

# BLACK POWER TILES

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

## LEVEL 1



### MERCENARIES

When you buy this tile, place the 3 male mercenaries in your city. They are considered basic units.



### MERCENARIES

When you buy this tile, place the 3 female mercenaries in your city. They are considered basic units.



### ENFORCED RECRUITMENT

During the Recruit action, you can place the recruited units on any space(s) where you already have troops. You can still recruit in your city.



### DARK RITUAL Golden Action token

(see the rule below\*). Perform a Pray action.

The same player cannot buy the 2 Mercenaries tiles

## LEVEL 2



### HONOR IN BATTLE

You gain 1♂ for each of your units destroyed by your opponent in Battle. You get these ♂ at the end of the Battle.



### DEDICATION TO BATTLE

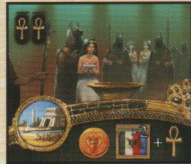
During the Move/Attack action gain 2♂ if you move into a space where there is an enemy troop. These ♂ are earned even if the Battle doesn't happen.



### KHNUM'S SPHINX

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

In order to move into a space occupied by Khnum's Sphinx, your opponent has to pay 2♂ (this applies to ground movement as well as to teleportation).



### TWIN CEREMONY Golden Action token

(see the rule below\*). You can reuse a Buy action that you already used this turn. This purchase costs an additional 1♂ more than its normal cost.

## LEVEL 3



### GRIFFIN SPHINX

For the linked troop: + 2 Strength  
When using a Move/Attack action on the troop linked to the Griffin Sphinx you can teleport them from an obelisk (it costs a number of ♂ corresponding to your teleportation cost).



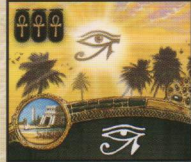
### FORCED MARCH Golden Action token

(see the rule below\*). Perform a Move/Attack action.



### DEADLY TRAP

As soon as an opposing troop moves into a space occupied by one of yours, your opponent chooses one of his units and destroys it before the Battle starts.



### VICTORY POINT

1 Victory Point.

\* Take a golden **Action token** if you don't already have one. You can play it at the same time as a normal Action token by placing it at the top of your pyramid of actions. If you have multiple power tiles which use a golden **Action token**, you can only activate one of them during each Day phase.



**DEVOURER**

For the linked troop:  
+1 Movement Capacity,  
+2 Strength

The linked troop is immune to any Damage dealt when it is not in Battle.

After winning a Battle in which you destroyed at least 2 opposing units, you gain 1 extra Battle VP.



**BESTIAL FURY**

Every troop you control benefits from  
+1 Movement Capacity,  
+1 Strength and  
+1 Damage.



**DIVINE STRENGTH**

Every time you gain at least 1♣ during the Day phase, you gain one extra ♣.



**ACT OF GOD**

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

**DIVINE INTERVENTION**



**Swiftiness**

Cost: 0 ♣  
Effect: Play this card at the beginning of a Move/Attack action. For this action, your troop gains +1 Movement Capacity.



**Glory**

Cost: 0 ♣  
Effect: Play this card with your Battle card. If you win the Battle, gain 4♣.



**Divine Memory**

Cost: 1 ♣  
Effect: Secretly take back a Divine Intervention card of your choice from the discard pile.



**Divine Protection**

Cost: 0 ♣  
Effect: Play this card with your Battle card. If you win the Battle, you do not suffer any Damage for this

Battle. You cannot prevent Damage dealt by your 5/-2 combat card with this Divine Intervention.



**Reinforcements**

Cost: 0 ♣  
Effect: Play this card with your Battle card. If you win the Battle, you can take up to 3 units from your reserve

and place them as you like in your city or in existing troops. This effect applies after counting the casualties but before the retreat.



**Tactical Choice**

Cost: 0 ♣  
Effect: Play this card after the Battle cards have been revealed and before the Battle resolution. You can switch your revealed Battle card

with the one you chose to discard for this battle. If both players play this Divine Intervention card in the same Battle, the attacker resolves the effect first.

**COMBAT CARD**



This card gives a player a Strength value of 5 in this Battle but the player must also destroy 2 of their own units after the Battle resolution. This damage is considered to be inflicted by the player themselves, not by his opponent. Therefore, this damage CANNOT be prevented.

# OBJECTS

## LEVEL 1



x3

### IBIS STATUE

Draw 1 Divine Intervention card.



x3

### FLAMING KHOPESH

+1 Strength.



x3

### HARE STATUE

+1 Movement Capacity.



x3

### LEATHER SHIELD

+1 Protection.

## LEVEL 2



x2

### BULL STATUE

Draw 2 Divine Intervention cards.



x2

### DOUBLE-EDGED DAGGER

This object is played before choosing Battle cards. If the player wins the battle, he gains one additional Victory Point (use the front side of a Dagger VP token). If he loses the battle he also loses one Victory Point (use the flip side of a Dagger VP token, showing the -1 symbol).



x3

### DIVINE SEAL

This token is placed on a power tile owned by an opponent.

The effect of this power tile does not apply until the next action phase of the affected player.



x3

### MASK

Only units and Battle cards are taken into account for this battle. Priests and mercenaries are considered basic units. The priests' skills are not taken into account for this battle (except for the Legion skill which allows for up to 7 units in a troop).

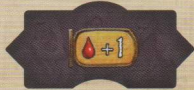
## HOW OBJECTS WORK

A player who acquires an object on the path to Ta-Seti places it next to his individual board. After it is used, the object is discarded and goes back to the reserve. For all the Objects that are played in Battle, it's always the attacker who announces all the Objects he wants to use and then the defensive player does the same afterwards.

### When can objects be played?

- The Ibis and Bull Statues are played immediately.
- The Flaming Khopesh, the Leather Shield, the Mask and the Double-Edged Dagger can only be used in a battle. They are played when a battle starts and before the Battle cards are chosen. The attacker is the first to announce whether he wants to use one or more objects during the battle. The defender then does the same.
- The Hare Statue is played at the same time the player places his action token to perform a "Move/Attack" action.
- The Divine Seal is played either before a player places his action token, or after a player has placed his action token but before the action has been resolved, or before the choice of Battle cards, or in the Night phase before resolving the effects of the Night powers.

# SKILLS



## SLAUGHTER

This troop benefits from +1 Damage.



## HASTE

This troop benefits from +1 Movement Capacity.



## CHARGE!

This troop gains +1 Strength when attacking.



## DEFENSIVE POSITION

This troop gains +1 Strength when defending.



## OPEN GATES

This troop ignores the effects of the walls.



## DIVINITY

At the end of a battle, draw 1 Divine Intervention card for each two opposing units destroyed by this troop.



## DEFENSIVE VICTORY

If this troop wins a battle as the defender, you earn 1 Battle Victory Point.



## DIRECT RECRUITMENT

Each unit of this troop that was destroyed by your opponent during a battle can be recruited immediately and for free in your city or in another existing troop.



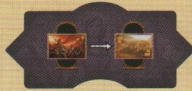
## LEGION

This troop can count 7 units (instead of 5).



## COMPENSATION

If you play one or more Divine Intervention cards in a battle with this troop, you draw as many Divine Intervention cards as you played at the end of the battle.



## PREMONITION

In a battle, your opponent has to show you the Battle card they play before you play yours. If both players have a Premonition skill, the attacking player reveals his Battle card first.

## TEMPORARY POWERS FROM THE PATH TO TA-SETI

These tokens are obtained immediately when a priest travels over them. They can only be used before the end of the current action resolution.

These symbols are activated immediately when a priest travels over them.



**+1 Strength** during the Battle which follows the current "Move/Attack" action.



Destroy one enemy unit.



Draw a Divine Intervention card.



**+1 Protection** during the Battle which follows the current "Move/Attack" action.



You can add 1, 2 or 3 units (according to the number of symbols) in your city or to an existing troop.



You gain 1, 2 or 3 ♀ (according to the number of symbols).



**+1 Damage** during the Battle which follows the current "Move/Attack" action.