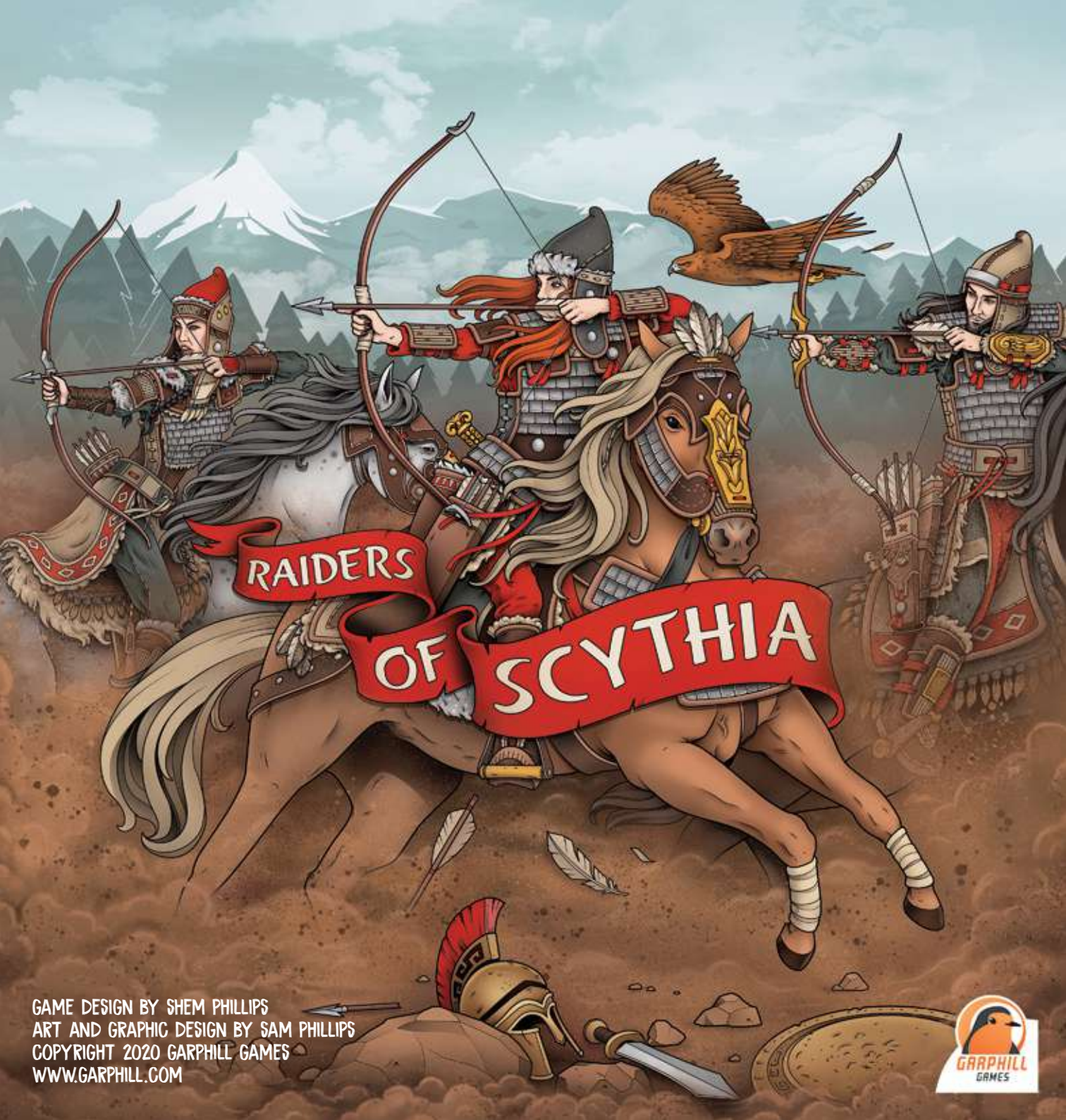


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OVERVIEW

Many centuries ago, the Greek, Persian and Assyrian empires controlled vast amounts of land and riches. Yet, despite their fortifications and imposing armies, rumours began spreading of a formidable foe in the lands above the Black Sea. They came on horseback. Fierce warriors, both male and female. Skilled with the sword, axe and bow. But they weren't mindless savages, as their name suggests. Their artisans were renowned for their ability to craft detailed trinkets of gold. They fashioned leather armour and improvised the recurve bow. They trained eagles for hunting and war. Some even believe they inspired the Greek tales of the Amazons. But they were more than legend or fable. They were the Raiders of Scythia.

AIM OF THE GAME

The aim of Raiders of Scythia is to be the player with the most Victory Points (VP) at the game's end. VP are gained by raiding Settlements, taking Plunder and completing Quests. Players will need to assemble a Crew, train Animals and gather Provisions. The game ends when there is only 2 Raid Spaces, or 2 Quests remaining on the Main Board.

COMPONENTS

32 Silver



32 Kumis



32 Provisions



31 Workers



6 Dice



1 Plunder Bag

14 Gold



20 Equipment



32 Wounds



4 Player Boards



1 Main Board



20 Wagons



26 Livestock



4 Score Markers



8 Heroes

76 Crew

36 Animals

26 Quests

14 AI Schemes

2 AI Crew



SETUP

To set up Raiders of Scythia, follow these steps:

1. Place the Main Board in the centre of the playing area.
2. Shuffle the Quests and place 1 faceup on each of the 2 spaces in the Scythian Village (top-left area of the Main Board).
3. Of the remaining Quests, place 1 facedown on each Raid Space in Cimmeria, Assyria and Persia. If playing with less than 4 players, note that some spaces down the right side of the Main Board should not be used. Do not place Quests on these if that is the case. Return any unused Quests back to the Box unseen.
4. Place all Plunder (Gold, Equipment, Wagons and Livestock) into the Plunder Bag. Give it a good mix and 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, just place the Plunder directly onto the Main Board (Greece does not get Quests). Again, if playing with less than 4 players, some spaces down the right side of the Main Board should not be used. Place any remaining Plunder from the bag into a Main Supply nearby the Main Board.
5. To this Main Supply, also add all Silver, Kumis, Provisions, Wounds and Dice.
6. Place 1 Worker of the indicated colour, above each raid space. These can be placed in such a way to cover both the Plunder and Worker icons.
7. Place 1 Blue Worker on each of the 3 bottom-right locations in the Scythian Village (Town Centre, Meeting Tent and Market).
8. To each player, give them 1 Player Board in their chosen colour and 1 Score Marker, which they should place on the 0 VP space of the VP Track. Also give each player 3 Silver and 1 Provision from the Main Supply.
9. Give each player 1 Blue Worker. Any remaining, unused Workers at this point can be returned to the Box.



Here is an example of how the top-half of the Main Board may appear after setting up a 3-player game.

SETUP

10. Shuffle the Hero, Crew and Animal Cards into separate facedown Draw Piles. Return the AI Scheme and AI Crew Cards to the Box, as they are only for Solo Play (See pages 16-19).
11. Place the Animal Draw Pile alongside the Main Board, and reveal the top 3 Animal Cards from the top of the Pile, placing them faceup in a line.
12. From the Hero Draw Pile, reveal a number of Hero Cards faceup, equal to the number of players, plus 1.
13. From the Crew Draw Pile, reveal 1 Crew Card faceup alongside each previously revealed Hero Card. In doing so, there should be a number of paired cards on the playing area, each pair consisting of 1 Hero Card and 1 Crew Card.
14. Randomly decide on a starting player for the game. Then, in reverse turn order (starting with the player to the right of the starting player and continuing counter-clockwise, so that the starting player chooses last), have each player select 1 pair of Hero Card and Crew Card.
15. 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.
16. Return the unselected Hero Card, and the Hero Draw Pile to the Box.
17. Place the Crew Draw Pile alongside the Main Board and the unselected Crew Card next to this, forming the Crew Discard Pile. Deal each player 5 Crew Cards and have them select 3 to keep as their starting hand and 2 to discard.

For example, in our 3-player game, the Purple Player was seated last in turn order. They selected the pair consisting of Vadasz and the Merchant, placing them onto their Player Board.



GAMEPLAY OVERVIEW

Proceeding clockwise from the starting player, each player takes their turn in full. On their turn, players may choose to **WORK** or **RAID**. Players continue to take turns until 1 of the 2 end-game conditions have been met (See page 10). Regardless of their choice, each turn will always follow the same pattern:

1. Place Worker and resolve its action.

2. Pick up a different Worker and resolve its action.

WORKING

Having a good Crew and enough Provisions are vital to successful raiding. So before making any raids, players will need to do some work to prepare their Crew and collect supplies. This is all done in the Scythian Village, at the top of the Main Board.

There are 8 different Buildings, with various actions (see pages 11-14 for full details). When Working, the current player must first place the Worker from their Personal Supply onto any available Building in the Village. A Building is only considered available if there isn't already a Worker there. Immediately after placing their Worker, they may use that Building's action once. After completing that action, they must pickup a different Worker (1 of the 3 that were in the Village at the start of their turn) and return it to their Personal Supply. After picking up their new Worker, they 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. Also note that the Silversmith and Farm will give different rewards, depending on which Worker was placed or picked up from either Building.

For example, on the first turn of the game, a player may place their Blue Worker at the Barracks, Silversmith or Farm. After resolving the chosen Building's action, they must then pickup the Worker from either the Town Centre, Meeting Tent or Market and resolve that action as well if desired.



RAIDING

Once players have hired enough Crew and collected Provisions, they may choose to raid on their turn. To raid a Settlement (Cimmeria, Assyria, Persia or Greece), players need to meet 3 requirements. They must have:

1. The required Worker colour.
2. A large enough Crew.
3. Enough Provisions and Wagons.



Each Settlement has a different set of requirements.
For example, this central Settlement of Persia requires a Grey or Red Worker, a minimum of 4 Crew, 2 Provisions and 1 Wagon.

Once a player decides to raid a Settlement, they must follow these steps:

1. Place their 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. Optional: Spend Kumis to the Main Supply (to gain 1 temporary Strength per Kumis spent).
4. Roll the required Dice and add up their 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 their 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.



There are also a number of Crew abilities that can activate at different points of a raid. Some offer additional Strength, while others prevent Wounds or offer additional rewards for raiding certain civilizations. For example, this Vigilante should gain their 2 Silver when raiding Assyria before taking any Wounds and potentially dying in the raid.

After following these steps, their turn is over. Play then continues with the next player, in clockwise order around the table. As before, the current player can either **WORK** or **RAID**.

ROLLING DICE

After paying any Provisions and Wagons to raid a Settlement, players always need to roll Dice. How many Red and White Dice to roll is indicated along the left-side of the Main Board, for each civilization. The number of Yellow Dice to roll depends on how many Raid Spaces in the chosen Settlement have 1 or more Gold present.



For example, the first player to raid this Settlement in Assyria would need to roll 1 Red, 1 White and 2 Yellow Dice. The second player to raid here would roll 1 less Yellow Die, as the first player would have taken all the Gold from 1 of the 2 Raid Spaces.

Each rolled Die may give players additional Strength, Wounds, or sometimes nothing. Players are reminded of the Dice faces along the bottom of the Main Board.

STRENGTH

After rolling their Dice, players need to add up their total Strength. This is made up of the following:

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).

After totalling their Strength, players determine how many VP or Wounds they gained, if any. VP are scored immediately by moving the current player's Score Marker around the VP Track. Any Wounds gained are taken from the Main Supply and placed onto Crew Cards. How Wounds function will be explained later on the next page.

For example, if a player raids the Assyrian Settlement shown above, with 14 Strength, they would gain 2 VP. If they had 16 or more Strength, they would gain 4 VP. Likewise, if they had less than 10 Strength, they would gain no VP and take 2 Wounds.

TAKING WOUNDS

Any time players gain Wounds, they should be taken from the Main Supply and placed onto their available Crew. Wounds 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.



For example, this Conspirator has a Strength of 2. They just took 2 Wounds, which has reduced their current Strength to 0. Note that this Conspirator would also have earned 1 Card for being Wounded in a raid.

If Crew take 1 final Wound, while they are at 0 Strength, they will die. However, 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, back 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, or by healing at the Barracks, or by some Town Centre effects. If players were to discard a Crew Member at any point, all Wounds on that Card would also be returned to the Main Supply.

RAIDING EXAMPLE

The Purple Player has decided to raid Greece. They have at least 4 Crew, so they are able. They must place a Grey or Red Worker onto 1 of the available spaces for this Settlement. This Settlement has already been raided once before, so they must place their Worker on the right space. After doing so, they have to pay 2 Provisions and 2 Wagons to the Main Supply.



Next, they decide to spend 3 Kumis from their Personal Supply, placing it back into the Main Supply. This will give them 3 additional Strength for the raid. After all, there's nothing like fermented mares milk to fire up the warriors!

Now they need to roll their Dice: 2 Red, 2 White and 1 Yellow. They have the following outcome:



They have a total of 30 Strength from the following:

- Kumis (3)
- Rolled Dice (8)
- Crew and Animal Strength (16)
- Crew Abilities (3)



Note that the left-most Eagle would not provide any extra Strength, as it is not equipped to a Crew Member (See page 11). This raid would earn them 7 VP, as shown on the Greek Settlement. They now need to assign the 6 Wounds they received from their Dice roll. However, their Strongman allows them to take 2 less Wounds when raiding Greece. They place 2 Wounds on their Tyrant, 1 Wound on their Adventurer, and 1 Wound on their Gravedigger. Since the Gravedigger had 0 Strength, this Wound would kill him. However, the Purple Player would gain 1 Gold, due to the Gravedigger's ability. The Gravedigger Card should then be discarded and the Wound that was placed on it, returned to the Main Supply. After doing all this, the Purple Player now collects their Plunder (2 Gold) and new Red Worker to their Personal Supply.















END OF THE GAME

The game end is triggered when there is 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.

SCORING

Once the game has ended, players may gain additional VP, moving their Score Marker along the VP Track as required. Players gain additional VP for the following:

1. Crew: As shown on the bottom-left section of some Cards.
2. Animals: As shown on the top section of some Cards.
3. Quests: As shown on each Quest.
4. Plunder: As shown on Player Boards
    - Each Gold = 2 VP
    - Each Equipment = 1 VP
    - Each Wagon = 1 VP
    - 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 declared the winner! In the case of a tie, the tied player with the most total Quests, Crew and Animals is the winner. If still tied, the tied player with the most total Silver, Provisions and Kumis is the winner. And if still tied, all tied players share the victory.

GAINING 50+ VICTORY POINTS

If players ever reach 50 VP, they should stand up their Score Marker on its side, move it to the 0 space of the VP Track and continue counting as normal from there. Their total score now equals 50 VP, plus their position on the VP Track.

In the rare case that players reach 100 VP, they should loop their Score Marker back around to the 0 space as before, and keep note that they now need to add 100 VP to their new position on the VP Track.

STABLES



When using the Stables, players may either spend 2 Silver to gain any 1 Eagle, or 1 Equipment to gain any 1 Horse. In either case, players may only choose from the 3 faceup Animal Cards alongside the Main Board. Any time players take an Animal, they should immediately reveal the top card from the Animal Draw Pile to replace the Card that was taken. If the Draw Pile runs out, shuffle the Animal Discard Pile to form a new Animal Draw Pile. In the rare case that both piles run out, players may no longer gain Eagles or Horses.

When gaining an Eagle, players must place it above 1 of the 5 spaces of their Player Board. This should be slid underneath their Board, hiding the Horse section of the Card. Likewise, when players gain a Horse, it should be placed 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. However, only Animals equipped to a Crew Card can be used during a raid. Once placed, Animals cannot be moved to a different space on Player Boards. However, when gaining a new Animal, players may discard 1 from their Player Board to place the new 1 in its place. Players may never have more than 5 Eagles or 5 Horses.

Horses provide players with end-game VPs and Strength while raiding. Some Eagles do the same, while others can double the ability of Crew Cards, or make their Play abilities available for use at the Town Centre.



While equipped to the Warmonger, this Eagle will double their ability when raiding. Therefore, when raiding Cimmeria, a player would score an additional 2 VP, rather than just 1 from their Warmonger.

Note that this Eagle does not double a Crew Member's Strength.



While equipped to the Antagonist, this Eagle allows a player to gain 1 Card and 1 Provision as an action at the Town Centre

BARRACKS

When using the Barracks, players may either hire 1 Crew Member from their hand, or spend exactly 1 Kumis to remove 2 Wounds from their Crew, returning them to the Main Supply.

When hiring Crew, players select 1 Card from their hand and pay the printed amount of Silver on that Card, to the Main Supply. They then place that card into any available space on their Player Board. As indicated by the 5 spaces on Player Boards, the maximum number of Crew each player may have is 5. Once placed, Crew cannot be moved to a different space on Player Boards. However, players may discard a previously hired Crew Member to make room. It is possible for players to have more than 1 hired Crew Member of the same name.



SILVERSMITH

When using the Silversmith, players will gain a number of Silver from the Main Supply. If they placed or picked up a Blue Worker, they would gain 3 Silver. If it was a Grey or Red Worker, they would gain only 2 Silver.

Players can never have more than 8 Silver in their Personal Supply at the end of their turn. There is a reminder of this on each Player Board.



FARM

When using the Farm, players will gain a number of Provisions, or 1 Wagon from the Main Supply. If they placed or picked up a Blue or Grey Worker, they would gain 2 Provisions. If it was a Red Worker, they could gain either 3 Provisions or 1 Wagon.

Players can never have more than 8 Provisions in their Personal Supply at the end of their turn. There is a reminder of this on each Player Board. There is no limit to how much Plunder players may hold. However, the Plunder supply is limited by its components.



CHIEF'S TENT



When using the Chief's Tent, players may either spend 1 Livestock to gain 2 Provisions and 1 Kumis from the Main Supply, or complete 1 Quest.

To complete a Quest, players need to spend either a mix of Silver and Plunder, or discard Cards from their hand of a certain total Strength value. Only faceup Quests on the Main Board are available, and their physical location is not important.

When completing a Quest, players should remove it from the Main Board and place it facedown alongside their Player Board for scoring at the end of the game.



This Quest requires 1 Wagon and 3 Livestock. It will score 5 VP at the game's end.



This Quest requires players to discard Cards from their hand with a total Strength value of 8 or more. It will score 4 VP at the game's end. Note that Strength from Crew, Animals and Kumis cannot influence this in any way.

Players can never have more than 8 Provisions, or 8 Kumis in their Personal Supply at the end of their turn. There is a reminder of this on each Player Board.

TOWN CENTRE



When using the Town Centre, players may either Play 1 Card from their hand, use their Hero's ability, or the ability of an Eagle.

When Playing a Card, players discard the Card from their hand and take the action printed on the bottom right of that Card. When using their Hero's ability, players take the action printed on the bottom of their Hero Card. When using the ability of an Eagle, players take the action printed on the Crew Card below their Eagle (refer back to page 11 for an example).

MEETING TENT

When using the Meeting Tent, players may either draw 2 Cards from the Crew Draw Pile, or Draw 1 Card and gain 2 Kumis.

Players can never have more than 8 Cards in hand, or 8 Kumis in their Personal Supply at the end of their turn. There is a reminder of this on each Player Board.



MARKET

When using the Market, players may either discard 1 Card from their hand to gain 2 Silver, or discard 2 Cards to gain either 1 Wagon or 1 Equipment from the Main Supply.

Players can never have more than 8 Silver in their Personal Supply at the end of their turn. There is a reminder of this on each Player Board. There is no limit to how much Plunder players may hold. However, the Plunder supply is limited by its components.



CARD TERMINOLOGY

Card	When mentioned as a single word, this is referring to a Card in hand.
If Wounded	This is referring to receiving 1 or more Wounds in a raid. It does not mean “per Wound received”.
If Killed	This refers to taking 1 final Wound when at 0 Strength. Players cannot place additional Wounds on an already killed Crew Member.
Crew	This refers to any, or all Crew Members.
Crew Member	This refers to a single Crew Member.
Take another Town Centre Action	When resolving this effect, players may take any of the 3 possible Town Centre actions. However, they 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. For example, if a player used a Blue Worker at the Town Centre and Played this Card ability, they 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	This refers to paying 1 item to gain another. Players cannot gain any items if they can’t first lose the indicated items. For example, The Mercenary cannot be Played if players have 0 VP.

SOLO PLAY - OVERVIEW

In this Solo Play variant, you will be competing against a rival Chieftain, aiming to score higher than them. Your turns will function entirely the same, except that the AI Chieftain will block 1 Village Building each turn. On their turn, your opponent will simply turn over the top AI Scheme Card and resolve its effects.

SOLO PLAY - SETUP

Setup for you remains the same. When revealing Hero and Crew Cards, only reveal 2 pairs and choose 1 of those to use. The other pair will not be needed. You will be the first player. To set up your opponent follow these steps:

1. Assign them a player colour and place their Score Marker on the 0 VP space of the VP Track.
2. Shuffle the AI Scheme Cards to form a facedown Scheme Draw Pile.
3. Select 1 of the AI Crew Cards for your opponent. This determines the difficulty. From easiest to hardest, they are: Trader, Lookout, Huntsman, Outrider. From the Main Supply, give your opponent a number of Provisions, as pictured down the left side of their Crew Card.

SOLO PLAY - OPPONENT TURNS

On your opponent's turns, turn over the top Card from the Scheme Draw Pile, placing it faceup to form a Scheme Discard Pile. Then, moving down the left side of the card, check to see if they can raid. If they cannot, they will take the action to the right from where the potential for them to raid ended. If they do meet all the requirements, they will raid.



For example, with this Scheme Card, first check to see if there are any Settlements left to raid in Persia. If not, your opponent would take a Quest. If there was 1 or more Settlements left in Persia, they would then check to see if they could spend 3 Provisions. If not, they would gain 2 Provisions. However, if they had 3 Provisions available, they would then check to see if they have enough Strength to raid. If not, they would instead gain a Horse (note that they would not spend any Provisions in this case). But if they did have enough Strength to raid, they would, spending 3 Provisions and any required Strength. They would gain 8 VP and remove all Plunder from the targetted Settlement.

Should you ever need to draw a Scheme Card and the Draw Pile is empty, simply shuffle the Scheme Discard Pile to form a new Scheme Draw Pile.

SOLO PLAY – QUESTS

Any time your opponent gains a Quest, they will do so based on the arrows above the Quest Icon. If there are no Quests available on the Main Board to claim, they will instead gain a Horse in the same manner as if they didn't have enough Strength to raid.



> For example, if all Cimmerian Settlements had been raided, your opponent would gain a Quest. Based on the arrows, they would take the top-most Quest from the Main Board (as the arrow indicates moving down from the top). If there were more than 1 Quest in the same row, they would take the left-most of those.

Note that, while Settlements may be at slightly different heights on the Main Board, all those of the same civilization are considered to be in a single row. Therefore, there are 2 rows in the Scythian Village and 1 row for each civilization.

Keep all collected Quests for your opponent alongside their Scheme Draw Pile. These will be added to their score at the game's end.

SOLO PLAY – PROVISIONS

There is no limit to how many Provisions your opponent may hold.

SOLO PLAY – HORSES

Any time your opponent gains a Horse, they will do so based on the position indicated above the Horse Icon. Place Horses alongside your opponent's AI Crew Card. Your opponent is only focused on the Horse section of each Card. The Eagle section has no affect on gameplay or final scoring.



> For example, if they did not have enough Strength to raid using this Scheme Card, they would gain a Horse. Based on the icons, they would take the centre Horse from those available alongside the Main Board.

SOLO PLAY - RAIDING

If your opponent meets all the requirements to raid, based on their current Scheme Card, follow these steps:

1. Remove all Plunder from the targetted Raid Space, returning it to the Main Supply. If there was a Quest below the Plunder, reveal it just as you would in the standard game. Which Raid Space they target is based on the icons below the civilization's name at the top of the Scheme Card. If the targetted Raid Space is not available, they will target the next one, moving rightwards across the Main Board. If they are targetting the right-most space and it is not available, they will roll back around to the left-most space and continue targetting from there.
2. Pay the required Provisions from their Personal Supply, to the Main Supply.
3. Discard any Horses for Strength, if required. Some AI Crew Cards provide your opponent with a base level of Strength, which will never be removed or discarded. Any additional Strength is spent using Horses. When spending Horses, your opponent will always choose to spend as few Horses as possible, without overspending any Strength if possible.

For example, your opponent has everything they need to raid Assyria. They target the 3rd space from the left on the Main Board, returning all Plunder from that space to the Main Supply. They then pay 3 Provisions to the Main Supply. This raid requires 3 Strength, of which they currently have 5. Their Lookout provides 1 Strength. Therefore, they must discard 2 Strength from their Horses. As they always prefer to discard as few Horses as possible, they discard their 2-Strength Horse to the Animal Discard Pile. Lastly, they score 7 VP on the VP Track.





SOLO PLAY - END-GAME SCORING

Your opponent scores additional VPs at the game's end for their Quests and any remaining Horses (but not Eagles). All tie-breakers from the standard game still function the same way, despite the AI Chieftain never gaining Silver or Kumis.

SOLO PLAY – AI CREW CARDS

During Setup you would have chosen an AI Crew Card for your opponent. These are all unique and have some different functions:



The Trader has no Strength and therefore relies solely on using Horses during raids. He starts the game with just 1 Provision.



The Lookout has 1 Strength and starts the game with 2 Provisions.



The Huntsman has 1 Strength and starts the game with 2 Provisions. Any time he would gain 2 Provisions, he instead gains 3.



The Outrider has 2 Strength and starts the game with 3 Provisions. Any time she would gain 2 Provisions, she instead gains 3.

SOLO PLAY – BLOCKED BUILDINGS

The section at the bottom-right of each Scheme Card indicates blocked Building. On your turn, you may not place or pick up a Worker from here on your next turn. However, it is possible to still use the Building by other effects, such as the Adventurer's Play ability.

ICONOGRAPHY


Blue Worker

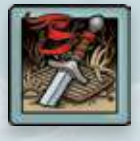

Grey Worker


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


Gold


Equipment


Wagon


Livestock