

Kemet

RISE OF THE GODS



RULEBOOK

Kemet

RISE OF THE GODS

A GAME BY JACQUES BARIOT AND GUILLAUME MONTIAGE,
ILLUSTRATED BY PIERRE SANTAMARIA, PASCAL QUIDAULT, EMILE DENIS AND MEHDI BOUKHEZZER,
FOR 2 TO 6 PLAYERS, AGES 14+. GAME DURATION: 90 MINUTES

In the mythical age of ancient Egypt, powerful gods deploy their forces into battles for dominance of the land! Deep in the vast desert, and in the shadows of enormous temples, they use their many powers to build their armies, summon mythological creatures, and obtain victory. The goal of these battles is to crush all rival gods, and through the resulting fame, win the eternal devotion of the people of Egypt!

OVERVIEW

Kemet may be played in three modes: Classic, Teams, or Solo. In all cases, each player takes control of an Egyptian god: Anubis, Bastet, Horus, Oudjet, Sobek, or Seth, as they struggle for power using armies from their faction. The following rules apply to the Classic Mode, which may be played up to 6 players. The other modes follow most of these rules. The Team Mode allows players to fight in 2 or 3-player teams. The Solo mode is played against a virtual opponent called Amon. The module *Gods of Egypt* gives you the opportunity to play your God on the board.

1 - COMPONENTS

Common components:

- 1 Kemet board
- 96 Power tiles in 6 colors (16 Ruby, 16 Sapphire, 16 Diamond, 16 Onyx, 16 Amethyst, 1- Amber)
- 13 Creature miniatures
- 6 Mercenary miniatures
- 38 Divine Intervention cards
- 3 Special Battle cards
- 1 Score board (Score track and Turn order track)
- 80 Fame point tokens (20 round, 60 square)
- 20 Veteran tokens (scarab icon)
- 2 Storm tiles
- 5 silver Action tokens

Components for each player (in 6 colors):

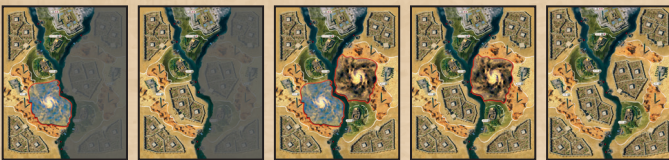
- 12 Unit miniatures
- 5 Action tokens in their color and 1 gold Action token
- 1 Player board
- 1 Statue token
- 1 Prayer marker
- 1 Order marker
- 8 Battle cards
- 3 Pyramids in 3 parts each
- 5 Pyramid tops in 5 colors (Ruby, Sapphire, Diamond, Onyx, Amethyst)
- 5 Acquire tokens in 5 colors
- 1 Divine Intervention card "Assemble" (Team Mode)
- 1 Player aid for Divine Intervention cards and Power tiles

Note: Component illustrations are on pages 3-5.

1.1 The Kemet board

Use the configuration corresponding to the number of players:

2 players 3 players 4 players 5 players 6 players



Note: In each of these player-dependent configurations, the gray portions of the game board and those covered by Storm tiles are not used in the game.

The Kemet board consists of the following zone types:

Temples:

Zones containing 1 of the 3 buildings shown below:



Temple of the Delta



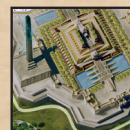
Temple



Temple

The Sanctuary:

The zone containing this building.



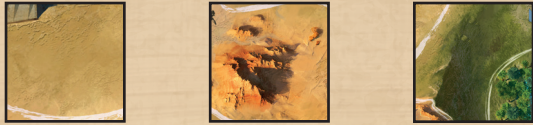
Districts:

The 3 zones inside of each City.



Deserts:

Any zones that do not contain a City, nor a building (The Sanctuary, or a Temple).



Every zone is outlined by either a white line, the Nile, or the edge of the Kemet board, except for Districts, which are each outlined by a Wall.

The Nile is the blue boundary crossing the Kemet board. Any zones separated by the Nile are said bordering the Nile and are not adjacent to each other.

Any zones covered by a Storm tile are not considered to be in play and cannot be crossed.

Some zones may contain a Harbor or an Obelisk, which affect movement.

Obelisks:



Obelisk zone

Ports:



Military port (red)

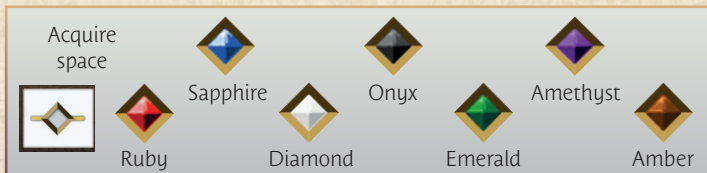


Trading port (blue)

The 3 zones in the top center of the Kemet board are called the Delta: the Temple zone in the Delta, the Desert zone in the Delta, and the Sanctuary.



1.2 Player boards



Note: When you build a Pyramid of a new color in your City, place an Acquire token of the corresponding color in the empty Acquire space. (see section 3.4.2, p.6).

Acquire tokens



1.3 Power tiles

Level: shows the tile's Level, color (Ruby, Sapphire, Diamond, Onyx, or Amethyst) and cost (1 to 4 Prayer Points)



Tile effect (see Player aid)

Power tile type

1.4 Divine Intervention cards (DI)

Cost in Prayer Points, if any, required when playing the DI card

(some DI cards are free, other ask to spend Prayer Points to trigger their effect)



Icon that shows when the DI card may be played

Card effect (see Player aid)

1.5 Battle cards



Player color

Strength value

Damage value

Unblockable Damage value

Shield value

1.6 Pyramid Levels

Level 1

Level 2

Level 3

Level 4



Note: A Pyramid in your supply is considered to be Level 0.

2 - SETUP

2.1 Common Setup

1. Place the Kemet board in the center of the play area and use the configuration that corresponds to the player count, some require to place Storm tiles. **1**
2. Place the Score board on top of the Kemet board. **2**
3. Randomly select the colors of the Power tiles to use, based on the player count (see the table below). **3**
4. Place all of the Power tiles in the selected colors face up next to the Kemet board sorted by color in ascending order by Level. **4**
5. Place the Special Battle cards at the top of the Kemet board. **5**
6. Place each Creature miniature on its corresponding Power tile. **6**
7. Place 1 Temple FP token (beige and blue, round) on every Temple used in the game based on the player count. Return the remaining ones to the box. **7**
8. Place the remaining FP tokens, the Silver Action tokens, and the Veteran tokens in the Bank. **8**
9. Shuffle and place face down the Divine Intervention cards next to the board to create the DI deck. **9**

GAME UP: Renewal - During the Common Setup step (2.1), set aside the Level 3 Power tiles "Domination" from each of the selected Pyramid colors for that game. For each Pyramid color, take the Power tile "Domination" you previously set aside and shuffle it with the Renewal Power tiles from the corresponding color, and draw 1 of these tiles at random you place in the empty space dedicated to the Power tile "Domination".

Note : If you own the Game Up: Obelisks, you may place the Obelisk miniatures on every zone containing an Obelisk. These are only cosmetic but they help you identify where you may teleport your Troops.

Setup example for a 4-player game



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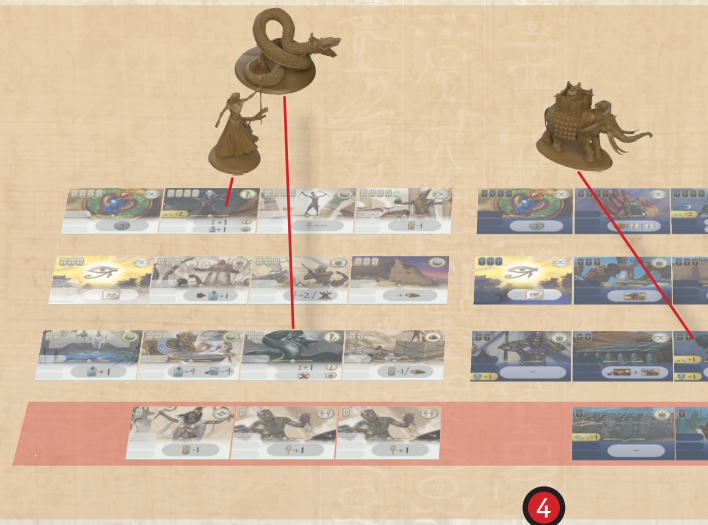
Power tile colors and number based on player count:

- 2 players → 2 colors, 26 Power tiles*
- 3 players → 3 colors, 48 Power tiles,
- 4 players → 3 colors, 48 Power tiles,
- 5 players → 4 colors, 64 Power tiles,
- 6 players → 5 colors, 80 Power tiles.

* In 2-player games, in each Power tile color remove the following:

- » the Power tiles "Act Of God",
- » 1 copy of each Power tile with a duplicate, so there is only 1 of each Power tile.

Return all unused Power tiles to the box.



4

Divine FP



Battle FP



Pyramid FP



Veteran token



Silver Action token



8

Temple FP



Note: FP won by a player are placed on the Score board in the row of their God at the end of their turn. Any lost Pyramid FP is taken by the opponent who takes control of the District containing the corresponding Pyramid. Any lost Temple FP is either taken by the opponent who takes control of the zone containing the corresponding Temple, or placed back in that zone if nobody controls it.

2.2 Individual Setup

- Each player chooses a color and a City from the Kemet board. They place their Statue token in front of that City. That City and its Districts will be the one for their faction for the whole game. **10**
- Each player takes the following components in their color:
 - 1 Player board depicting their God and their pyramid, **11**
 - The Acquire tokens corresponding to the colors of Power tiles selected (section 2.1), **12**
 - 1 Order marker, **13**
 - 1 Prayer marker they place on the '7' space of the Prayer track on their Player board, **14**
 - 5 Action tokens in their color and 1 gold Action token, **15**
 - 12 Unit miniatures (each miniature constitutes 1 Unit), **16**
 - 8 Battle cards, **17**
 - 1 Divine Intervention "Diversion" card. **18**
- Each player draws 2 DI cards. **19**
- Each player takes in 3 copies (2 copies in a 2-player game) the parts from the first 3 Pyramid Levels and the tops corresponding to the Power tile colors in game. **20**

2.3 Before starting to play

- Start of game turn order** **21**
One player takes the Order marker of each player and randomly places them on the Turn Order track from left to right. The player whose Order marker is on the left will be the 1st player.
- Troop placement** **22**
Each player chooses 2 Districts in their City and places 5 Units in both of them, and then places their remaining 2 Units in their Supply.
- Pyramid Setup** **23**
In turn order, each player resolves the following steps:
 - They place a total of 3 Levels of Pyramids from their supply into Districts in their City. No more than 2 Levels can be added to a single District at this time (either 1/1/1, or 2/1/0). They choose the color of their Pyramids by placing the corresponding pyramid tops with their tip in the hole.
 - They place an Acquire token in each color corresponding to these Pyramids on an empty Acquire space on their Player board. Any Level 0 Pyramid stays in their Supply, it is not considered to be in play and has no color.
- Acquiring a Level 1 Power Tile** **24**
In reverse turn order, each player chooses a Level 1 Power tile corresponding to the color of 1 of their Pyramids and places it in front of them.



3 - GAMEPLAY

3.1 Introduction

A game of *Kemet: Blood and Sand* is played over a series of Rounds. Each Round consists of one Day Phase, followed by one Night Phase.

Note: A glossary can be found on p.11 with all of the keywords and icons used in Kemet: Blood and Sand.

Day Phase (player actions)

In turn order, each player becomes the **active player** and plays 1 Action token of their color and resolves its effect. Continue turn after turn until each player has placed all 5 of the Action tokens of their color, at which point the Day Phase is over.

Night Phase (resolution)

The Night Phase is divided into 9 steps which are resolved in order and completely before moving to the next one.

During these steps, Night Phase Powers activate, Divine Intervention (DI) cards are allocated, and Fame Points (FP) and Prayer Points (PP) are awarded.

Permanent FP and Temporary FP

Throughout the game, players gain FP:

- Permanent FP are square tokens and cannot be lost. They are gained in Battles, when acquiring specific Power tiles, or during the Night Phase by controlling at least 2 Temples or The Sanctuary.
- Temporary FP are round tokens and may be lost. A Temporary FP is gained by a player when they take control of a Temple (beige and blue), or a Level 4 Pyramid (beige), that FP is taken from the Kemet board, the Bank, or from the opponent who was owning that FP.

Permanent FP

Divine FP



Battle FP



Temporary FP

Temple FP



Pyramid FP



Effects

The game is a series of effects played along the Rounds: your actions generate effects, as well as played DI cards, and Power tiles you activate.

An effect is the resolution of an action, a Battle step, a Night Phase step, a DI card, a Power tile, or an effect triggered by another effect.

A triggered effect showing '+ <number of PP>' is not considered as an effect on its own, it is just a modifier: its value is added to the triggering effect.

An effect termed single effect is the sum of multiple effects in one effect and counting as one resolution.

An effect is mandatory unless the effect description clearly indicates that this is a possibility.

Order of Rules Precedence

If two effects contradict each other, the effect with the highest priority (highest number) takes precedence:

- 5) DI card > 4) Power tile > 3) Expansion rules > 2) module rules > 1) base game rules.

3.2 Game End

If a player has at least 9 FP (sum of their Temporary FP and Permanent FP) at the start their turn, before playing ANY Action token, and no other player has more FP than them, they immediately win the game.

Note: This means this player already had the required amount of FP to win the game after having played their previous action, each opponent being able to play 1 action to respond (in most cases).



3.3 Day Phase



At the beginning of the Day Phase, the 1st player is the active player. The active player resolves the following steps in order:

1. They place 1 Action token of their color on an empty Action space of their Player board observing the Equilibrium rule (*described below*), and they immediately resolve the selected action's effect. In addition to the Action token in their color, they may also play 1 silver Action token and/or 1 gold Action token (*described below*) if they have any.

They may play DI cards with a DAY icon during their turn before or after an action, and not during a Battle. A DI card played that way is resolved, then discarded.

2. The player places the FP they won during this turn on their Score track.
3. The next player in turn order becomes the active player and plays their turn starting from step 1. If no player has any Action tokens in their color to place, resolve the Night Phase.

Equilibrium rule

At the end of Day Phase, each player must have at least 1 Action token (no matter their color) on each of the 3 floors of the pyramid on their Player board (see Player boards, p.3).

Playing Silver and Gold Action tokens

Play these Action tokens at the same time you play an Action token in your color to receive 1 or 2 bonus actions. You choose in which order to resolve your actions, but each action must be completely resolved before moving onto the next one. An action may be chosen even if it cannot be resolved at the time you place an Action token on it. If an action may eventually not be resolved, it is lost.

Silver Action token:

Play this Action token on any empty Action spaces on your Player board.

Gold Action token:

Play this Action token on the Divine Power space at the top of the pyramid : resolve 1 Golden Action from a Power tile you own.

3.4 Actions

All of the actions available on the Player boards are covered in the following section.



3.4.1 Build

Add 1 or more Levels to 1 of your Pyramids: spend as many PP as the value of each consecutive Level you want to add.

If you add the Level 1 of the Pyramid in your Supply, choose a color you do not already own, place it in your District without a Pyramid and place the Acquire token of that color in the empty Acquire space on your Player board.

Adding more than one Level asks you to sum up the costs, it is a single effect.

Examples:

To add the Level 3 to a Level 2 Pyramid, spend 3 PP.

To add the Level 3 to a Level 1 Pyramid, spend 5 PP (2 PP to add the Level 2, and 3 PP more to add the Level 3).



Pyramid effects

The player controlling a District containing a Pyramid benefits from the following effects:

- they may acquire Power tiles that match its color and are of the same or lower Level,
- if this is a Level 4 Pyramid, they take the Pyramid FP corresponding to this Pyramid,
- during their Move actions, they may spend 2 PP to teleport their Troop from that District to any zone containing an Obelisk.

Note: When an opponent controls one of your Districts they benefit from all these effects, not you.



3.4.2 Recruit

Spend X PP to add X Units: take these Units from your Supply and place them in 1, 2, or 3 Districts in your City, even if they are controlled by opponents.

If you add Units into one of your Districts controlled by an opponent, it triggers a Battle in which you are the attacker at the end of your Recruit action.

If you add Units into multiple Districts controlled by opponents, you choose in which order to resolve these Battles.



3.4.3 Acquire



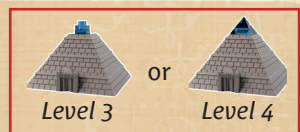
To acquire an available Power tile, you must fulfill each of the 5 following conditions:

- you do not already own one with the same artwork (no matter its color),
- you control a Pyramid in that color and of at least the same Level than the targeted tile,
- you have an empty Acquire space, in that color if possible, else in another color or without any Acquire token,
- you are able to spend as many PP as its Level (some effects may modify that cost).

Place your Action token on the selected Acquire space, spend the PP and place the Power tile in front of you so everyone can see it. You own that Power tile for the remainder of the game, and it cannot be lost.



= 3 PP if



Power tile effects

Power tile effects become active once the Acquire action ends, and they are active for the remainder of the game, even if you do not control a Pyramid of their color anymore. However, some of them will only trigger during a specific Phase, denoted on each Power tile (e.g. Battle Powers, Night Phase Powers).

If a player owns multiple Power tiles whose effects trigger at the same time, they choose in which order they resolve those effects.

Companions: Creatures & Servants



Creatures and Servants are Companions. When acquiring a Power tile with a Creature or a Servant, you may place that Companion in one of your Districts containing one of your Troops. Else, the Companion stays in your Supply, on its tile.

Afterward:

- Before playing an Action token, you may:
 - » exchange Companions of the same type from your Supply and/or those in your Districts between them in any way you like,
 - » place Companions from your Supply in Troops that are in your Districts.
- When you add Units in one of your Districts, you may place a Companion of each type from your Supply with these Units.

A Companion is not a Unit but it must be tied to a Troop:

- a Creature does not count against the Troop limit, but against the Creature limit which is 1 Creature per Troop.
- a Servant does not count against the Troop limit, but against the Servant limit which is 1 Servant per Troop.
- In Battle, only the Companions' bonuses are added to the tied Troop (a Companion does not add +1 Strength as it is not a Unit).
- If a Companion is no longer tied to a Troop, it goes back to their owner's Supply.



3.4.4 Pray



Gain 2 Prayer Points (PP).

3.4.5 Move



Move 1 of your Troops. This action is a combination of 1 Land move and 1 Teleportation:

- the number of Land moves is calculated at the beginning of the action and may be modified by effects at that moment only,
- there may be only 1 Teleportation per Move action, but its cost may be reduced by effects.

During your Move actions:

- you may use Land move and Teleportation in any order and you may alternate them,
- you may move only a part of your Troop and leave some Units in the zones your Troop passes through,
- you may take Units and Companion you own that are in zones your moving Troop passes through,
- you may temporarily exceed the Troop limit, the Creature limit, and the Servant limit but these Limits are assessed at the end of the action in every zone,
- you may only play DI cards with a Move icon,
- any time your Troop enters a zone containing an opponent's Troop it ends its Move action, and a Battle is immediately triggered.

Note: The Move action has to be resolved in a manner to follow the Limits when the action ends, which may reduce the move options. No Unit nor Companion may be removed from the Kemet board to accommodate a move.

Teleportation

Spend 2 PP to teleport all or part of your Troop from a District with a Pyramid of at least Level 1 to a zone containing an Obelisk.

Note: When a player teleports a Troop, it does not cost any Land move.

Land move

Spend 1 Land move to move your Troop to 1 directly adjacent zone or from its zone containing a Harbor, to a zone containing a Harbor, by complying with all the following restrictions:

- Your Troop may leave its zone through any kind of Harbor (Military or Trading), but it may then enter a zone only through a Trading Harbor, or through the Military Harbor of the Desert zone surrounding your City.
- During a single Move action, your Troop may only enter into 1 District of an opponent's City, and only if it starts this action in a zone adjacent to the Wall to cross (that adjacency requirement may be canceled by an effect).

Note: Even if a Companion that adds Land moves is not moved with a part of the Troop, its bonus is still applied as the number of Land moves is calculated at the beginning of the Move action.

Gaining temporary FP when controlling

At the end of a Move action, if you still own a Troop in a zone you did not control at the beginning of that action, you take control of it. If that zone contains a Temple or a Level 4 Pyramid, you take the corresponding temporary FP wherever it is. You will add this FP on the Score track at the end of your turn.

Reminder: To control a Temple or an opponent's Pyramid, you must have a Troop in the same zone.

If your Troop ever moves out of an opponent's District with a Level 4 Pyramid, leaving it empty after controlling it, return the Pyramid FP to that player. If your Troop ever moves out of a Temple zone, leaving it empty after controlling it, return the Temple FP into that zone.

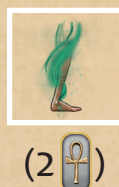
Example:

Claire wants to move her Troop from her City to the Temple on the Nile east bank from a distance of 3 zones.



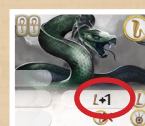
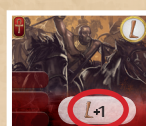
She has two solutions:

A. She may teleport her Troop by spending 2 PP to place her Troop directly in the Temple zone.



B. Without a Teleportation, she may only do so using Land moves if her Troop is able to make 3 Land moves.

A way to do this is to have the Power tile "Priest of Mafdet" and the Creature "Deep Desert Snake" tied to this Troop, which would allow it to make 3 Land moves.



3.5 Battle

The Attacker is the player whose move triggers the Battle, the other player is the Defender.

The Battle only involves these two players, therefore no other player will be able to play DI cards during this Battle.

A Power tile with a DAY icon has no effect during a Battle.

When effects would resolve at the same time, the Attacker's effects are resolved first, followed by those of the Defender.

Resolve all the following steps in order, even if a player no longer has a Troop in the Battle.



3.5.1 War Council

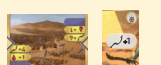


The Attacker and the Defender each choose 2 Battle cards from their hand:

- the first Battle card is discarded face down and will never be revealed,
- the second Battle card will be played during the Battle and is kept in hand (it is not revealed for now).

The Attacker and the Defender may add DI cards with a BATTLE icon: each player chooses if they hide these DI cards under their in-hand Battle card, or if they tell how many DI cards they play. A player may not play DI cards with a cost they cannot pay (if that happens, the card is discarded without effect).

This is the only time they may play DI cards during the Battle. A player may tell their opponent they have played DI cards, but need not be truthful. Players also do not need to admit to playing DI cards, even if asked. Each player has the DI card "Diversion": it has no effect, but may be played alone or among other DI cards to bluff the opponent.



3.5.2 Confrontation



The Attacker and the Defender simultaneously reveal their Battle card and DI cards, and spend the required PP.



3.5.3 Resolution



Sum up the Strength of each player:

- the number of Units they have in their Troop, each Units giving 1 Strength,
- the Strength value of their played Battle card,
- the Strength bonus provided by their Power tiles,
- the Strength bonus provided by a Companion tied to their Troop,
- the Strength bonus provided by the DI cards they played,
- a +1 Strength bonus if the Battle occurs in a District in their City.

The player who has the most Strength is the winner. In case of a tie, the Defender is the winner.



3.5.4 Casualties

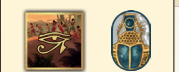


Each Battle card has a damage value (Damage and/or Unblockable Damage), and/or a Shield value (Shield and/or Impenetrable Shield). These values can be modified by DI cards, Companions in this Battle, and Power tiles.

Any damage produced by a Troop is inflicted to the opposing Troop. However, a damage value with a 'U' before it is inflicted to their own Troop (even if it has not enough Units).

1. Starting with the Attacker, each player in the Battle who played at least 1 Impenetrable Shield chooses as many Units from their Troop that will not be removed by any Damage nor any Unblockable Damage.
2. Starting with the Attacker, each player in the Battle loses as many Units from their Troop equal to the total Unblockable Damage value their Troop suffers.
3. Starting with the Attacker, each player in the Battle then loses as many Units from their Troop equal to the total Damage value their Troop suffers, minus their own Shield value.

If the winner loses their Troop, they are still considered to be the winner, even if the loser still has a Troop in the zone where the Battle occurred.



3.5.5 Rewards



1. If the Attacker is the winner and they still have a Troop in the zone where the Battle occurred, they gain 1 Battle FP.
2. If the Defender is the winner, they gain 1 Veteran token.
3. Each player involved who did not gain any FP during this Rewards step gains 1 Veteran token (this means if the Defender is the winner, they gain an additional Veteran token).



3.5.6 Loser's Aftermath



The loser chooses to retreat or to recall their Troop, even if the winner no longer has a Troop remaining in the zone where the Battle occurred.

Retreat

The winner chooses an empty adjacent zone where they move the losing Troop. This is not a Move action and Harbors cannot be used. They cannot choose a District that is not from the loser's City. If no zone is available, the loser cannot retreat and must recall their Troop.

Recall

The loser returns all of their remaining Units in the zone to their supply to gain X-1 PP, where X is equal to the number of Units returned to their supply in this way.



3.5.7 Winner's Aftermath



The winner chooses if they wish to recall their Troop or have it stay in the zone where the Battle occurred.

Recall

The winner returns all of their remaining Units in the zone to their supply to gain X-1 PP, where X is equal to the number of Units returned to their supply in this way.





3.5.8 Battle Ending



Each player discards the Battle card they played and resolved face up. The Battle cards discarded during the War Council step are left face down and not revealed. If a player has discarded all their Battle cards, they immediately take all of their Battle cards back to their hand.

DI cards played in the Battle are discarded face up near the DI deck. Any Unit exceeding the Troop limit is removed.

If the Defender still owns a Troop in the attacked zone, they keep control of it. If this is the Attacker, they take control of that zone (see p.6)..

Example:

Jacques moves his Troop to the zone of a Temple controlled by Guillaume's Troop.

- Jacques is the Attacker with a Troop of 5 Units and has the following Powers:

- » Charge! (+1 Strength when attacking),
- » Blades of Neith (+1 Strength in Battle).

He has 7 Strength (5+1+1).

- Guillaume is the Defender with a Troop of 4 Units and a tied Creature:

- » Ancestral Elephant (+1 Strength to its tied Troop).

He has 5 Strength (4+1).

Both players secretly choose 2 Battle cards: the first Battle card is discarded face down and the other is kept in hand to be played in the Battle.

- Jacques keeps his Battle card: 3 Strength, and 2 Damage. He tells he plays 1 DI card he chooses to place face down on the table.
- Guillaume keeps his Battle card: 2 Strength, and 2 Shield. He adds 2 DI cards which he chooses to hide under his Battle card: Bronze Wall, and War Fury.

Both players simultaneously show their cards and declare their total Strength value:

- Jacques' Strength: 10 (7+3 from his Battle card), his DI card was a Diversion card with no effect so he takes it back,
- Guillaume's Strength: 9 (5+2 from his Battle card +2 from his DI card, for which he has to spend 1 PP).

Jacques is the winner.

Casualties:

- Jacques inflicts 2 Damage to Guillaume's Troop, which has 4 Shield (his Combat card + Ancestral Elephant + Bronze Wall DI card).
- Guillaume does not lose any Units nor does he inflict any Damage.
- As Jacques is the winner and still has a Troop in the zone being the attacker, he gains 1 Battle FP.
- Guillaume gains 1 Veteran token as he is the loser.
- Guillaume chooses to recall his Troop: he recalls 4 Units, gains 3 PP and puts his Creature back in his supply.
- Jacques could also recall his Troop, but he prefers to keep it in the zone where the Battle occurred to control the Temple and takes the corresponding Temple FP (and would place it on his Score track at the end of his turn).
- Played cards are put in their respective discard piles.

3.6 Night Phase



Resolve the following steps in order:

1. Offering

The player that controls The Sanctuary may remove 2 Units from that Troop to gain 1 Divine FP.

2. Delta Temple control

The player that controls the Delta Temple may remove 1 Unit from that Troop to gain 5 PP.

3. Temple control

Each player that controls at least 2 Temples gains 1 Divine FP.

4. Adoration

Each player gains the number of PP shown on the Temples they control (other than the Delta Temple).

This gain of PP is a single effect for each player.

5. Prayers

Each player gains 2 PP and may discard X Veteran tokens to gain X PP.

This gain of PP is a single effect for each player.

6. Divine Intervention

In turn order, each player draws 1 DI card and may discard Veteran tokens to draw 1 DI card per 2 Veteran tokens discarded this way.

7. Conscription

In turn order, each player may discard X Veteran tokens to add X Units in Districts in their own City and which are not controlled by opposing Troops.

8. Awakening

Each player discards any remaining Veteran tokens they have and takes back their Action tokens, placing them into their Supply.

Any Units exceeding the Troop limit for the Troops on the Kemet board are removed.

9. Destiny

9.1. Move the Order markers below their current space on the Turn Order track.

9.2. Starting with the player who has the fewest FP, then in ascending FP order, each player chooses their position on the Turn Order track by placing their Order marker on an empty space.

In case of a tie, the tied player whose Order marker was leftmost on the Order track during the previous Round chooses first and so on.

9.3. Start a new Round with its Day Phase.

4 - TEAM MODE

The Team Mode allows to play:

- a 4-player game, 2 vs 2,
- a 6-player game, 2 vs 2 vs 2,
- a 6-player game, 3 vs 3.

The Teams mode follows all of the rules of the Classic Mode; the only exceptions are noted in the following sections. The rules do not change based on the player/team count.

Team Mode concepts

Members of a same team are called Teammates.

The Troops of Teammates never battle against each other. Only Troops belonging to another team are considered to be opposing Troops.

Teammates are allowed to discuss about strategy and plan, both openly and in secret. Teammates may secretly show each other DI cards and Battle cards.

The FP of each team are summed up on the Score board.

The PP and Veteran tokens gained may be distributed among Teammates how the team sees fit, regardless as to which Teammate gained them and when.

Each player remains the only owner of their City; as such, Teammates of a player may not use that City as if it was theirs.

Mixed Troops

The Teammates may mix their Units to create Mixed Troops. A Troop is mixed if it contains Units belonging to at least 2 different Teammates.

Mixed Troops follow specific rules for Recruit action, Move action, and Battle (see sections about corresponding actions).

A Mixed Troop may contain 5 Units at most, this is the Mixed Troop Limit. Unlike normal Troops, no effect (Power tiles, DI cards) may make it exceed 5 Units.

Active Teammate and Power tiles

The Power tiles applied during a Phase or a Battle are only those acquired by the active Teammate.

- During both the Day Phase and Battle Phase, the active Teammate is the player currently playing their turn.
- While defending, the active Teammate is the one whose Troop is attacked, in case of a Mixed Troop, the active Teammate may be chosen by the defending team who has at least 1 Unit in the Mixed Troop being attacked.

Exception: The Companion tile tied to a Troop is always applied, whoever owns that tile.

Game End

As soon as a team has at least 12 FP (temporary FP and permanent FP of the team summed up) at the start of the turn of one of the Teammates, before playing an Action token, and no other team owns more FP than them, the game immediately ends and this team is the winner of the game.

Setup

Setup is the same as Classic Mode, except step 2.3 where points 1 and 2 are modified this way:

1. Start of game Turn order

Players create random teams or choose their Teammates. Each team chooses 1 of their Order markers. The chosen markers are randomly placed from left to right on the Order track. Then, take the remaining Order markers and place them following the first markers keeping the same team order.

This way, the order of the teams will remain the same from one Teammate to another and there will never be two Teammates from the same team who would play consecutively.

Example:

3 teams of 2 players confront:

- *team 1: yellow and blue Teammates*
- *team 2: red and green Teammates*
- *team 3: violet and black Teammates*

The first Order markers chosen by each team are yellow, green, and black. They are randomly placed on the Order track in the following order: black, green, then yellow. The 3 remaining Order markers (blue, red, and violet) are placed following the first ones 3 on the Order track in the following order: violet, red, then blue.

Turn order will be: black, green, yellow, violet, red, then blue.

Looking at the teams, the order will be: team 3, team 2, team 1, team 3, team 2, then team 1.

2. Troop placement

Each player chooses 2 Districts from their City and distributes 4 of their Units and 1 Unit from their Teammate in each, they then place their 2 remaining Units in their Supply. If the team is made of 3 Teammates, each player distributes 4 of their Units and 1 Unit from one of their Teammate in a District, 4 of their Units and 1 Unit from one of their other Teammate in another District.

Note: Teammates may consult anytime during setup.

Each player gets 1 DI card "Assemble!"

Day Phase



Only the following actions are different from Classic Mode.



Recruit



Spend X PP to add X Units: take these Units from your Supply and place them in 1, 2, or 3 Districts in your City, even if they are controlled by opponents. You may complete a Troop containing Units from a Teammate, still observing the Troop Limit of 5 Units per Troop.

If you add Units into one of your Districts controlled by an opponent, it triggers a Battle in which you are the attacker at the end of your Recruit action.

If you add Units into multiple Districts controlled by opponents, you choose in which order to resolve these Battles.

Note: You can only add Units to your own City. Even if you control an opposing team's District or a Teammate's District, you cannot add Units to it.



Acquire



This action functions identically to Acquire in Classic Mode. One clarification: A player that has at least 1 Unit in the Troop that occupies a District containing an opposing Pyramid **or one belonging to a Teammate** is considered to be controlling that Pyramid.



Move



This action functions identically to Move in Classic Mode, with the following exceptions:

- During their Move action, a Teammate may pass through a zone containing Units belonging to a Teammate even if this causes them to temporarily exceed Troop Limit, Creature Limit and Servant Limit per zone; these Limits are assessed at the end of the action.
- Walls of Teammates' Cities are ignored when moving Teammates' Troops.
- A Mixed Troop may be moved by any Teammate that has at least 1 Unit in it and as long as that Unit stays in the Troop from the beginning to the end of the action.
- A Teammate may take and/or leave Teammates' Units or their own Units in zones they pass through during that action.
- During the Day Phase, a Mixed Troop only benefits from Power tiles owned by the active player (exception: Companion Power tiles).
- If a Mixed Troop occupies a District containing a Pyramid, this one is considered to be controlled by each of the Teammates that have at least 1 Unit in their Mixed Troop. In any case, a Level 4 Pyramid gives only 1 FP to the team that controls it.

Example:

A red/blue Mixed Troop contains the Mummy. The Mummy belong to the Blue player. The Move and Battle bonuses will apply even if the Red player moves that Troop. However, the DI card gained during Night Phase only applies to the Blue player.

Battle



A Teammate may never attack Troops belonging to their Teammates.

- The Attacker is the active player whose move triggers the Battle.
- The Defender is the active Teammate whose Troop is attacked, or in case of a Mixed Troop, the active Teammate can be chosen by the defending team for any Teammate who has at least 1 Unit in the Mixed Troop being attacked.

Only active players can play DI cards during the Battle, and only the Power tiles these players own will affect the Battle (Exception: Companion Power tiles are always active when the Companion is in Battle).

A Power tile with a DAY icon has no effect during a Battle.

When effects would resolve at the same time, the Attacker's effects are resolved first, followed by those of the Defender. Resolve the Classic Mode steps in order, even if a player no longer has a Troop in the Battle.

Clarifications

Teammates choose which Units are removed from their Troop involved in the Battle.

Veteran tokens may be freely distributed among Teammates when they are received. This way, a Teammate may get a Veteran token even if they did not participated to the Battle.

Night Phase



The Night Phase is the same as Classic Mode, except step 9 that becomes:

9. Destiny

- 9.1. Move the Order markers below their current space on the Turn Order track.
- 9.2. The team that has the least FP chooses 1 of their Order markers and place it in 1st, 2nd or 3rd position on the Order track (3-team games) / in 1st or 2nd position on the Order track (2-team games). In order of ascending FP, each other team does the same by choosing 1 of the empty spaces on the Order track.
In case of a tie, the tied team whose player was leftmost on the Order track during the previous Round chooses first, and so on.
- 9.3. Following the same order, each team places their second Order marker. In the case of a game with 3 player teams, this will be done one last time, until all Order markers have been placed.
- 9.4. Start a new Round with its Day Phase.

5 - SOLO MODE

Additional components:

- 1 Amon board (virtual player)
- 5 Objective cards
- 10 Event cards
- 5 Disaster cards
- 9 Action cards
- 8 Plunder cards

Solo Mode concepts

The goal of the Solo Mode is to fight against Amon, your virtual opponent, to complete the objective you choose at the start of the game in a number of Rounds.

BEWARE! If, at any moment, the player has no more Units on the Kemet board, they immediately lose the game.

The Solo Mode cannot be played with the Gods of Egypt module.

Setup

Follow the Setup for 2 players with the following changes:

Place the two pyramids that are chosen for this game, one above the other and to not move them during the game (see the Plunder cards effect). Shuffle the Power tiles from each Level with each other to have them placed at random in their level line. **1**

Choose a color for Amon.

Step 2.2 is modified as follows:

Resolve Amon's setup before the player's, following these steps:

1. Choose (or pick at random) 1 Objective card and place it near the Amon board. **2**
2. Place Amon's Prayer marker on the number corresponding to number of Rounds shown on the Objective card. **3**
3. Place Amon's Order marker near the Amon board. **4**
4. Place 1 Action token below the 'o' of each column of the War Table on the Amon board. **5**
5. Create the Events deck: draw 2 Disaster cards without looking at them and add as many Event cards as shown on the chosen Objective card. Shuffle all these cards and place them face down on the dedicated space on the Amon board. **6**
6. Create the Actions deck: Pick the 9 Action cards, shuffle them and place them face down on the dedicated space on the Amon board. **7**
7. Create the Plunder deck: Pick the 8 Plunder cards, shuffle them, and place them face down near the Amon board. **8**

Example:

For an Objective showing 8 Rounds, the deck will contain 2 Disaster cards and 6 Event cards

6. Create the Actions deck: Pick the 9 Action cards, shuffle them and place them face down on the dedicated space on the Amon board. **7**
7. Create the Plunder deck: Pick the 8 Plunder cards, shuffle them, and place them face down near the Amon board. **8**

8. Amon takes the City in the north, place 2 Level 4 Pyramids corresponding to the 2 selected colors during step 2.1. **9**
 9. Place 5 Units in each of Amon's District that contain a Pyramid.
 10. Resolve the effects of Plunder cards until Amon gets 1 Creature for each of his Troops. Place the first Creature on the Troop A space on the Amon board, and the second one on the Troop B space. **10**
- The Power tiles specified by the Plunder cards that are not Creatures are not removed from the game during this step.



Note: Amon has 2 Troops, A and B, containing 5 Units, each tied to Creature A and B respectively.

11. Shuffle Amon's Battle cards and place them face down near the Amon board. **11**
- At step 2.3.3 the player places their 2 Pyramids in the southern City in the Districts shown below (to have east and west clearly differentiated). **12**
- At step 2.3.4, Amon does not acquire a Level 1 Power tile.



Day Phase

During each Round, Day Phase is replaced by the following sequence, shown on the Amon board:

- Player Action tokens 1, 2, and 3.
- Draw 1 card from the Events deck.
- Player Action tokens 4 and 5.
- Draw 1 card from the Actions deck.

As in the base game, the player will be able to use gold or silver Action tokens acquired during the game and will have to follow the Equilibrium rule.

Amon's Troop Limit

Amon's Troops may contain up to 6 Units at any time during the game.

The War Table

The War Table lists Amon's stats.

Shown values are the lowest and highest results that may be obtained and that apply to either Amon's Troops, separate from bonuses given by a tied Creature or Servant.

When a card modifies a stat beyond 5 or below 2, that modification is ignored.

Resolving an Event card

Each Round, after playing their 3rd Action token, the player will draw a card from the Events deck.

- If this is an Event, they apply its effects.

Effects written in black are immediately resolved. Effects written in red are ongoing until the card is covered by another Event card.

Example:

The card "Thirsty for revenge" tells Amon gains +2 Strength and +2 Damage. These Battle bonuses are ongoing until another Event card covers it. However, the effect «The player discards 2 DI cards» is applied only once when the card is revealed.



- If this is a Disaster, place that card next to the Amon board, its effect cumulates with any Event already in play and any other Disasters already drawn. By default, its effects apply until the end of game. A Disaster card does not replace an Event card already in play, this card stays active during this Round.

Hint: Remember to update the columns in the War table, when a card enter into play and/or a card is discarded.

Resolving an Action card



Each Round, after playing their son 5th Action, the player will draw a card from the Actions deck, resolve it, and then discard it.

Clarifications about Action cards effects:

• Amon's Move Action:

Moving one of Amon's Troop refers to a Land move towards its target, always taking the shortest path. This move will never use Ports, except the Military Port to leave the Delta Desert zone.

The target determines the direction of the movement undertaken by Amon's troops (highest pyramid, troop with fewest units...), which is indicated by some Action cards.

Amon's Troops do not take into account Walls of the Player's City.

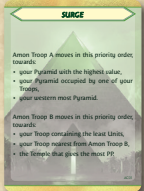
Amon's Troops benefit from movement bonuses given by the tied Creature, effects from active Event cards, and active Disaster cards.

If the target of Amon's Troop needs it to move into the Delta, it will be able to teleport through a Pyramid, without paying the cost.

If the target of Amon's Troop needs it to spend a cost to enter in its zone, Amon enters that zone and ignores that cost.

If Amon's Troop enters a zone occupied by its target or another opposing Troop, immediately resolve that Battle (see below).

To select Amon's Troop target, check if the 1st condition on the Action card is fulfilled. If this is not the case, check the next condition.



If Amon's Troop crosses a zone occupied by Amon's other Troop and it has enough Movement points to move to the next zone towards its target, it continues its movement, else it stops in the last empty crossed zone.

Note: When a card points a cardinal direction (east/west), north should be considered the top of the board, the board edge closest to the Delta zone..

Example:

Action card "Surge" tells:

Amon's Troop A moves in the following priority order towards:

- the Pyramid of highest Level,
- the occupied Pyramid,
- the western most Pyramid.

First check if the player has a Pyramid of a higher Level. If this is the case, Amon's Troop A will move towards that Pyramid. In the case where the two Pyramids are of the same Level, check the next condition: "the occupied Pyramid", and so on.

• Amon's Recruit Action:

When Amon adds Units, he adds as many Units as possible to his Troops from his Supply, respecting his troop limit. If he does not have enough Units, he spreads them as equally as possible among both Troops, with Troop A getting the extra Unit in the case of a tie

Applying the Plunder effect



When an Event card or an Action card asks you to apply the effect of a Plunder card, draw the cards from the top of the Plunders deck and place it below the Tile boards.

For the color on top of the card, look at the Pyramid Level shown below the top pyramid, then remove from the game the Power tile corresponding to the crossed one. If that Power tile is not on the Tile board, remove the tile from the lower Level in the same column. Continue doing so if necessary until a Power tile has been removed from the game.

Proceed the same way for the pyramid color on the lower part.

If no tile may be removed, draw a new Plunder card and resolve the part you weren't able to resolve.

When the Plunders deck is empty, shuffle the discard pile to create a new one.

Example:

This Plunder card asks to remove from the game the 1st Level 4 Power tile for the left side pyramid. If it is not possible, the 1st Level 3 tile, and so on.



Objective cards clarifications



If any Objective card contradicts the regular rules, the Objective card takes precedence.

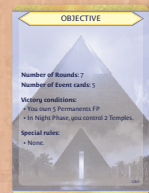
Unless otherwise stated, the victory condition can be completed before the number of Rounds has been reached (Objective 4 is an exception).

All victory conditions must be fulfilled simultaneously for victory to be achieved. Any condition based on having a certain amount of a specific condition should be viewed as a minimum (e.g. "Control 2 Temples" would still be satisfied if you controlled 3 Temples).

If you do not fulfill the victory condition by the end of the final Round, you lose the game.

Example:

Objective – You control 2 Temples in Night Phase but you have lost 1 FP after an action of Amon. You will have to gain at least 1 additional FP and keep control over the 2 Temples to win the game during the next Rounds.



Battle



Amon does not resolve step 3.5.1.

During step 3.5.2, the player reveals their played Battle card and DI cards. Then, they pick all Amon's Battle cards (even those previously played), shuffle them face down and reveal 1 at random. Resolve Step 3.5.3 normally.

Step 3.5.6 which is modified as follows:

Step 3.5.6: If Amon has 3 Units or less in his Troop, he recall these remaining Units and immediately places a Troop made of 5 Units with the Creature obtained during Setup in one of his empty Districts that contains a Pyramid. If the 2 Districts are occupied with the player's Troops that Amon's Troop is placed in the District containing the weakest player's Troop; if these Troops contain the same number of Units, choose the District at random and immediately resolve that Battle. If Amon has at least 4 Units, he retreats, the player chooses in which zone.

All remaining Battle steps function normally.

Strength of Amon's Troop: sum up of the Strength value shown on the War Table, the number of Units in that Troop and the Strength given by any tied Creature.

Shield of Amon's Troop: sum up of the Shield value shown on the War Table and the Shield given by any tied Creature.

Damage of Amon's Troop: sum up of the Strength value shown on the War Table and the Damage given by any tied Creature.

Creature effects: Amon ignores effects that need a decision and those that draw DI cards.

Veteran tokens: Amon gains no Veteran tokens.

Night Phase



Amon has no Night Phase (unless an Event card says otherwise). The player resolves the Night Phase as normal. No Turn order is determined; instead, move 1 space to the left Amon's Prayer marker on the Round track: if the Prayer marker leaves space 1, you lose the game, else start a new Round.

Solo mode example:

Jacques starts the 2nd Round with 9 PP.

The available pyramid colors are Onyx and Sapphire.

Amon got the Ancestral Elephant (Troop A) and Amout the Soul Devourer (Troop B) during Setup. Amon's Troop A is in the zone of the westmost Temple, and Troop B in the Desert zone next to that Temple.

Jacques moves the Sequence token on the "Action 1" space of the track on the Amon board to resolve his 1st action. He decides to spend 4 PP to Build a Level and upgrade his Onyx Pyramid to Level 4 by placing his Action token on the Build space on his Player board.

He moves the Sequence token on the "Action 2" space and acquires the Power tile "Bestial Fury" by spending 4 PP.

He resolves his 3rd action which will be Pray. He gains 2 PP.

Then, he moves the Sequence token on the "Event card" space on the Amon board. He draws the top card from the Events deck and applies its effects.



It is the event "Bloody skirmish" (Both Amon's Troops gain +1 Strength, +1 Damage, +1 Land move) Jacques updates the columns on the Amon board.

Jacques moves the Sequence token on the "Action 4" space and decides to place his Action token on the Move action on his Player board. He moves his Troop containing 5 Units and the Griffin sphinx in the zone of the Temple where stands Amon's Troop A.

Jacques' Troop has a Strength of 8 (5 Units +2 Strength from the Griffin sphinx +1 Strength from Bestial Fury) and inflicts +1 Damage (thanks to Bestial Fury).

Amon has a Strength of 7 (5 Units +1 Strength from Ancestral Elephant +1 Strength with the event "Bloody skirmish"). He also gets +1 Shield (Ancestral Elephant) and +1 Damage (Bloody skirmish).

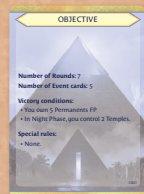


Jacques chooses his card "4 Strength/1 Damage" (and discards his card "2 Strength/2 Damages/1 Shield") and adds 1 DI card giving him +1 Shield.

He then picks Amon's Battle cards and shuffles them. He reveals the Battle card 1 Strength/3 Damage and resolves the Battle.



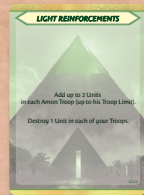
Jacques has a total of 12 Strength, inflicts 1 Damage and has 1 Shield. Amon has 8 Strength, inflicts 4 Damage and has 1 Shield.



After inflicting all Damage, there is 1 Unit in Jacques' Troop, and he is the winner of the Battle. He makes the Troop A retreat, gains 1 FP (he takes it as he is playing Scenario 1) but recalls his Troop, an easy prey for Amon's Troops.

Jacques moves the Sequence token on the "Action 5" space and places his Action token on the Pray action on his Player board to gain 2 PP.

Finally, moves the Sequence token on the "Action card" on the Amon board.



Jacques draws the card from the top of the Actions deck and resolves it. It is the card "Reinforcements 1": 1 Unit is added to each Amon's Troop (his Troop Limit is 6) and Jacques loses 2 Units in the last Troop he has. The next Round will be difficult...

6 - MODULE: GODS OF EGYPT

Additional components:

- 6 God tiles
- 6 God miniatures
- 6 Life Point markers (LP)
- 1 Rise marker
- 1 Special Battle card for Sobek

Module's concepts

The *Gods of Egypt* module introduces powerful asymmetry to the game. Each player chooses a God to embody, receiving a unique miniature and a tile detailing their special abilities. Each God offers distinct advantages (see next page) once their God tile has been acquired.

Follow the rules of your chosen game mode, with the specific exceptions outlined in the following sections.

This module works with both Classic Mode and Team Mode.

Setup


Setup follows your chosen game mode you chose, replace point 1 of step 2.2 with the following:

1. Each player chooses a God and a City on the Kemet board. They place the Statue token in the color of their God in a City from the Kemet board. That City will be the one for their faction throughout the game. They take the corresponding God tile they place face down in front of them, they place the miniature on it, and they take a Life Point marker. Place the Rise marker on the Score track below the 4th column (7th column in Team Mode).

Rise token



The Gods

- **Life Points:** Each God has a number of Life Points (LP) shown on its God tile, depicted by .
- **Troop status:** A God acts as a troop with its Strength is listed on its god tile,
- **Unit limitations:** A God is not considered a Unit, nor a Companion.
- **Alone on the Battlefield:** Gods cannot have Unit and/or Companions tied to them.

Life Points of Gods

- **Losing LP:** Any effect that would remove 1 Unit from a Troop that targets a God instead removes 1 LP from it (this includes the Temple of the Delta, Battle losses, DI cards, etc.).
- **Tracking LP loss:** For each LP lost, move your LP marker 1 space to the left on your God tile.
- **Consequences of LP loss:** Each LP lost by a God counts as 1 lost Unit for the purpose of triggered effects.
- **Defeat:** If a God reaches 0 LP it is placed back on its God tile and will be available to recruit.

Day Phase

Recruit



Add the following option to the Recruit action

- **Deploy your God:** You may place your God from your Supply for free onto one of your Districts. This District cannot Units from you or your Teammates. Place its LP marker on the highest LP value on its God tile.
- **Potential Battle:** If you place your God miniature in an opponent-controlled District, this triggers a Battle where you are the attacker. This Battle resolves at the end of your Recruit action.

Acquire



Add the following option to the Acquire action

To acquire your God tile, the 4 following conditions must be fulfilled:

- at least 1 player has earned at least 4 FP during the game (or 7 FP in Team Mode), this condition remains satisfied even if players later lose FP
- your City has at least 1 Level 4 Pyramid (regardless of who controls it),
- an Acquire space matching the color of at least 1 of the Level 4 Pyramids in your City is empty,
- you have at least 4 PP.

How to acquire

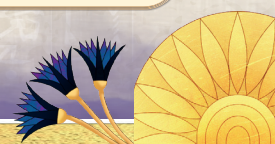
- **Place Action token:** Place your Action token on the empty Acquire space corresponding to 1 of the Level 4 Pyramids in your City.
- **Pay the cost:** Spend 4 PP. This cost cannot be modified.
- **Activate your God:** Flip your God tile face up. Immediately place your God miniature in one of your Districts that does not contain Units from you or your Teammates.
- **Place LP marker:** Place its LP marker on the highest LP value on its God tile.
- **Potential Battle:** If you place your God miniature in an opponent-controlled District, this triggers a Battle where you are the attacker. This Battle resolves at the end of your Recruit action

Battle

Battles follow the rules of your chosen game mode, except the fact that a God cannot be recalled:

- During the Loser's Aftermath step, a God must retreat if possible. Else, the God returns to its owner's Supply. This is not considered as a Recall.
- During the Winner's Aftermath step, a God may only stay in the Battle zone, it cannot use Recall.

Note: The Divinities from the "Book of the Dead" expansion are not Gods.



7- GLOSSARY


Actions

There are 5 different actions : Build, Recruit, Acquire, Pray, Move.

Power tiles

Power tiles are divided into families corresponding to the different Pyramid colors. Each family is split into 4 Levels, with 4 tiles from each Level, meaning 16 Power tiles within each family).

Prayer Points (PP) and Prayer track

The Prayer Point icon is an ankh , it is the central resource of the game you spend to trigger different effects.

For each PP you gain, move your Prayer token 1 space to the right on your Prayer track.

For each PP you spend, move your Prayer token 1 space to the left on your Prayer track.

You may never have more than 11 PP, or less than 0 PP.

Controlling a zone

A player controls a zone other than a District in their City as long as they have a Troop in it. A player controls a District of their City as long as there is no opposing Troop in it. Immediately when a player has no more Troop in a Temple or an opponent's District with a Level 4 Pyramid, they give back the corresponding Temporary FP depending on the situation.

Controlling an opposing Pyramid

A player whose Troop occupies an opposing District with a Pyramid controls that Pyramid.

In Team Mode:

- If a Mixed Troop occupies a District containing a Pyramid, this one is considered to be controlled by each of the Teammates that have at least 1 Unit in their Mixed Troop. In any case, a Level 4 Pyramid gives only 1 FP to the team that controls it.
- A player that has at least 1 Unit in the Troop that occupies a District containing an opposing Pyramid **or one belonging to a Teammate** is considered to be controlling that Pyramid.

Empty zone

A zone is empty if no Troop is in it, allowing that zone to receive a Troop without triggering a Battle.

Units and Troops

All the Units belonging to a player in a zone form a Troop. A Troop can contain 5 Units at most: this is known as the Troop limit. A Companion tied to a Troop does not count towards that limit.

When a player adds 1 Unit, they take 1 Unit from their supply and place it on the Kemet board; the effect states any restrictions.

When Units are removed from the Kemet board, for any reason, they go back to their owner's Supply.

Important! During an action, a Troop may temporarily exceed the Troop limit, the Creature limit, and the Servant limit, provided these limits are assessed at the end of that action in every zone.

Compagnon

Any Creature or Servant tied to a Troop.

Cards

Hand size is unlimited, and the number of each kind of card a player has in their hand is public knowledge, but the cards themselves are kept secret.

Revealed Battle card discard piles and DI cards discard pile are public to all players.

Whenever the DI deck is empty, shuffle the DI discard pile to create a new DI deck.

To play a DI card, pay its cost in PP during the Phase corresponding to its icon (see *Player Aid*), resolve its effect, then discard it face up in the DI cards discard pile.

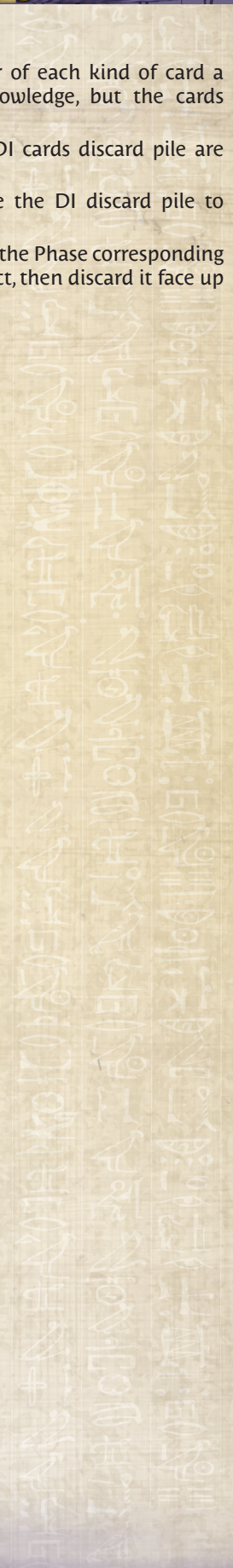


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Special thanks:

It's been 12 years since the first edition of Kemet was released (2012). Yet, we're pleased to see there is still as much enthusiasm for this project as before.

This new chapter in our favorite gods' adventures is a new occasion to thank our dear testers Claire, Stella, Etienne, Pierre, Fred and Ian. Their precious feedback helped us in refining all details of the gameplay.

We'd also like to use this occasion to pay a new tribute to the team at Matagot for their involvement in this project: Laura, Anthony, Auguste, Raphaël "Pikaraph" and Zongxiu.

Special thanks to Arnaud for his unwavering trust and wonderful suggestions.

Finally, we'd also like to thank all the players who made it possible for Kemet Blood & Sand to live on with such passion.

Hoping to see you soon around sandy and blood-stained gaming tables...

Guillaume and Jacques