell you outright to choose one. However, even if it doesn't, you have to choose a party leader as soon as either you arrive at a story choice (denoted by the word "choose") or the narrative text itself mentions a party leader. In other words, there is always one Argonaut who will break ties! Once you make your choice, give the player controlling this Argonaut the **Priority Target** token as a reminder. As you may have noticed from the previous adventure, the party leader is also more likely to be the subject of negative (and positive!) adventure effects. Oh, and one more thing: If you can't decide on a party leader, choose one at random!

A Merchant Ship: Supplies

"Barbaros! You're no better than the Symmachy scum!" says one of the fat merchants when you order your crew to liberate them from some of their cargo.

"Everyone's got to eat and we're the biggest fish here," snipes one of you.

"No, 'my friend.' There is always a bigger fish..."

Gain +1 . Minoans: Diplomacy -1. Hornsworn: Diplomacy +1. If A8 is marked: *Some of your crew have taken to heart your philosophy of the 'greater good'. While you were confiscating the necessary supplies, they snuck onboard the biremes to take the rest. Unfortunately, all they could claim were some dead gods' relics.* Gain 1 Monument resource and additional +1 .

Then, **return to the Voyage Phase**.

A Merchant Ship: Maps

You barter with the merchants for the maps, but in the end, you have nothing they deem of value. Seeing your predicament, they do give you some useful advice about dealing with the Minoans and journeying around Crete.

Lose -1 . Mark A9. Minoans: Diplomacy +1, Hornsworn: Diplomacy -1.

If A8 is marked: *Your crew start to see a pattern. With you at the helm, they will always come second. Now you'd rather let them starve than take some supplies from those who probably cheated their way to wealth. Morale is low and at night many leave the* Argo *in smaller launches, taking their chances alone.* Lose -1 , gain +1 **Strangers** .

Then, **return to the Voyage Phase**.

As you resolve the Merchant Ship adventure, notice the word "Crime" next to its title. This is an adventure trait (see #49: Adventure Traits and Mnemos Nodes). Almost all hub adventures from here on out will have these. This is your way to "gain experience" for your Mnemos cards. Look closely at the *Imprisonment* Mnemos card: it has three traits: *Curse*, *Dream* and *Crime*. Notice that one of these (Crime) matches the trait of the *A Merchant Ship* adventure. If traits match, you gain 1 node for that Mnemos. Now you're one third of the way towards unlocking a new ability and having a breakthrough. Simple!

Now, proceed to the Advancement Step. There is a symbol on the Timeline today so you can finally research those *Trireme Ranged Weapons*! Remember to add all Technologies listed in the 'Leads to:' section of the newly researched card to your Projects deck. Then, put the *Trireme Ranged Weapons* into your Technology deck.

48 DIPLOMACY AND STRANGERS

Whenever you gain or lose **Diplomacy** with a faction, simply mark the change on the appropriate track. Note that as your standing increases or drops beyond a certain **Threshold**, you will gain a constant modifier to any **Diplomacy tests** performed on Map tiles controlled by this faction. On top of that, building a strong alliance may bring unforeseen boons and greatly influence the story, whereas a negative relationship could have equally dire consequences. Choose your allies carefully.

Strangers represent foreign forces infiltrating the *Argo*, physical and ideological. These may be spies, saboteurs or just disgruntled crewmembers, but the result is the same: internal security has been compromised. have no immediate effect of their own, but may trigger other events. You note the on the Argo Sheet, in the appropriate space.

49 ADVENTURE TRAITS AND MNEMOS NODES

Each hub adventure has a trait, a peculiar quality. Whenever you're on an adventure and see an **adventure trait** matching your Mnemos card, it reminds you of something in your past, triggering a memory. This allows you to gain a node for that Mnemos. A trait always grants exactly one node to each eligible Argonaut. In other words, each Argonaut can benefit from an adventure trait only once, even if they have 2 Mnemos cards (the maximum per Argonaut), each sharing this same trait. If both Mnemos cards assigned to the same Argonaut possess a trait matching your current adventure, add a Mnemos node **only to the one with more nodes**.

Gaining Mnemos nodes is generally a positive effect that allows you to learn more about your character's past and unlock unique abilities. Remember, however, that it is a **forced effect**. You cannot choose not to gain a Mnemos node.

Finally, you are ready to proceed to Tutorial Campaign Round 6.

Tutorial Campaign Round 6: The Work Has Just Begun

Time to set sail again! You should now be able to move onto tile 027. Do it now and mark the last day of the Tutorial on the Timeline.

You've finally arrived at the shores of Crete; the lights of Knossos will guide you to the port. First, however, you must resolve the **Exploration Step**. You've encountered a symbol, so put another token on your Doom card. Then, it's time to explore your immediate surroundings using the **Exploration deck**. The Exploration deck is your main way of gaining mortal resources; it represents your dealings with the locals, as well as some other, more rare encounters. Take a look at the *Bridge Tholos* Technology card. From now on, whenever you move to a new tile, even if it has already been explored, you will **gather resources**. Search the Cycle 1 Exploration cards for cards 1-9, 13, 19, 23 and 28-31 (you will find a card's number in the lower left corner) and shuffle them to create the Exploration deck. Then, draw two Exploration stacks (See #50: Gathering Resources from the Exploration Deck) and gain the designated resources!

For now, your spoils may not seem particularly exciting but your Exploration deck will get progressively better with time. See the **Acclimation** brackets on days 18, 36 and 54 on the Timeline? On these days you will remove some cards from the Exploration deck and substitute them with their improved variants.

There is no **adventure** symbol on your current tile and no **Timeline Battle** on the Timeline, so you can skip the **Expedition** and **Encounter** Steps altogether. However, before you continue the Story, it's time to finally put your hard-earned resources to use in the **Advancement Step**. Gain the *Argo Works* Technology oversized card.

You already have access to three production Technologies: *Trireme Weapons*, *Trireme Armor* and *Trireme Ranged Weapons*. Each of them represents a specialized workshop set up in the Grand Agora and shows a list of available Gear. The resources provided by Alkibiades' shipbreakers should be enough for a *Shipwrecker Shield* and a *Kratos Kopis*. Craft them now (See #51: Advancement Step – Crafting).

Drawing from the Exploration deck example

50 Gathering Resources from the Exploration Deck

During the Exploration Step you trigger Map tile icons and gather resources from the Exploration deck. Each Cycle has its own deck, and the deck itself will evolve over the course of the campaign (see Performing Acclimations in the Rulebook, p. 16).

Once you've assembled your Exploration deck, shuffle it and draw cards from the top, resolving them one at a time until you draw one that shows the **End Stack** symbol. Do not shuffle any cards back into the Exploration deck yet! Start another stack and repeat the process until the **second stack ends**. Remember to note any resources you gain from these cards on your Argo Sheet. Only then can you shuffle the cards back into the deck.

End stack symbol

Draw another symbol

However, **not all Exploration cards are shuffled back!** Some may instruct you to remove them until the next Timeline Battle or even remove them permanently from the deck, so read the cards carefully. If you save your game in-between Timeline Battles, remember to store any cards that were removed from the deck until the next Timeline Battle separately.

51 Advancement Step - Crafting

Crafting is the other main activity performed during the Advancement Step. Unlike Research, however, it can be done every day, provided you have the required resources.

Each **Production Facility** shows a list of **Gear** cards that can be crafted using that particular Technology. Each card lists a crafting cost in resources. Some rare cards may have additional costs (a Priest resource or a specific Primordial part, for example) or requirements (having a certain Argo Knowledge level).

Crafting in Aeon Trespass: Odyssey is really simple. Whenever you want to craft something, choose the Gear you want to craft, pay its crafting cost (lowering the total value of used resources on your Argo Sheet) and gain the corresponding card (add it to the **Argo Armory** deck). You cannot craft a card if you do not have the required resources or if there are no more copies of a given card available in the game box. There is no limit to the number of cards you can craft at once!

Before you resolve the Story Step, remove all the Map tiles with T in their numbering. You won't need them anymore. This leaves only 1 tile on the table: Knossos.

This marks the end of the Learn to Play! Docking in Knossos finally gives you a chance to resupply and repair the Argo, so reset your stats before you begin the campaign: set your ⚔ to 5 and ☯ to 4 and your ♈ and ♟ to 0. Be wary, regaining these statistics will not be as easy in the future. Also gain 1 Sisyphus Tear as a reward for finishing the Tutorial. This mysterious Divine Resource will allow you to replay a lost Battle (see Sisyphus Tears in the Rulebook, p. 57).

There are still lessons to learn, but you know enough to freely explore Crete. Look for **Progress** ♈ symbols to further your quest, beware of the **Doom** ⚠ symbols, as gaining too much can spell, well, your doom (see Map Tile Symbols in the Rulebook, on p. 14). Remember to resolve all symbols marked on the Timeline: **Structural** 🏛 and **Battle** ✹ Research, as well as **Timeline Battles** ⚔ (see Timeline Events, Rulebook, p. 14). Go on **adventures** ☯ to gain unique rewards and develop your characters and gather resources to create new weapons and gear in the Grand Agora.

Ready? Read the Special Cycle I Rules in the Cycle I: Truth of the Labyrinth Storybook, then proceed to paragraph 0001 in its Main Story section. Your Odyssey begins in earnest!

Tutorial Battle Setup

If you'd like to repeat the Tutorial Battle or a future Story paragraph refers you to it, use the Setup instructions below.

Required tiles:

Column x16

Battle Setup:

1. **Standard Preparations:** Perform Standard Preparations (See Rulebook, p. 34).
2. **Primordial Positioning:** Place the Hekaton miniature on the indicated space in the center of the board. Determine facing direction. (*Look at the bottom card from the Minor Trauma deck and turn the Primordial in the direction indicated by the arrow in the lower left corner.*)
3. **Evolution:** Not performed.
4. **Additional Setup:** None.

Aftermath:

Victory: As soon as the 6th Wound is dealt, the Primordial is slain. Proceed to **Rewards & Penalties**.

Defeat: All Titans died. Gain +1 and proceed to **Rewards & Penalties**.

Retreat: Impossible.

Rewards & Penalties:

Tides of Fate: Reset Triskelions.

Resources: Gain resources for each BP card in the Wound Stack. Gain 1 Hekaton Core resource for every critically wounded BP III card.

Casualties: Discard all conditions and tokens from Titan Sheets. Note dead Titans on the Argo Sheet.

Voyage: See Tutorial Campaign Round 0.

AEON TRESPASS

ODYSSEY