

# DIVINE INTERVENTION

A DAY-icon card is only played in the Day phase (Not in the Battle phase.)  
 A BATTLE-icon card is only played in the Battle phase (Not in the Day phase.)  
 A BLACK CARTOUCHE-icon card is only played in an opponent's turn.



**War Rage**  
 Cost: 0 ♣  
 Effect: you gain +1 Strength for this Battle.



**War Fury**  
 Cost: 1 ♣  
 Effect: you gain +2 Strength for this Battle.



**Bloody Battle**  
 Cost: 0 ♣  
 Effect: you gain +1 Damage for this Battle.



**Bloodbath**  
 Cost: 1 ♣  
 Effect: you gain +2 Damage for this Battle.



**Bronze Wall**  
 Cost: 0 ♣  
 Effect: you gain +1 Protection for this Battle.



**Iron Wall**  
 Cost: 1 ♣  
 Effect: you gain +2 Protection for this Battle.



**Raining Fire**  
 Cost: 1 ♣  
 Effect: destroy one enemy unit.



**Prayer**  
 Cost: 0 ♣  
 Effect: you gain 2 ♣.



**Enlistment**  
 Cost: 0 ♣  
 Effect: you can add 2 units to your city or to an existing troop.



**Mana theft**  
 Cost: 0 ♣  
 Effect: each opponent loses 1 ♣, you gain 1 ♣.



**Teleportation**  
 Cost: 1 ♣  
 Effect: teleport a troop onto an obelisk. Played as part of a movement action.



**Open Gates**  
 Cost: 1 ♣  
 Effect: ignore the walls effects. Played as part of a movement action.



**Veto**  
 Cost: 0 ♣  
 Effect: cancel the effect of a DI card just played. Played during an opponent's turn, but not during a battle.



**Escape**  
 Cost: 0 ♣  
 Effect: No Battle takes place, you give up the territory, and move your troops to a free adjacent space. Played out of your turn, when an opponent enters a territory that you control.

# RED POWER TILES

Reminder: It's forbidden to purchase two Power tiles with identical powers.

## LEVEL 1



### CHARGE!

You gain +1 Strength in **Battle** when you're attacking.



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### STARGATE

When you use a movement **action**, you can teleport for -1.



### GOD SPEED

When you use a movement **action**, all of your troops gain a +1 movement capacity.

## LEVEL 2



### CARNAGE

In **Battle**, all your troops gain +1 Damage.



### OFFENSIVE STRATEGY

Take back your discarded **battle cards**. Replace one of them with the special +3 Strength / 3 Damage.



### OPEN GATES

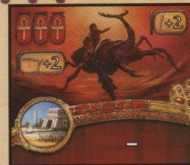
All of your troops ignore the walls effects.



### TELEPORT

When you use a movement **action**, you can teleport your troops from an obelisk.

## LEVEL 3



### ROYAL SCARAB

For the linked troop: +2 Movement Capacity +2 Strength.



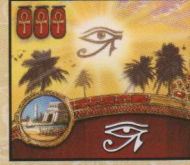
### BLADES OF NEITH

In all **Battles**, all of your troops have +1 Strength.



### DIVINE WOUND

In **Battle**, after cards are revealed, add +1 Strength for each DI card that you discard.



### VICTORY POINT

1 Victory Point.

## LEVEL 4



### GIANT SCORPION

For the linked troop: +1 Movement Capacity +2 Strength +2 Damage.



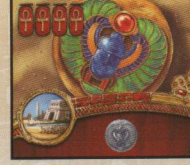
### INITIATIVE

When you are attacking, destroy two units from the target troop before the beginning of the battle.



### PHOENIX

For the linked troop: +1 Movement Capacity +2 Strength  
The troop ignores the effect of walls.



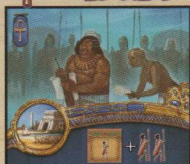
### ACT OF GOD

Take an additional silver **Action Token**. It must be placed and played at the same time as a regular token.

# BLUE POWER TILES

Reminder: It's forbidden to purchase two Power tiles with identical powers.

## LEVEL 1



**RECRUITING SCRIBE**  
The **Recruit** action gives you 2 more units.



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**DEFENSE!**  
You gain +1 Strength in **Battle** when you're defending.



**DEFENSE!**  
You gain +1 Strength in **Battle** when you're defending.

## LEVEL 2



**LEGION**  
Your troops can now contain a maximum of 7 units instead of 5.



**ANCESTRAL ELEPHANT**  
For the linked troop: +1 Movement Capacity +1 Strength +1 Protection.



**DEFENSIVE STRATEGY**  
Take back your discarded **battle cards**. Replace one of them with the special +3 Strength / 3 Protection.



**DEEP DESERT SNAKE**  
For the linked troop: +1 Movement Capacity  
Cancel any other creature effect in **Battle**.

## LEVEL 3



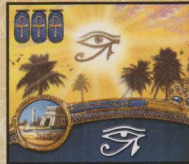
**SHIELD OF NEITH**  
In **battle**, all of your troops gain +1 protection.



**DEFENSIVE VICTORY**  
If you win a **battle** as the defender, you also gain a Victory Point.



**PRESCIENCE**  
In **Battle**, your opponent must show you his battle card before you play yours.



**VICTORY POINT**  
1 Victory Point.

## LEVEL 4



**REINFORCEMENTS**  
During the **Night Phase**, you can add 4 units to a troop and/or your city.



**SPHINX**  
For the linked troop: +2 Strength 1 Victory Point.



**DIVINE WILL**  
Take the golden **Action Token**. It must be played at the same time as a regular one, but on the top level of the pyramid, providing either a movement or a recruiting action.



**ACT OF GOD**  
Take an additional silver **Action Token**. It must be placed and played at the same time as a regular token.

# WHITE POWER TILES

Reminder: It's forbidden to purchase two Power tiles with identical powers.

## LEVEL 1



### PRIEST

When you use the Pray action, you gain +1♀.



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### PRIESTESS

When you buy a Power Tile, its cost is -1♀.



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## LEVEL 2



### SLAVES

When using the Raising Pyramid action, each level costs -1♀.



### HIGH PRIEST

During the Night Phase, you gain 2 additional ♀ in the ♀ distribution.



### CRUSADE

Gain 2♀ for each unit that you destroy in Battle.



### DIVINE BOON

During the Night Phase, take an additional DI card when they are distributed.

## LEVEL 3



### HAND OF GOD

During the Night Phase, you can raise a pyramid by one level for free.



### VISION

During the Night Phase, when you pick a DI card, draw 5 and keep 1 of your choice.



### HOLY WAR

Gain 4♀ for each battle you win (attack or defense).



### VICTORY POINT

1 Victory Point.

## LEVEL 4



### PRIEST OF RA

When you spend ♀, each cost is reduced by 1.



### PRIEST OF AMON

During the Night Phase, you gain 5 additional ♀ in the ♀ distribution.



### THE MUMMY

For the linked troop:  
+1 Movement Capacity  
+2 Strength  
+1 DI card  
(During Night Phase).



### ACT OF GOD

Take an additional silver Action Token. It must be placed and played at the same time as a regular token.