

AEON TRESPASS

• ODYSSEY •

FAQ 1.2

ERRATA

#	LOCATION	THERE IS...	THERE SHOULD BE...
1	Cycle I, Story card 1A <i>"The Absent Rule"</i> AD0120	"If you skipped the Tutorial, create the Cycle I Exploration deck: find Cycle I Exploration cards 1-9, 13, 19, 23 and 28-31 and shuffle them."	Replaced text with "32" "If you skipped the Tutorial, create the Cycle I Exploration deck: find Cycle I Exploration cards 1-9, 13, 19, 23 and 28- 32 and shuffle them."
2	Cycle I, Technology card, <i>"Advanced Support Equipment"</i> AA0007	"It is time to put what we have learned from our dealings with the Hekaton into practice."	Replaced text with "Labyrinthrauros" "It is time to put what we have learned from our dealings with the Labyrinthrauros into practice."
3	Cycle I, Technology card, <i>"Argo Onboarding"</i> AA0039	Requirements: ⚔ 5+, lose 1 Titan, Shallows Navigation	Removed text "lose 1 Titan" Requirements: ⚔ 5+, Shallows Navigation
4	Cycle II, Exploration card, BB1241	-	Added Exploration card <i>"Recruitment Drive"</i>
5	Cycle II, Gear card, <i>"The End"</i> BJ0959	Wound: You may draw an Obol. If you survive, immediately perform a Bonus Attack!	Replaced text with "Once per turn you may draw an Obol." "Wound: Once per turn you may draw an Obol. If you survive, immediately perform a Bonus Attack!"
6	Cycle II, Gear card, <i>"Repurposed Cryptex"</i> BJ0967	Unique. Ascended. Attach to your Titan Sheet. +1 Precision.	Replaced text with "Titan Attachment, Restricted (Cryptex) gear" "Unique. Ascended. Titan Attachment. Restricted (Cryptex). +1 Precision.
7	Cycle III, Gear card, <i>"Devolver"</i> CJ1514	Ψ Quantum	Removed text "Ψ Quantum"
8	Cycle III, Gear card, <i>"Devolver"</i> CJ1514	Ranged 1-3	Replaced text with "Ranged 2-3"



#	LOCATION	THERE IS...	THERE SHOULD BE...
9	Cycle III, Gear card, “ <i>Spherecast</i> ” CJ1517	Quantum.	Replaced text with “ For the purposes of Rapid Adaptation, your weapon can have any Weapon Trait. ”
10	Cycle III, Gear card, “ <i>Future Cryptex</i> ” CJ1530	Unique. Attach to your Titan Sheet.	Replaced text with “Unique. Titan Attachment. Restricted (Cryptex). ”
11	Cycle III, Gear card, “ <i>Argocryptex Alpha</i> ” CJ1536	Attach to your Titan Sheet.	Replaced text with “Titan Attachment. Restricted (Cryptex)”
12	Cycle III, Gear card, “ <i>Argocryptex Beta</i> ” CJ1537	Attach to your Titan Sheet.	Replaced text with “Titan Attachment. Restricted (Cryptex)”
13	Cycle III, Gear card, “ <i>Argocryptex Gamma</i> ” CJ1538	Attach to your Titan Sheet.	Replaced text with “Titan Attachment. Restricted (Cryptex)”
14	Cycle III, Story card 3B, “ <i>The Eschaton Solution</i> ” CD1259	-	Added text “ When this story card is revealed, erase your current Loop End from the timeline, then count X days from the current day and mark the last day as the Loop End. X is your Loop Length. ”
15	Core, Awakening, “ <i>Hephaestus</i> ” BQ0702	-	Added text “ Each time you draw a You died Obol, lose -1 ♡. ”
16	Cycle I, Map card 32	-	Change symbol
17	Legendary Gear card, “ <i>Voice of the Silenced</i> ” ZJ1846	-	Removed text “ Ψ Transform ”
18	Legendary Gear card, “ <i>Slushbane</i> ” ZJ1833	Unholy Alchemy.	Replaced text with “ You may perform Unholy Alchemy as a free action. ”
19	Cycle I, Alpha Temenos sheet	“Temenos can only be attacked from the white spaces (marked on the Primordial diagram).”	Replaced text: “Temenos can only be attacked from the white spaces marked on the diagram, or from the VP. ”

#	LOCATION	THERE IS...	THERE SHOULD BE...
20	Cycle I, Alpha Temenos sheet	When Temenos is instructed to place a Labyrinth tile under a Titan that is already standing on Labyrinth tile, that Titan draws an Obol instead.	Removed text “standing” When Temenos is instructed to place a Labyrinth tile under a Titan that is already on a Labyrinth tile, that Titan draws an Obol instead.
21	Titan sheet, Skyseer CK1282	terrain tiles	Replaced text with “Terrain tiles”
22	Titan sheet, Skyseer CK1282	Wound	Replaced text with “Trauma”
23	Cycle II, Story card 2B, Paragraph 0055	the next	Replaced text with “this”
24	Cycle I, Paragraph 0056	-	Added text “For Rewards & Penalties, perform Tides of Fate, Resources and Casualties. Note this with the Battle on the Timeline.”
25	Rulebook, page 56	-	Added text “Final Battle. If your current Cycle has a final Battle, if there is no specific Aftermath, note Casualties and perform Tides of Fate.”
26	Cycle III, page 8. Bleeding X	-	Added text “For Bleeding up to X, see p. 5.”
27	Cycle II, paragraph 0014	Read side 1A of the Spartan Olympics Doom card.	Replaced text with “Read side 1A of the Spartan Olympics Doom card (apply any gained  3.

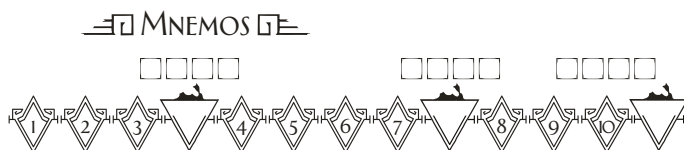
#	LOCATION	THERE IS...	THERE SHOULD BE...
31	Rulebook, page 63. Knockback X box	an	Replaced text with “Primordial”
32	Rulebook, page 63. Knockback X box	-	Added text “Titan Timing: Titans may use the Knockback X keyword during either the second ability window.”
33	Rulebook, page 63. Knockback X box	-	Move text “If the affected miniature is knocked back into a Board Edge, it continues to move along the edge, if possible, away from the source of Knockback.” to Knockback X box.
34	Rulebook page 25, Attack Roll.	[...]then activate all “Full miss:” abilities and immediately end the Attack.	Added text “(except ones on inactive weapons)” “[...] then activate all “Full miss:” abilities (except ones on inactive weapons) and immediately end the Attack.”
35	Cycle I, Storybook p 114	If the Battle was lost with only 1 Argo-bred Titan participating, kill another random Argo-bred Titan.	Added text: If the Battle was lost with 1 or less Argo-bred Titans participating, kill 1 random Argo-bred Titan that did not participate .
36	Cycle III, Storybook paragraph 0102	“Doom card. Then return to the Voyage Phase.”	Added text “Mark O1.” “Doom card. Mark O1 . Then return to the Voyage Phase.”

RULE CLARIFICATION

1. The UI markings on the Mnemos cards in the Level 3 section might suggest that you only need to collect two Mnemos Nodes (,8' and ,9') to gain the third Menmos Breakthrough. This is not true - it is no more than a card UI marking.



As shown on the Argonaut Sheet, unlocking the third Mnemos Breakthrough requires collecting the 8th, 9th, and 10th Mnemos Nodes. (Rulebook, p. 29 Mnemos Cards, p. 29 Mnemos Nodes)



2. Important! The Labyrinthraos's Trample Trait (and, as a consequence, the Trample effect of AI and BP cards) comes into play only during Battles with a level II Primordial, and should be ignored during earlier Battles (regardless of the AI or BP level).

3. Whenever you are resolving an adventure from a given Adventure Hub and follow a “See XXXX” instruction, you should look for the corresponding paragraph among the paragraphs of that specific Adventure Hub (and not from the Main Story Section).

FAQ

1. **NEW 1.2** When I encounter an Adversary symbol during a Battle against the Adversary, should I resolve it?
When you are instructed to spawn or move the Adversary during a Battle against, for example, the Pursuer, ignore those instructions.
2. **NEW 1.2** If I Awaken as a result of an Obol Draw, and the Primordial is slain before the Awakening ends, does my Titan die in the Aftermath?
No, in this case, the Awakened Titan survives.
(Rulebook, p. 35) The Battle ends immediately after the last wound is dealt, canceling any other effects that would cause Titan death if the Battle continued.
Awakened Titans do not always die after they run out of Trespass tokens, they die only if they awakened as a result of an Obol Draw.
3. **NEW 1.2** If I raise my Rage over 9, and slay the Primordial before my Attack ends, does my Titan die in the Aftermath?
No. (Rulebook, p. 35) The Battle ends immediately after the last wound is dealt, canceling any other effects that would cause Titan death if the Battle continued.
4. **NEW 1.2** What happens if the After Attack of an AI says “If Damage was dealt, repeat this AI (once)”? Does the Primordial repeat this Attack against the original Target, or a new one? What if the original Target dies before the After Attack?
When you repeat an AI, you repeat the Targeting step as well. This means that the Target can change. If the first Target dies, another Titan will become the new Target. (Rulebook, p. 56) If a Titan dies, but the Attack has an effect that is separate from the Target, or has other Targets, those effects should still be resolved.
5. **NEW 1.2** What effects can I avoid by using a Reflex to move out of the Attack’s effective range during the Attack Step or the After Attack Step?
You cannot avoid effects by using a Reflex unless stated otherwise. There are certain exceptions to this rule, such as the Knockback and Knockdown keywords, which require adjacency to take effect (Rulebook, p. 51).
6. **NEW 1.2** Do speed penalties apply to any type of movement, like Reflex, Pushback, or Reposition?
No, these penalties apply only to your Speed value, which is the maximum number of spaces a Titan can travel with its movement action.
7. **NEW 1.2** If the game states “Add 2 opening and/or break tokens to the Kratos Pool”, does it mean I can add 2 Openings and 2 Breaks?
No, in this case, you leave 2 Kratos tokens in total. 2 openings, 2 breaks, or 1 of each.
8. **NEW 1.2** What does “Surviving an Obol” mean?
You “Survive” an Obol draw by drawing a “You Live”. Effects such as Awakening, or ignoring the result of an Obol draw are not considered “Surviving an Obol”.
9. **NEW 1.2** Can Argo Abilities be used after the last Titan has performed both of its actions?
No, you cannot use an Argo Ability after the last Titan has finished its movement and combat actions unless the timing specifically states otherwise.
10. **NEW 1.2** Should I draw a Trauma card after a Judgment?
Yes, Judgments still cause a Trauma draw, just like regular Attacks.
11. **NEW 1.2** What happens when I gain the Knockdown Condition during my Attack?
Any effect gained during your Attack, that would make you unable to continue the Attack (ie. Crit Miss: Knockdown, Crit Miss: Time-Clocked, Crit Miss: Immediately discard your weapon), would immediately cancel the rest of that Attack. However, you do not clear the Kratos Pool in this case.
12. **NEW 1.2** Which effects can I use and what effects can I not use while having the Knockdown Condition card?
When you have the Knockdown Condition card, you can still use and gain benefits from Argonaut Skills and Defensive Gear Statistics, as well as passive ongoing effects.
Crit Evade and Full Evade still work as they are Constant Abilities, but not all effects of Constant Abilities may apply. For

example, you leave tokens but do not perform movement.

You can use all abilities that specify “you can use this ability while Knocked Down”, for example, Second Chance (Rulebook p. 67).

You cannot perform a Combat Action, voluntary Movement, or use any active abilities unless stated otherwise.

13. NEW 1.2 What happens if I move onto a tile with an Adversary on it, but do not draw an exploration card with the cackle symbol?

If you move onto a tile with the Adversary, but do not draw an exploration card with the cackle symbol, a battle will not be triggered at that moment. The condition for triggering a battle is when the Adversary is activated through the cackle symbol. Simply moving onto a tile with the Adversary without drawing the specific exploration card would not initiate a battle in this context.

14. NEW 1.2 What happens to After Final Attacks if I get a Chain Break during the Primordial attack?

If you gain a Chain Break during an “Attack”, the Attack ends.

For example, Hekaton AI “Cold Open” targets 1 Titan. If that Titan gains a Chain Break from the Trauma draw, the After Attack is negated.

If you gain a Chain Break during “Zone Attack”, that Attack does not end.

For example, the Hekaton AI “Rumble Strike” is a Zone Attack, meaning it has the potential to hit multiple Titans. A Zone Attack does not target Titans, but a specific set of spaces. Titan’s Chain Break will negate effects only against that Titan. “Perform Signature” doesn’t target Titans - it cannot be Chain Broken.

If you gain a Chain Break during “Sequential Attack”, the Attack is canceled for other Titans.

For example, Labyrinthos AI “Rampage” is performed against multiple targets, one at a time, in a specific order. If any Titan gains a Chain Break, the Attack is canceled and the After Attack is negated.

15. NEW 1.2 Can we progress Mnemos or Fated Mnemos cards during Onwards Odyssey?

Yes, you can gain Mnemos nodes according to the rules listed on page 6 of Onwards Odyssey.

16. The Rulebook lists a total of 42 miniatures. There are 2 more in the box. Is this an error in the Rulebook?

No, if you have 2 extra miniatures (and Titan Sheets), it means that you got the 2 Exclusive Titan miniatures: the Gamechanger and the Skyseer. In that case, you should also have two extra Titan sheets in the box. The Rulebook does not list them, because they are exclusive content.

17. Where should I look for the cards that are listed in the Learn to Play? Do I need to open all decks in the box?

We have prepared a guide to help you find cards needed for the Learn to Play, called ATO Out of the Box Guide. You can download it from <https://intotheunknownstudio.com/resources> Direct link: <https://tinyurl.com/mrd34rnj>

18. There should be 27 Pattern Cards, but I found only 13 cards. Where are the rest?

There are 27 Pattern cards which consist of 13 Trauma Patterns (red color), and 14 Kratos Patterns (black color). The two sets of Patterns can be found in different card packs. (Rulebook, p. 20, Titan Patterns)

19. What is the maximum number of Attachment cards that an Argonaut can have?

You can have up to three Attachment Gear cards attached to your Titan. You cannot attach Gear cards to Argonauts. (Rulebook, p. 46, Gear Slots)

20. What is the maximum number of Attachment cards that a Gear card can have attached?

Each Gear card can have only one Attachment gear card attached. (Rulebook, p. 46, Gear Slots)

21. When exactly do you go on an Inwards Odyssey Adventure?

When you gain Argo Knowledge, you go on an Inward Odyssey Adventure at the end of your current step, so the Inward Odyssey adventures have the potential to trigger during any Step of the Round. There is one exception to this rule: if the Argo Knowledge is gained from 2 Progress Tokens, you resolve the Inward Odyssey at the end of the Story Step. (Rulebook, p. 27 Inward Odyssey)

22. How many cards should be in the Obol deck at the start of a Battle?

In the LtP Obol deck there should only be two specific cards: You live! (AM0353) and You died (AM0354). The rest of the Obol cards will be used later and may be added to the Obol deck when clearly instructed.

23. I am not sure how to interpret the Gear Loadout rules about card slots and weapon icons. The rules say that each Titan has 2 weapon/shield slots and then three weapon symbols are shown. Does it mean that a Titan can use two weapon cards at the same time with a three-handed weapon icon?

No. Our intention was to show different weapon icons, and not to suggest that a Titan might have two  weapons. It should be interpreted as one weapon/shield for each hand. (Rulebook, p.34, Gear Loadouts)

24. I drew a Map tile and couldn’t find the shown Map Symbol in the books. Where to find the meaning of the symbol?

If you encounter a Map symbol you are not familiar with, consult the rules section in the current Storybook as well as

your current Story and Doom cards, and your Technology deck. If you don't find the rules pertaining to a specific symbol there, it means that you cannot interact with it yet - so simply ignore it for now! The symbol will become relevant later. (Rulebook, p.14, Map Symbols)

25. Is it valid for a Titan to be displaced onto a space occupied by another Titan?

A space occupied by another Titan is not considered to be an empty space. Therefore, a Titan cannot be Displaced to a space with another Titan on it. If there is no empty space to which a Titan could be displaced, that Titan would die. (Rulebook, p. 33, Space, (Keyword), p. 63 Displace (Keyword))

26. I have been instructed to remove all positive Trauma cards from the Trauma decks. Should I remove the "You Live!" Obol too?

Yes, unless stated otherwise. Obol cards belong to the fourth severity level of Trauma decks, so they are subject to all effects affecting Trauma cards in general. (Rulebook, p. 42 Trauma Draw)

27. If I have a 1-handed Weapon equipped and want to use Fists as a 2-handed Weapon, do I need to discard the exhausted 1-handed weapon first?

Yes. You cannot use Fists as a 2-handed weapon if you do not have 2 (or more) free 1-handed slots. Exhausted gear still occupies a gear slot. (Rulebook, p. 46 Fists, p. 62 Exhausting)

28. Does discarding a Weapon during Battle forbid you from using that Weapon for the rest of that Battle, or do you lose the Weapon forever?

When instructed to discard a Gear card, flip it facedown. It becomes unusable until the end of that Battle and is no longer treated as equipped by your Titan. It is not, however, permanently removed from the game - it remains in the Argo Armory and can be used in future Battles. (Rulebook, p. 62 Discarding)

29. How does "Pull X" work when the subject of Pull is not adjacent to the source of the Pull effect?

The situation in which the subject of Pull is not adjacent to the Pull source will be the most common. As stated in the Rulebook, you simply move the affected miniature X spaces toward the source of the Pull, along the shortest possible path. (Rulebook, p. 65 Pull X (Keyword))

30. Can Weapons with the "Ranged" Keyword be used as melee Weapons?

No, they cannot. Ranged X-Y weapons have an effective range of X-Y, meaning you can only attack a target at least X and up to Y spaces away. There is no way to attack an adjacent target with a ranged weapon. At this point, it is worth mentioning that weapons with the Reach keyword allow attacking both adjacent and distant targets. This is the main distinction between Ranged and Reach weapons. (Rulebook, p. 48 Effective range)

31. How does the "Toying" Trait work with AI cards that deal **A or cause effects "if hit"?**

With AI cards that deal **A** "if hit", the effects are caused by one hit. Therefore, **A** will always be lowered by 1 for these attacks.

32. What happens when a Titan's response to a Simultaneous Attack moves the Primordial in such a way that Titans who were previously valid targets of the Attack are now out of the Primordial's range?

A Simultaneous Attack is always considered to be resolved at the same time against all valid Targets. In other words, Simultaneous Attack effects must be considered valid for all Targets at the time it is performed. So - just like with Zone Attacks - if a Titan moves out of range during or after another Titan's response to that Attack, it will not invalidate the Attack. (Rulebook, p. 41 Attack Types)

33. When a Critical Wound effect tells you to disable a certain type of Primordial Attack, does it mean that when you draw an AI card with this type of Attack, you completely disregard this card - as if nothing happened - or do you resolve a Signature instead?

Yes, you disregard that card completely and the Primordial Attack is simply skipped. The Primordial loses its opportunity to Attack, so... lucky you! (Rulebook, p. 7 Ignore and Disable)

34. When performing a Zone Attack, does the Primordial stop moving towards its Target once the Target finds itself in the Attack Zone, or once the Primordial is adjacent to the Target?

If the Primordial is instructed to move, it will always move as close as possible to its Target, up to its speed, or until adjacent. However, if the AI with the Zone Attack has no "Move" instructions, it will not move. (Rulebook, p. 38 Primordial Movement)

35. A critical effect on a BP Card allows me to perform a Bonus Attack. However, my Weapon is exhausted. Can I use it as an active Weapon for the Bonus Attack?

For a Bonus Attack you may declare an exhausted weapon as your active weapon. If you do, unexhaust it, then continue the Attack. (Rulebook, p. 56 Bonus Attacks)

36. A Response on a BP Card tells me to gain +1 **A. However, my Titan is not adjacent to the Primordial. Does it still gain **A**?**

Yes, Primordial Response does not require adjacency unless stated otherwise. (Rulebook, p. 51 Responses and Adjacency)

37. **The Rulebook states that you flip Discarded cards to the other side; are these cards still in the game?**
No, these cards are Discarded, they have no effect on the remainder of the Battle. We advise you to flip them, so that you remember you've used them, and so that you don't discard them from the game permanently (Gear cards discarded during a Battle return to your Armory after that Battle).
38. **Can you use the Kratos Table in the Second Ability window if: a) your Titan is knocked down? b) your Titan died as a consequence of wounding the Primordial?**
Yes to both, as long as they are not a move-like ability. You cannot voluntarily move while knocked down (or dead). Remember that leaving tokens is not considered as activating an ability. Passive bonuses are also still in effect when knocked down.
39. **There is a new unknown symbol on a Pattern card. Where can I find the symbol's explanation?**
All symbols found in the Kratos Table are listed on the back of the corresponding Titan Sheet or Pattern card. Simply flip the Titan Sheet over, find the corresponding symbol, and then look for dedicated rules in the Rulebook index. (Rulebook, p. 44 Kratos Table)
40. **If I gain 2 or more  from a single Primordial Attack, do I need to draw two Trauma cards?**
When you take  from an attack, you draw one Trauma card regardless of the amount of  dealt. Please note that you only draw Trauma cards from attacks the Primordial is making against you (including its Signature attack). Meaning, if you take  from a BP's reaction or from Crash then you would not draw a Trauma card. (Rulebook, p. 42 Trauma Draw)
41. **During the Primordial Round, the AI targeting states "in front and in range". Only my knocked down Titan is in this area. Should my knocked down Titan be the next target, and if yes, can he perform the Evasion Roll and spend Fate if needed?**
Yes, the knocked down Titan is a valid Target and yes, he can still roll for Evasion and use Fate to re-roll those Evasion dice if desired. An Armor roll can also be performed, but you cannot use Block X or Reinforce X, as these are activated abilities.
42. **Will the Primordial's orientation change to face the Titan attacking it after it gets hit? Even if the response only happens if you fail to hit?**
The Primordial changes facing when it moves, attacks, uses pushback, or when the text specifically says so. Conversely, other responses don't force a change of facing (like Knockback, for example).
43. **The rules don't specify timing for retreats. Can you do it after all of your (remaining) Titans have activated before the Primordial phase? As a free action? Only immediately after a Primordial phase?**
If two or more Titans die during the Battle, you may retreat at the beginning of any Titan Round. Note that Retreat conditions are specific to each Battle setup in the respective Storybook. You have to reference the Battle Retreat keyword to see what conditions gate retreating in the setup conditions. This can include Retreat conditions that say, for example, "Impossible", so ensure you check what is gating for each specific battle and do not assume the same conditions for all Battles (for timing or otherwise).
44. **If a Titan draws a Trauma card with the Bonus Attack effect, does the Bonus Attack chain break the 'After Final Attack' of the Primordial's AI card effect? What if the Titan wasn't the lone target of that Zone Attack?**
Chain Break cancels the 'After Final Attack' effect only if the effect targets the chainbreaking Titan. In the case of a Signature Attack, there is no Chain Break because an effect "Perform Signature" doesn't target anyone, and the Signature Attack is a part of a new action.

CYCLE I

45. ** 1.2 When I use a Dreamwalker Titan with a Pattern in Titan Breeding, will the new Titan also have that Pattern?**
You can use a Titan with a Pattern for Titan breeding, but that Pattern will not be transferred to the new Titan.
46. ** 1.2 What happens when I have to roll for an Adventure Hub, but I have already finished them all?**
If you're at the point where you've completed all possible Adventure Hubs for your current Story Card, then the Adventure Symbols do nothing.
47. ** 1.2 Should you remove story related tokens from the map after finishing a Story card?**
Story related tokens stay on the map until either something removes them or the Cycle ends.
48. ** 1.2 Level 3+ Hekaton has the Fleet of Hands Trait, which adds +2 to all Knockbacks. Does it add +2 to Unavoidable Knockback as well?**

Yes, the Unavoidable Knockback value cannot be lowered, but it can be increased. (Rulebook p. 40). For example, the Hekaton trait Fleet of Hands increases all knockbacks. Hekaton's Friendly Warning trait does not lower that value.

49. NEW 1.2 Can I assign any Pattern to any Titan? What if I play the Mnestic Theatre?

All Titans can use Patterns, but not every Titan can use every Pattern. For example, you cannot assign SPARTAN or DELPHIAN Patterns to Titans. You equip them on Dreamwalkers during Cycles II and III, but they are never assigned, discarded, or added to the Gymnasium Deck. (Rulebook, p. 70) In the Mnestic Theatre, you can use any Pattern that is in your Gymnasium Deck or is currently assigned to a Titan.

50. I have trouble finding the Hekaton Routine card. It is not in the Hekaton AI deck.

The Hekaton Routine card had to be placed on a different production plate because of some production issues. That is why the Routine is currently in the deck with the Mnemos cards. It is on the back of the Hekaton Routine Mnestic Theatre card.

51. Many of Labyrinthraos's level II AI cards say 'Trample. Labyrinth 1'. Are those considered to be happening at the same time, so the Labyrinth tile goes under the Target who is then trampled, or does the Target get trampled, and then the bull runs off somewhere and puts down a Labyrinth tile between it and the other Titans?

These effects should be resolved consecutively. First: 'Trample', then 'Labyrinth 1'.

52. Can I remove Despair tokens using the Siren Survivor Mnemos card Level 1 Ability?

No, Despair tokens are not Condition tokens, so you are not allowed to do it.

53. According to the Temenos Foretentacle Smash AI card, a specific Titan is targeted, although it is not in the zone of Primordial Attack. Will this attack 'connect' if I'm outside of the Zone, or will this Targeting line be skipped as not valid?

In this case, there is a "Move" instruction which means a Primordial will move towards the Target. The Temenos will first move adjacent to you until you are in the Attack Zone. In other words, it will always move to be adjacent and to have you in the Zone. Then it attacks the Zone.

CYCLE II

54. NEW 1.2 Two Primordials have the Danger Sense trait, which activates when a Titan "moves through" the Danger Zone. Does moving out of the Danger zone still trigger its effects?

If you start your movement inside the Danger Zone, you can freely move out of it. However, if you both start and end your movement inside the Danger Zone, the effect still triggers.

Remember: Daze or Provoke cannot trigger the Danger Sense trait.

55. NEW 1.2 The Cyclonus can knockback Titans "towards the closest short edge of the board". Can this knock Titans through the Cyclonus itself?

Yes, this effect can knock Titans through the Cyclonus. "Towards the closest short edge of the board" overrides the "directly away from the source" general rule.

56. There are four copies of the "Paralyzed" condition card, each of them numbered 657. Is this correct?

No, this is a printing error. The "Paralyzed" condition cards should have four consecutive numbers: 657, 658, 659, and 660.

CYCLE III

57. NEW 1.2 What happens when a Titan is Rewinded to a Time Anchor under the Primordial?

Treat that Titan as if the Primordial ended its movement on that Titan.

58. Are the Sun Descendant's Vantage Points classified as spaces? Could you leave your Time Anchor on them?

Vantage Points are not regular spaces, so you cannot place any terrain tiles on those. If you're on a VP, place your Time Anchor adjacent to the Primordial instead.

FAQ: GEAR

1. **NEW 1.2** Can I combine defensive capabilities (Evasion bonus, block 1, etc.) from two different weapons?
No. Only the active weapon grants you its defensive capabilities, and you can have only one active weapon during the Primordial Attack.
Remember: If you activate one weapon, you can't use the passive abilities of another weapon. Using passive defensive abilities from a weapon activates it.
2. **NEW 1.2** Are Reduce Pushback, Ignore Burn, or Rocksteady Passive Abilities?
Yes, these are all passive abilities.
3. **NEW 1.2** If I use an ability from a weapon, does that weapon become my active weapon as a result?
Yes, when you use a weapon's ability, that weapon becomes your active weapon.
4. **NEW 1.2** Is Laser Resistance a defensive statistic?
Yes.
5. **NEW 1.2** Can I use the defensive ability of an exhausted Gear card?
No, you cannot use the defensive abilities of an exhausted Gear card.
6. **NEW 1.2** There is a Pole Position keyword on the Feint Spear Gear card. What does it mean?
The Pole Position keyword will become relevant in Cycle IV.
7. **NEW 1.2** What happens when I have two 1-handed weapons, and transform one of them into a 2-handed weapon, but I have only 2 weapon slots? Do I have to discard the other weapon? Does it return to me afterward?
If you transform your 1-handed weapon into a 2-handed one, but you do not have a weapon slot available, you must immediately discard another weapon until the end of the Battle, to gain the required weapon slot.
(Rulebook p. 34) "You cannot equip cards that would exceed the available slots of your Titan."
8. **NEW 1.2** How to use the Stabilizers Gear card's ability? If I activate this ability as a free action, does it last until the end of Turn, or just for my next movement?
The Ability "🌀 During voluntary movement, treat a traversable Terrain tile as 1 space." is not a free action. You can activate it during any voluntary movement. For example, when you use a Reflex, move up to X spaces due to a Trauma card, or perform a movement action. However, it lasts only for the duration of that movement.
9. **NEW 1.2** The Conqueror Nail Gear card has the following ability: "🔹 Immediately Pushback 2". How often can I use this ability? Am I forced to perform Pushback 2 every time there is a WoO?
You must use this ability once during any WoO, but you may choose to perform Pushback with a value of 0.
10. **NEW 1.2** How to use the Voice of the People weapon in the Mnestis Theatre? Is there a specified number of refugees? How many should I assume to have?
When battling against Cycle II Primordials in the Mnestis Theatre, you can use your last statistics from the Argo Sheet. Against Primordials from other Cycles, treat your refugee value as 0.
11. **NEW 1.2** If you use a weapon with the Masterwork keyword, you may re-roll all 1s for free. Is this an exception to the rule that any die may only be re-rolled once?
The Masterwork keyword allows you to Re-Roll all 1s during an Attack Roll without any additional cost, but the limit of 1 Re-Roll per dice still applies.
12. The Javelin is a Ranged 2-4 weapon. Can my Titan use Rush with the Javelin?
No, they cannot. Using the Rush ability is only allowed with Melee or Reach weapons.
13. Let's assume that a Titan uses the Shipwreck Shield for Evasion (unsuccessfully), then gains **A** (because of the Primordial's Response), and then draws a Trauma card which gives the Titan a Bonus Attack. Can the Titan use the Shield during this Attack, even though it has used it earlier this Round, for Evasion?
Yes, the defensive weapon is active until the Primordial's Attack ends. A Bonus Attack ends the Primordial's Attack so the shield is no longer active and may be used once again.

BEWARE! SPOILERS AHEAD!

FAQ + SPOILERS

CYCLE I

1. **NEW 1.2** Can I use the Amalthean Nymph if no Titan has died, and I just drew the first Obol in this Battle?
“At least 1 Titan has died or drawn an Obol” means one Titan must die or fully resolve an Obol draw. The same applies to other Nymphs: the requirement must be fully resolved.
2. **NEW 1.2** I resolved the last breakthrough of my Mnemos card, but the game hasn’t given me a code to write in the Katharsis box. Why?
During the last breakthrough, when you are prompted to mark a Matrix Choice node, you should also write its code in the Katharsis box. Depending on the choice you make during the breakthrough, you may end up with no code. In that case, the Katharsis box stays empty.
3. **NEW 1.2** What happens when an Argonaut gains 9+ **A** outside Battle - during the Voyage or Adventure phase?
If possible, resolve the Rude Awakening Special Event at the end of the current Round Step. If you are about to start a Battle, resolve the event before the beginning of that Battle, as you will need 4 active Argonauts. This means that there might be less than 4 Argonauts active for some story related tests.
4. **NEW 1.2** During Cycle I, Story 2A, paragraph 0060, if I use a weapon with the Commit keyword, should I raise my Fate for each Attack? What if my weapon has the Cumbersome keyword?
If you are instructed to attack with a weapon during the story, you must resolve all weapon costs as you would in a Battle. (For example: Commit, Spend charge to attack, gain tokens to attack, etc.)
So, when you attack with a weapon with the Commit keyword, you must gain +1 Fate for each Attack.
You do not resolve the Second Ability Window, so you do not resolve the Cumbersome keyword either.
5. The Rulebook indicates that there is no card with the number 485, while a card with this exact number is in the box (Labyrinthia BP).
This is a misprint in the Rulebook. Instead, there is no card numbered 484.
6. I cannot find the 10th and 11th Secret Decks in the box.
There are no 10th and 11th Secret Decks. However, there is Secret Deck No.12.

CYCLE II

7. **NEW 1.2** Cycle II, Paragraph 0089, why do we place a Progress token on the next Story card, if it is not used for anything?
This Progress token is not used for anything, because, in this paragraph, it should be noted that a Nietzschean-like attitude is an attitude that leads to nothing.
8. **NEW 1.2** During the first Cruel Lesson Battle, after meeting the Victory/Defeat conditions and reading the story passage, am I supposed to return to the Battle? If I dealt 8 powers during my attack, do I need to deal another 8 to win? Or if I already lost 1 Titan, do I need to lose another one to lose?
Yes, meeting the first Victory/Defeat conditions changes the Battle, and replaces the previous Victory/Defeat conditions with new ones.
The new conditions apply only to what happens after you return to the Battle.
9. **NEW 1.2** I have acquired the “Bellynaut” and “Legacy of the One-Eyed” titles for some of my Argonauts multiple times. Do these titles stack?
No, you may gain one title multiple times, but the bonuses you would receive do not stack.
10. **NEW 1.2** During a Battle, my Argonaut with the Sabotage: Krypteia Assassination Attempt Exploration card fails the test and dies. Should I resolve the Rude Awakening Special Event immediately, or after the Battle? Does the Titan die as well? Should I remove that exploration card from the game, or return it to the deck?
Resolve the Rude Awakening Special Event after the Battle, and remove The Sabotage: Krypteia Assassination Attempt exploration card from the game. The Titan controlled by the slain Argonaut dies as well.
11. **NEW 1.2** On the Blade Nymph card, what does “waver” mean exactly?
In this context, “waver” means that you are declaring you will not Wound the Primordial. You’re expressing doubt that you will land the Wound, wavering.



12. **NEW 1.2** If I am instructed to draw 1 card for each 3 Defectors, should I divide the number of Defectors by 3, and then round the result up or down?
Round the result down to the closest multiple of 3.
13. **NEW 1.2** Cycle II, Technology Ambrosia Spill Solution. What happens to the Ambrosia Spill Exploration card when I use this technology?
Put the Ambrosia Spill Exploration card aside until the next timeline Battle.
14. **NEW 1.2** If I didn't defeat the Pursuer in Cycle I and I started a Cycle II campaign, should I reset the Pursuer's track?
Yes, the Evolution Track and the marked box are reset. The count on the Evolution track starts again from the beginning.
15. **NEW 1.2** Many BP cards in Cycle II have a response: "Exhaust your active Weapon". As a result, can abilities like Break 1 or Reposition 1 no longer be used? What about Weapons with the Cumbersome keyword?
(Rulebook, p. 62) If a Gear card becomes exhausted during Primordial response, you cannot leave any tokens from that Gear card.
The Cumbersome keyword (Rulebook, p. 63) exhausts a Gear card during the second ability window, so you first leave the tokens or resolve abilities, then exhaust the gear.
16. **NEW 1.2** What bonuses does the Fortified City Terrain tile gain from Faction Diplomacy?
You add the Local Faction Diplomacy Bonus to Scouting and Thermopylaed tests, as explained in the Inhabited keyword (Rulebook p. 68)
17. The Rulebook indicates that there is no card with the number 1051, while a card with this exact number is in the box (Nietzschean Primordial Sheet).
This is a misprint in the Rulebook.