



RAIDERS OF  
SCYTHIA

OMENS

⚙️ SHEM PHILLIPS ✂️ SAM PHILLIPS



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## OVERVIEW

To the skies they look, those mystic Aneraeans. Horse and rider wait for blessing or forewarning. As the storm clouds pass, and the heavens glow with golden rain, the beating sound of steeds upon the steppes are heard once more.

## COMPONENTS

2 Heroes



8 Crew



40 Animals



4 Kurgans



12 Omens



32 Shields



2 Purple Dice



1 Main Board:

The new Main Board is intended to replace the original. It fixes some graphical errors, includes the new Purple Dice reference, and adds Shields to some actions.

## SETUP

Set up Raiders of Scythia is described in the original rulebook, with the following changes:

1. Shuffle the Omens, placing 1 faceup to the left of each row of Settlements (Cimmeria, Assyria, Persia and Greece). Return the other Omens to the box. Each Omen may have its own additional setup steps, which must be performed before starting the game. Some also need to be performed before plunder is placed onto Raid Spaces. Kurgans are only required for 1 specific Omen. Leave these in the box if not needed.
2. Form the Animal Draw Pile using only the 40 new Animals provided. The original 36 are not needed.
3. Mix the new Heroes and Crew in with those from the original game.
4. Place the Shields and Purple Dice in the Main Supply.

## PURPLE DICE

Some Omens require Purple Dice to be rolled. These have a much bigger Strength range than the Red Dice. One face also provides 2 Shields. These prevent 2 Wounds for the Raid, rather than providing physical Shield tokens for players.

## SHIELDS

Shields are a new token that players can place onto their Crew. Like Wounds, each Crew Member can only hold as many Shields as their printed Strength. Shields help to prevent Wounds. Any time a Wound would need to be placed, players may instead remove 1 Shield. The opposite, however, is not true. Players cannot forgo placing a Shield to remove a Wound.

Crew Members can have both Shields and Wounds, but the sum of both can never exceed their printed Strength. For example, a Crew Member with 3 Strength would be permitted to hold 2 Shields and 1 Wound. The next Wound they take would have to remove a Shield instead, as they cannot hold any more Wounds. Likewise, they would have to remove their Wound in order to place a third Shield.

Unless specified by an Omen Card, Shields can never be placed onto Animals or Heroes. Shields can now be gained through Barracks and Meeting Tent actions on the updated Main Board.

## ANIMALS

Included in the new deck of Animal Cards are 1 new Eagle, and 2 new Horses:

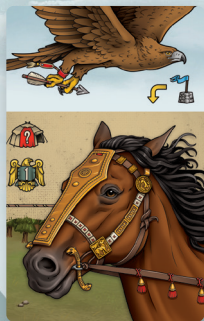


This Eagle provides 1 optional Shield, and allows a player to reroll any 1 Die when Raiding.

Shields on Animals prevent Wounds for a player's Crew (each allows 1 fewer Wound to be taken when Raiding).

This Horse provides 1 optional Shield, and 2 Strength when Raiding.

**Solo:** When the solo opponent needs to discard Horses of certain Strength but there are multiple options, they will favour discarding those with fewer VP first.



This Horse provides an unknown Strength value when Raiding, and 1 VP at the game's end. For each of these Horses that a player has when raiding, they reveal 1 Card from the top of the Crew Draw Pile. This is done at the same time as rolling Dice. Any printed Strength on the revealed Card is added to the player's total. After this, the revealed Card is discarded.

**Solo:** When the solo opponent gains this Horse, immediately draw the top Card from the Crew Draw Pile, and attach it to this Horse. This sets the Strength value of the Horse. If the Horse is discarded for a Raid, also discard its attached Crew Card. Likewise, if it placed beneath the solo opponent's Kurgan, also place the attached Crew Member there. A Horse with 0 Strength is never discarded.

## OMENS

Omens add new rules, components, strategies, and scoring opportunities. Each Omen only affects the row of Settlements that it sits next to (the first Omen only affects Cimmeria, the second Omen only affects Assyria, and so on).



### Raid Effects

These apply when a player raids a Settlement. Some provide ways to gain more Strength, while others might deal more Wounds, or alter which Dice are rolled.



### Quest Effects

These apply when a player completes a Quest. They are often less potent than Raid Effects, providing occasional resources, Cards, or other benefits.

Note that the Quest Effect for Greece can always be ignored, as there are no Quests in Greece.

### End Game Effects

These can score players additional VP at the game's end. Some award the player or players with the most of a certain game element. In cases of ties, the Victory Points are divided equally. For example, if dividing 6VP between 2 players, they both score 3VP. Likewise, if dividing 4VP between 3 players, they each only score 1VP.



### Solo Rules

Some Omens have additional rules for how the solo opponent interacts with the new Omen rules. This will often be cycling a stack of Quests or Cards, or gaining Victory Points. They also compete for the Omens that score majorities.

If there are no extra solo rules mentioned, then there are no additional steps required for the opponent to take.

