

SETH POWER TILES

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

LEVEL 1



UNITS CORRUPTION

Steal up to 3 units belonging to different opponents primarily in their reserve. Against 2 players, you only steal 2 units.



ENERGY DRAIN

Gain 1⚡ whenever an opponent uses the Pray action.



SERVILE CORRUPTION

+1 Strength when Seth uses the Corrupt an opposing troop action or the Corrupt a creature action. This tile is not useful to the alliance.



VISION FOR THE FUTURE

In the night phase, before dealing DI cards, look at all DI cards going to be dealt to each player. (The cards are shuffled before being dealt.)

LEVEL 2



ANNEXATION

In the night phase, take, at random, a DI card from an opponent.



KILL THEM ALL

When you are Attacking: +1 Damage +1 Movement capacity.



HYPNOTIC COBRA

For the linked troop: +1 Movement capacity. The opponent can not play Divine Intervention cards in combat.



SPONTANEOUS CEREMONY

Gold Action token (see rule below*.) Immediately win double ♀ of a temple you control.



**Take the Golden Action Token if you do not have one yet. It is played as and at the same time as a normal token, but is placed on the box at the top of the pyramid. If you have more Power tiles that use the Golden Action Token, you can only use one at a time.*

LEVEL 3



GIANT CROCODILE

For the linked troop: +1 Force +1 Defence +1 Movement capacity. When you are attacking, destroy an enemy unit (opponents choice) of the attacked troop before the start of the battle.



BATTLE MIRROR

Take back the discarded battle cards. Replace one of them with the **Battle Mirror** Special Combat card: the opponent's Combat card damage is also applied to him.



DIVINE ADVANTAGE

In the night phase, draw two additional DI cards, discard one and keep the other.



AMBUSH

After revealing the combat cards, you can switch the combat card played with the one you chose to discard for this battle. Does not work in case of Seth double attack.

NOTE: Male pronouns have been used for simplicity and readability.



COMBAT VULTURE

For the linked troop:
 +2 Strength
 +1 Movement capacity.
 Gain 1 Victory point if at least 5 units are destroyed in the battle (friendly and / or enemy).



MAGIC VERSATILITY
 Transparent
 Action token

This token is played at the same time as a normal Action token and takes the color of one of the members of the alliance.



NIGHT PURCHASE

In the night phase, you can buy any Legal Power tile (According to your pyramids in play).



INVASION
 Gold Action token

(see rule page 1*).
 Take a recruiting action and gain 4 more units. You may recruit this troop in your city or on an empty desert space.

SETH DIVINE INTERVENTION



Warlike food

Cost: 0 ♀
 Effect: Gain 1 ♀ for each opposing unit destroyed in battle.



Magic cancelling

Cost: 0 ♀
 Effect : All DI cards played by your opponent during this fight have no effect.



Tactical espionage

Cost: 0 ♀
 Effect: If your opponent plays DI cards during battle, choose and add to your hand a DI card played by your opponent.



Thunder

Cost: X ♀
 Effect: Destroy 2 opposing units belonging to different players. You can spend 1 ♀ per additional opponent unit that you wish to destroy.
Note: In any case, it is not possible to destroy more than one unit per opponent.

SETH COMBAT CARDS



SETH SHIELD

The troop suffers no damage, in any way possible, during this battle.



DOMINATION

Once your opponent's Combat card is revealed, you distribute 3 points between Strength / Shield / Damage.



REINFORCEMENT

When you reveal this card, add two additional units to the battle, before resolving, from your reserve. The troop limitation must be respected.



SUPPORT

When this card is revealed, take back into your hand your discarded Combat cards at the end of the fight.



BATTLE MIRROR

When this card is revealed, your opponent suffers 2 damages **and** the damage of his own Combat card.

SETH CREATURE CARDS

REMINDER: A creature card is usable by Seth if the corresponding Power tile is still available for purchase and the Seth pyramid is at least at the corresponding level.

BASE GAME

Royal Scarab



The Royal Scarab can attack the same troop a second time after the 1st battle resolution.

Deep desert Snake



If Seth attacks an enemy troop that possesses a creature, that creature turns against its possessor (it finds itself momentarily in Seth's camp.)

The Mummy



Before the battle Seth immediately takes a DI card from the attacking player's hand. He can choose to play it during this battle.

Giant Scorpion



Sphinx

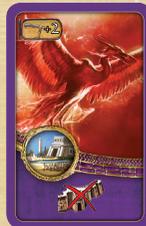


Ancestral Elephant



Whatever the outcome of the battle, the attacked troop is pushed back to an empty space after the fight. If there is no empty space, this effect does not apply.

Phoenix



The Phoenix is the only creature that can attack directly in an opposing city.

EXPANSION TA-SETI

Devourer

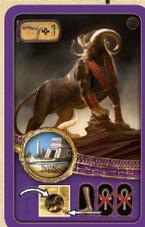


Griffin Sphinx



Collect 3 units in play (wherever they are) to create a troop that will accompany the Hieracosphinx into battle. If Seth wins the fight, the troop remains in play. If Seth loses the fight, he may choose to recall his units.

Khnum's Sphinx



Seth places the Khnum Sphinx on a territory with no opposing unit. This territory is considered to be controlled by Seth as long as the sphinx is present. To enter the territory, you have to pay 2 \dagger . At the end of the fight, the sphinx returns to its Power tile. The sphinx can not be bought by the alliance if it is on the game board.

POWER TILES UPDATE

BLUE POWERS

LEGION & SPHINX

These two Power tiles are to be exchanged with those of the base game when you play Kemet Seth.



LEGION

Your troops can now hold 7 units instead of 5 only if all units in the troop belong to the same player.



SPHINX

For the linked troop:
+3 Strength
+1 Movement capacity.

ALLIANCE POWERS

REMINDER: The Power Tiles of the alliance are exclusive to the alliance. These tiles do not belong to a particular alliance player but can be used at any time by any of its members.

LEVEL 3



OSIRIS

For the linked troop:
+1 Movement capacity.
The Osiris linked troop gains all the **different** battle power tiles acquired by the alliance. Osiris can accompany another creature and is not affected by the Deep Desert Snake.



ALLIANCE RECRUITMENT

When a member of the alliance chooses a recruiting action, he can recruit friendly units in his city or his own units in friendly cities. It adds two more units without paying recruitment.



ALLIANCE PRAYER

When a member of the alliance chooses a prayer action, the alliance wins 2 ♣ to divide up.



ALLIANCE SUPPORT

An alliance member can now play one of his Action tokens on his own board to benefit another member of the alliance.

ALLIANCE DIVINE INTERVENTION



Until death

Cost: 0 ♣
Effect: You get +2 Movement capacity for your troop.



Unite our forces

Cost: 0 ♣
Effect: Exchange 1 unit of an alliance member for 1 unit of another alliance member.



To defeat

Cost: 0 ♣
Effect: Gain a Move action with a troop you control.



May my energy bring you strength

Cost: 1 ♣
Effect: Purchase a Power tile based on the Pyramid level of any member. You have to pay the ♣ cost in power.



May this power be ours

Cost: 1 ♣
Effect: Collect 1 DI of your choice from the discard of Alliance DI cards.
Cost: 2 ♣
Effect: Collect 1 DI of your choice from the discard pile of Seth DI cards.

ALLIANCE TEMPLE POWERS



Each member of the alliance can purchase his Power Tiles based on the pyramids of other members of the alliance.



Each member of the alliance gains +1 Damage.



When you are attacking, each member of the alliance gains +1 Strength.



Each member of the alliance gains +1 Defense.



When you are defending, each member of the alliance gains +1 Strength.



Gray Action Token. The alliance has a common gray action token that can be used as a bonus action on each turn.