

Play sheet for Jason & The Argonauts

TURN SEQUENCE:

At the start of the *game*, each Argonaut player receives:-

- 3x 'Move Sticks' (to do movement *and* track wounds); 'health' always = remaining sticks
- 1x 'Call to the gods' markers (to change their luck!); note – Jason gets **3** (star billing...)

Each *turn* consists of three *phases*. At the *start of a turn*:-

- Each player draws cards (3x for order of movement, 3x for combat); players choose which they wish to use for each phase.... NOTE: Argonauts draw 8, keep the best 6.

Then move each phase in strict order:

- [a] Determine by card the order of movement for this phase; 'Aces' *choose* when to move
- [b] In the event of a draw, Argonauts (i.e. the 'good guys') always move first
- [c] EACH player in turn moves or performs any *actions* (move, do 'stuff' etc);
- [d] ALL then resolve combat for those figures in contact, order decided by umpires

At the *end* of the turn:

- move the 'fleece escape marker' 1d3 spaces until it reaches the 'beach'.

If/when the fleece escapes (or is intercepted), the Argonauts may attempt to get away over the cliff.

ACTIONS:

ARGONAUT options per 'Health Point' are any one of:-

- MOVE (if not attacked)** distance up to their remaining 'movement sticks' (turns are always free); figures may not overlap bases during their move. Declare any attacks.
- STAND UP** from a prone position – AUTOMATIC if not attacked, otherwise by rolling 1d3 less/equal to current 'health'. Note that this is faster than skeletons (better balance).
- OTHER ACTION** = something else! Could be to help a colleague, pick-up a weapon or shield etc

SKELETON MOVEMENT (if not attacked): these are always moved using the following guidelines:-

If these are played, each player rolls 1d3 for how many skeletons can be moved (any single figure cannot move more than once per turn). Each player MUST be able to move 1. Always do as follows:-

- If PRONE**, go to **kneeling** or if **KNEELING**, may stand-up (no further movement allowed). In either case, the figure may DEFEND but not attack.
- If the fleece is still on the path AND the skeleton has a clear line-of-sight to the exit trail**, move *directly* towards the exit; includes climbing small obstacles (walls etc); BUT if **MOVING CLOSE** to an unengaged human player (within 1x 'move stick') it **must** always stop and attack.
- OTHERWISE** move towards the **nearest** unengaged human and attack (note that this includes any 'friendly' guards! Argonauts please take note...). **NOTE - If a Bad Guy exits, move it 3 on the track each phase; if even one contacts the escapees, the party is killed and the fleece recovered; although the players have failed, they may still try to escape!**

CLIMBING, JUMPING, HOPPING OVER BODIES – use 'move sticks' equal to the distance/height, then check for 'risk of falling' (see overleaf).

INTERCEPTION: if any figure moves within the maximum move distance of another **which is unengaged and yet to move**, the latter has the option to try and intercept 'on the way past'. Make a normal move to the point of interception, then cut the deck with the target player; if it succeeds they automatically become the 'attacker'. A **failed interception ends the move for that figure**.

COMBAT:

WHO'S WHO: The side which *initiates* the combat is always the 'attacker'; the other is the 'defender' (no matter how many figures are involved) – and only the 'attacker' can score hits...

METHOD: Attacker & Defender each choose a 'combat card' from their hand

- If the same basic card is chosen (irrespective of modifiers), the figures are **locked in combat** – no moving away next turn (until someone gains an advantage); each rolls 1d3, the winner does a 'push-back' (this may cause a fall)

CHECK CARD VALUES: calculate the difference in scores – (J=11, Q=12, K=13)

- **ADJUSTMENTS:** +2 per extra skeleton or higher than opponent; halved if prone or kneeling (always rounded down)
- **WINNING & LOSING:** If the final odds are 2+:1 in the attacker's favour, OR they win with a 'court card vs another 'court' card, they score a 'wound' on the defender. ALL defenders are pushed-back directly away from the winner.
- **ADVANTAGE:** If the odds are less than 2:1 OR the defender wins, the loser is simply 'pushed back' and the player has the option to follow up (but with no other actions)

PUSH BACKS: immediately back-off distance = 1d3 x move sticks; if colliding with another figure, each cuts the deck; lowest falls-over! If any figure exits the table this way, they are eliminated! If a figure **cannot** go back the full distance, the winner may try for a 'kill'

RISK OF FALLING: draw cards = distance/height (in 'move sticks'); if a 'court card' is drawn, figure **falls-over**. If pushed back **into** an obstacle (wall, prone/kneeling body) *always* draw 3 cards!

MAKING AN 'APPEAL TO THE GODS': cut the deck with the umpires, straight call; lose 1x token

HUMAN – WINNER:

OPTION #1: make a follow-up 'Hand-to-Hand' attack with shield or boot (cut the deck with the skeleton player, straight call; if human wins, skeleton is knocked-over; if higher, use best of two cards)

OPTION #2: try to 'kill' a skeleton by using an 'Appeal to the Gods' (if Argonaut wins the skeleton is beheaded and moves in a random direction! Use *best of two* if skeleton not standing-up)

HUMAN – LOSER:

WOUNDS: the Argonaut player may choose to lose **either** a 'move stick' (reducing their current 'Health Points' and speed of movement), or make an '**Appeal To The Gods**' (if they have a counter), or dropping their **shield token** (if possible, removing the shield from the figure). Leave it lying on the table, as someone may be able to retrieve it later!

SKELETON – WINNER:

CHECK FOR KILL - If more than 1x skeleton is involved, OR the Argonaut is trapped against some obstacle and cannot back-off, cut the deck; if it's an 'Ace', the Argonaut is killed, otherwise he takes a wound which cannot be 'traded-off' with shields etc - just the sort of sneaky, underhand blow you'd expect from the un-dead....

SKELETON - LOSER:

Always pushed back; if followed-up by the Argonaut, cut the deck – skeleton falls over if human wins. If human is higher, he draws two cards and uses the highest value.