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RAIDERS OF SCYTHIA

SETUP

Place the **main board** on the table. Shuffle the **quests** and place 1 faceup on each of the 2 spaces in the Scythian village (top-left area of the main board). Of the remaining quests, place 1 facedown on each **raid space** in Cimmeria, Assyria and Persia. Depending on the number of players, some spaces down the right side of the board should not be used. Return any unused quests back to the box unseen.

Place all **plunder** (**gold**, **equipment**, **wagons** and **livestock**) into the **plunder bag**. Randomly draw and place the required number onto each raid space, as indicated by the blue **plunder icon** above each space. For Cimmeria, Assyria and Persia, place this plunder on top of each facedown quest. For Greece, place the plunder directly onto the main board. Depending on the number of players, some spaces down the right side of the board should not be used. Place any remaining plunder from the bag into a main supply near the board.

Place **silver**, **kumis**, **provisions**, **wounds** and **dice** in the main supply area.

Place 1 **worker** of the indicated colour above each raid space. These can be placed to cover both the plunder and worker icons.

Place 1 **blue worker** on each of the 3 bottom-right locations in the Scythian village (*Town Centre, Meeting Tent* and *Market*).

Each player takes 1 **player board** in their chosen colour and 1 **score marker** (place on the 0 VP space of the VP track), and 3 silver and 1 provision from the main supply.

Each player takes 1 blue worker. Any remaining, unused workers can be returned to the box.

Shuffle the **hero**, **crew** and **animal cards** into separate facedown draw piles.

Place the animal deck alongside the main board, and place the top 3 cards faceup in a line.

From the hero deck, reveal a number of cards faceup equal to the number of players plus 1.

From the crew deck, reveal 1 card faceup alongside each previously revealed hero card. There should therefore be a number of paired cards, each consisting of 1 hero card and 1 crew card.

Randomly decide on a **starting player** for the game. In reverse turn order (starting with the player to the right of the starting player and continuing counter-clockwise), have each player select 1 pair of hero and crew card.

Each player places their chosen hero card faceup on the left-most space of their player board, and their chosen crew card faceup on the space to the right of their hero. Return the unselected hero card, and the hero draw pile to the box.

Place the crew draw pile alongside the main board and the unselected crew card next to this, forming the crew discard pile. Each player draws 5 crew cards and selects 3 to keep as their starting hand and 2 to discard.

GAMEPLAY

Proceeding clockwise from the starting player, each player takes their turn in full.

On your turn, you may choose to Work or Raid.

Players continue to take turns until 1 of the 2 end game conditions have been met.

Each turn always follows this pattern:

1. Place worker and resolve its action.
2. Pick up a different worker and resolve its action.

WORKING

When **working**, you must first place the worker from your personal supply onto any available building in the **Scythian village**.

A building is only available if there isn't already a worker there.

Immediately after placing your worker, you may use that building's action once. Then you must pickup a different worker and return it to your personal supply. After doing so, you may use that building's action once.

All buildings' actions are optional.

At the start of the game, the *Stables* and *Chief's Tent* are not available, as they require a grey or red worker to be placed. Blue workers may never be placed at either of these buildings.

The *Silversmith* and *Farm* give different rewards depending on which worker was placed or picked up from either building.

RAIDING

To **raid** a settlement (Cimmeria, Assyria, Persia or Greece), you must have:

1. The required **worker colour**.
2. A large enough **crew**.
3. Enough **provisions** and **wagons**.

To raid a settlement, follow these steps:

1. Place your worker on 1 of the settlement's worker spots (it will remain there for the rest of the game).
2. Pay required provisions and wagons to the main supply.
3. Optionally, spend **kumis** to the main supply (to gain 1 temporary strength per kumis spent).
4. Roll the required dice and add up the total **STRENGTH** to determine any VP or wounds gained.
5. From the raid spaces remaining at that settlement, select 1 and pick up the **plunder** and the **new worker** sitting above it, adding them to your personal supply.
6. If there was a **quest** under the collected plunder, turn it faceup, leaving it in the same position on the main board.

After following these steps, your turn is over. Play continues with the next player in clockwise order.

VILLAGE LOCATIONS

STABLES

Either spend 2 silver to gain any 1 eagle, or 1 equipment to gain any 1 horse.

In either case, you may only choose from the 3 faceup animal cards alongside the main board.

Any time you take an animal, immediately reveal the top card from the animal draw pile to replace the card that was taken. If the deck runs out, shuffle the discard pile to form a new deck. If both piles run out, players may no longer gain eagles or horses.

When you gain an eagle, place it above 1 of the 5 spaces of your player board, sliding it underneath the board to hide the horse section of the card.

When you gain a horse, place it below, hiding the eagle section of the card.

Animals do not need to be placed above or below a space where there is already a crew card, but only animals equipped to a crew card can be used during a raid.

Once placed, they cannot be moved to a different space on player boards, but when gaining a new animal, you may discard one from your player board to place the new one in its place.

You may never have more than 5 eagles or 5 horses.

BARRACKS

Either hire 1 crew member from your hand, or spend exactly 1 kumis to remove 2 wounds from your crew, returning them to the main supply.

When hiring crew, select 1 card from your hand and pay the printed amount of silver on that card to the main supply. Then place that card into any available space on your player board. You may never have more than 5 crew.

Once placed, crew cannot be moved to a different space on your board, but you may discard a previously hired crew member to make room. You may also have more than 1 hired crew member of the same name.

SILVERSMITH

Gain silver from the main supply. If you placed or picked up a blue worker, gain 3 silver. If it was a grey or red worker, gain 2 silver.

You can never have more than 8 silver in your personal supply at the end of your turn.

FARM

Gain provisions, or 1 wagon from the main supply. If you placed or picked up a blue or grey worker, gain 2 provisions. If it was a red worker, gain either 3 provisions or 1 wagon.

You can never have more than 8 provisions in your personal supply at the end of your turn.

There is no limit to how much plunder you may hold, but the plunder supply is limited by its components.

CHIEF'S TENT

Either spend 1 livestock to gain 2 provisions and 1 kumis from the main supply, or complete 1 quest.

To complete a quest, spend either the mix of silver and plunder, or discard cards from your hand of the total **STRENGTH**. Only faceup quests on the main board are available (their physical location is not important). Place the quest facedown next to your player board for scoring at the end of the game.

You can never have more than 8 provisions or 8 kumis in your personal supply at the end of your turn.

TOWN CENTRE

Either play 1 card from your hand, use your hero's ability, or use the ability of an eagle.

When playing a card, discard it from your hand and take the action printed in the bottom right.

When using your hero's ability, take the action printed on the bottom of your hero card.

When using the ability of an eagle, take the action printed on the crew card below your eagle.

MEETING TENT

Either draw 2 cards from the crew draw pile, or draw 1 card and gain 2 kumis.

You can never have more than 8 cards in hand or 8 kumis in your personal supply at the end of your turn.

MARKET

Either discard 1 card from your hand to gain 2 silver, or discard 2 cards to gain either 1 wagon or 1 equipment from the main supply.

You can never have more than 8 silver in your personal supply at the end of your turn. There is no limit to how much plunder players may hold, but the plunder supply is limited by its components.

ROLLING DICE

After paying any provisions and wagons to raid a settlement, you must roll the number of red and white dice indicated along the left-side of the main board for each civilization.

Also roll a number of yellow dice equal to the number of raid spaces in the chosen settlement that have **1 or more gold on them**.

After rolling your dice, add up your total **STRENGTH**:

1. **Kumis** spent (1 strength per kumis).
2. Rolled dice (printed numbers on all rolled faces).
3. Crew and animal **STRENGTH** (as printed at the top-left of each card).
4. Crew abilities (some crew offer additional **STRENGTH** for certain conditions).

Then, determine any VP or wounds you gain. Immediately score VP by moving the your score marker around the VP track.

Wounds gained are taken from the main supply and placed onto your available crew cards (they cannot be placed on heroes or animals). Each crew member can take a maximum number of wounds equal to their **STRENGTH**. Each wound taken by a crew member reduces their **STRENGTH** by 1 on all future raids.

If crew take 1 final wound while they are at 0 **STRENGTH**, they die (this counts as being *killed*, not *wounded*, for the purposes of all card abilities). When a crew member is killed, return all wounds from the card to the main supply and place the crew card into the crew discard pile.

Once placed, wounds cannot be transferred to other crew members. They can only be removed through death, healing at the barracks, or some *Town Centre* effects.

If you must discard a crew member at any point, all wounds on that card are returned to the main supply.

END OF THE GAME AND SCORING

The game end is triggered when there are either only 2 raid spaces or 2 quests (faceup or facedown) **left on the main board**.

Once 1 of these conditions has been met, the current player finishes their turn, resolving any unfinished actions. Each player (including the current player) then has 1 final turn before the game ends and final scoring begins.

Scoring
Players gain additional VP for:

1. **Crew: S**hown on the bottom-left section of some cards.
2. **Animals:** Shown on the top section of some cards.
3. **Quests:** Shown on each quest.
4. **Plunder:** as shown on player boards.
   Each gold = 2 VP; each equipment = 1 VP;
   each wagon = 1 VP; and each *pair* of livestock = 1 VP.

After each player has added all their additional VP to the VP track, the player with the highest final score is the winner.

On a tie, the tied player with the most total quests, crew and animals is the winner. On a further tie, the tied player with the most total silver, provisions and kumis is the winner. If still tied, all tied players share the victory.

If you reach 50 VP, stand up your score marker on its side, move it to the 0 space of the VP track, and continue counting as normal from there. Your total score now equals 50 VP plus your position on the VP track.

If you reach 100 VP, loop your score marker back around to the 0 space as before, and keep note that you now need to add 100 VP to your new position on the VP track.

CARD TERMINOLOGY

Card: When mentioned as a single word, this is referring to a card in hand.

If wounded: Refers to receiving 1 or more wounds in a raid. It does not mean 'per wound received'.

If killed: Rrefers to taking 1 final wound when at 0 **STRENGTH**. You cannot place additional wounds on an killed crew member.

Crew: Refers to any, or all crew members.

Crew member: Refers to a single crew member.

Take another town centre action: When resolving this effect, you may take any of the 3 possible town centre actions, but you cannot use the same eagle or hero's ability twice in a single turn.

Swap 1 of your eagles for an available horse: First return 1 eagle to where the 3 available animal cards sit alongside the main board. Then take any 1 of the other 3 animal cards as a horse. It does not have to go in the space below where the eagle previously sat.

Use any building's action as if your worker were there: The worker being used to take this action is important. *Eg, if you used a blue worker at the town centre and played this card ability, you could not use it to activate the stables or chief's tent.*

More than you: Ties do not count for this condition.

Lose this to gain that: Refers to paying 1 item to gain another. You cannot gain any items if you can't first lose the indicated items. *Eg, the mercenary cannot be played if you have 0 VP.*

ICONS

Icon	Description
	Blue worker
	Grey worker
	Red worker
	Red die
	White die
	Yellow die
	Quest
	Victory Points (VP)
	Strength
	Minimum crew required to raid
	Draw card / hand card
	Hire crew/crew ability
	Play card
	Discard
	Eagle
	Horse
	Silver
	Provision
	Kumis
	Wound
	Double the ability of the attached crew member
	Hero/eagle ability

PLUNDER

Icon	Description
	Gold
	Equipment
	Wagon
	Livestock