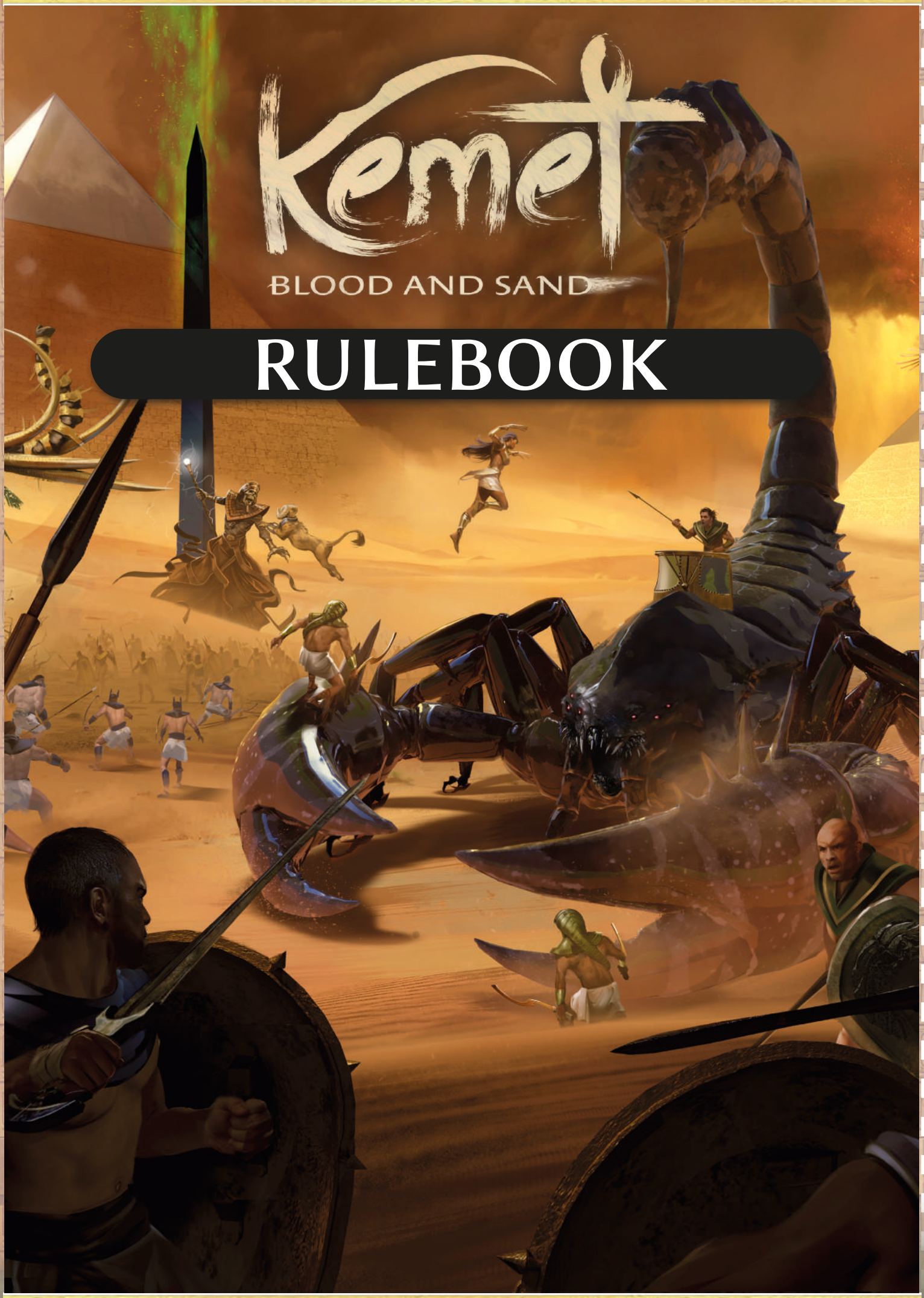

Kemet
BLOOD AND SAND
RULEBOOK

Kemet

BLOOD AND SAND

A Game by Jacques Bariot and Guillaume Montiage,
illustrated by Pierre Santamaria, Pascal Quidault, Emile Denis and Dimitri Bielak,
For 2 to 5 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 fight to gain control over Kemet! 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!

GOAL OF THE GAME

Each player takes control of an Egyptian divinity: Anubis, Bastet, Horus, Ouadjet, or Sobek, as they struggle for power using their armies. The player with the most Fame Points (FP) at the end of the game is the winner (see «3.3 - End of game» for end game conditions).

1- COMPONENTS

Components:

- 1 game board
- 64 Power tiles in 4 colors (16 Ruby, 16 Sapphire, 16 Diamond, and 16 Onyx)
- 10 Creature miniatures
- 6 Mercenary miniatures
- 38 Divine Intervention cards
- 2 Special battle cards
- 1 Score & Turn Order track
- 80 Fame Point tokens
- 20 Veteran tokens
- 5 Statue tokens
- 2 Storm overlays
- 5 Silver and 5 Gold Action tokens
- 5 Player aids

Components for each player (in 5 colors):

- 12 Unit miniatures
- 5 Action tokens
- 1 Individual board
- 1 Prayer marker
- 1 Order marker
- 8 Battle cards
- 3 Pyramids in 3 parts each
- 4 Pyramid tops in 4 colors (Ruby, Sapphire, Diamond, and Onyx)
- 4 "Buy a Power tile" tokens in 4 colors

1.1 The game board

The game board allows for 2 to 5 players to play using these base game rules and will accommodate up to 6 players with a future expansion.
Use one of the following configurations based on player count:

2 players **3 players** **4 players** **5 players**



Note: Do not use the grey portions of the game board or those covered by storms in each diagram when playing with the configuration corresponding to the player count.

The game board consists of the following zone types:

Temples:
Zones containing 1 of the 3 buildings shown below.



Sanctuary of All Gods:
The zone containing this building.



Districts:
Each City consist of 3 Districts.



Deserts:
Land zones that do not contain a City, The Sanctuary of All Gods, or a Temple.





Every zone is outlined by either a white line, the Nile, or the edge of the game board, except for Districts, which are outlined by Walls. The zone containing a sandstorm is not used in the base game and is not considered to be in play.

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

Obelisk :



Harbor:

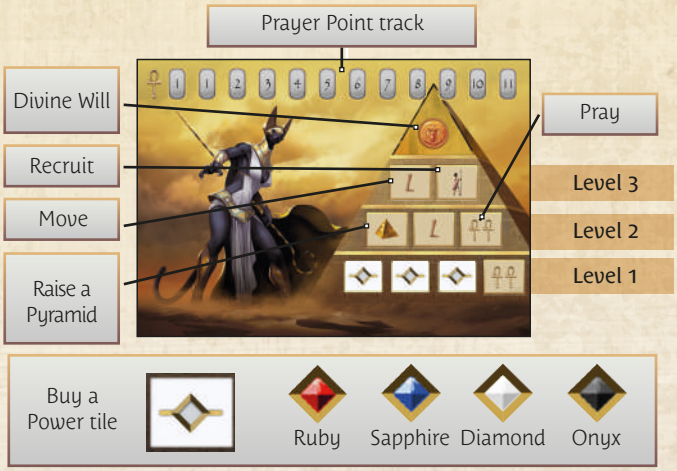


Military Harbor (red).



Trading Harbor (blue).

1.2 Individual boards



Note: Each time a player raises a Pyramid of a new color in their City, they place a «Buy a Power Tile token» of the corresponding color on 1 of these empty spaces. (see the corresponding Action 3.4.2).

"Buy a Power tile" tokens:



1.3 Power tiles

Level: Shows its level, color (Ruby, Sapphire, Diamond, Onyx) and cost (1 to 4 Prayer Points)

Tile effect (see Player aid)



Icon that shows when the Power tile is active:



During Day Phase | During Night Phase | During Battle | During an Action | Creature

1.4 Divine Intervention cards (DI)

Cost in Prayer Points, if any, required to play the DI card

Icon that shows when the Divine Intervention (DI) card may be played

Card effect (see Player aid)



1.5 Battle cards

Card color

Strength value

Damage value

Unblockable damage value

Defense value



1.6 Pyramids level

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 board in the center of the play area. Then use the configuration that corresponds to the player count. 1

2. Randomly select the colors of the Power tiles to use, based on the player count (see the table below). 2

3. Place all of the Power tiles in the selected colors faceup at the top of the board separated by color in ascending order by level. 3

4. Place the 2 Special Battle cards at the top of the board, near the Power tiles, if they are being used. 4

5. Place each Creature miniature on its corresponding Power tile. 5

6. Place the Divine FP tokens (grey square) on the Domination and Sphinx Power tile, if they are being used. 6

7. Place 1 Temple FP token (white rounded) on each Temple used in the game based on the player count. 7

8. Place the remaining FP tokens, the Gold and Silver Action tokens, and the Veteran tokens in the general supply. 8

9. Each player takes 1 copy of the Divine Intervention (DI) card named Diversion. Return all unused DI card named Diversion to the box. 9

10. Shuffle all other DI cards, and place them facedown next to the board to create the DI deck. 10



Note: the FP won (or lost) by the players are placed (or removed) on the score and turn order board in front of the corresponding Divinity.

2

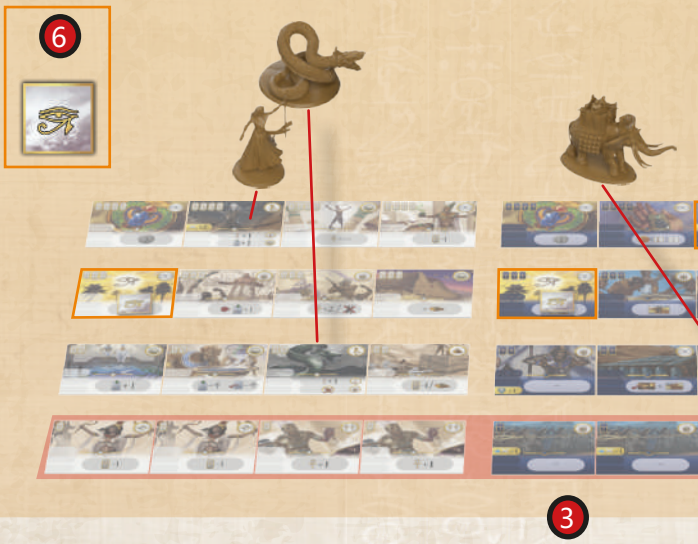
Power tile colors and number based on player count:

- 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

*** In 2 player games remove the following:**

- The «Act Of God» Power tiles.
- 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.









2.2 Individual Setup

1. Each player chooses a City which will be their City and determine their player color for the whole game. Each player places their Statue tokens in front of their City. 11

2. Each player takes the following components matching the color of their chosen City's statue:
- 1 Individual board depicting their Divinity and their Pyramid, 12
- The «Buy a Power Tile» tokens corresponding to the colors of Power tiles selected in step 2 of 2.1,
- 1 Order marker, 13
- 1 Prayer marker that they place on the «7» space of the Prayer Point track on their Individual board, 14
- 5 Action tokens in their color, 15
- 12 Unit miniatures (each miniature constitutes 1 Unit), 16
- 8 Battle cards 17

3. Each player draws 2 DI cards. 18

4. Each player takes 9 Pyramid parts*, 3 of each level, and the tops corresponding to the colors of Power tiles selected in step 2 of 2.1: Ruby, Sapphire, Diamond, or Onyx. 19

* In 2 player games, both players take 6 Pyramid parts, consisting of 2 of each level.

2.3 Before starting to play

Start of game turn order 20

Randomly select and place each player's Order marker on the Turn Order track from left to right. The player whose Order marker is on the left will be the 1st player, with turn order proceeding from left to right.

Troop placement 21

Each player chooses 2 Districts in their City and places 5 Units in them both, and then places their remaining 2 Units in their supply.

Pyramid Setup 22

In turn order, each player places 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.
After placing their initial Pyramids, the player places a Buy a Power Tile token in each corresponding color on an empty Buy a Power Tile Action space on their Individual board.

Acquiring a Level 1 Power Tile 23

Then, 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 page 11 with all of the terms and keywords used in Kemet: Blood and Sand.

Day Phase (player actions)

In turn order, each player takes their turn as the active player and plays and resolves 1 of their 5 Action tokens. This continues until each player has placed and resolved all 5 of their Action tokens, at which point the Day Phase is over.

Night Phase (resolution)

The Night Phase is divided into 9 steps which are resolved in order. 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, from buying specific Power tiles, or during the Night Phase by controlling at least 2 Temples or The Sanctuary of All Gods. Temporary FP are round tokens and may be lost. They are awarded for control of each Temple (white) and each level 4 Pyramid (beige).

Order of Rules Precedence

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

4) DI card > 3) Power tile > 2) expansion > 1) game rules.

3.2 Day Phase

In turn order, each player must place 1 Action token on an empty Action space of their Individual board. Action token placement is subject to the Equilibrium rule (described below), and a selected action's effects are resolved immediately. This continues until each player has placed and resolved their 5 Action tokens, at which point the Day Phase is over.
Available actions on Individual boards are detailed on the next page.
A player can play a DI card with a Day Phase icon any time during their turn except during a Battle.

Equilibrium rule

At the end of the Day Phase, each player must have at least 1 Action token on each of the 3 levels of the pyramid on their Individual board.

Playing Silver and Gold Action tokens

These Action tokens are played at the same time as another Action token in the player's color to receive a bonus action. The player chooses in which order to resolve their actions, but each action must be completely resolved before moving onto the next one.

Silver Action token:

A player can play this Action token on an empty Action space on their Individual board.

Gold Action token:

A player can play this Action token on the Gold Action space at the top of the pyramid on their Individual Board. They may buy multiple Power tiles using a Gold Action token, but can only play 1 Gold Action token during the same round.

3.3 End of game

If a player has at least 9 FP (sum of their Temporary FP and Permanent FP) on their turn before playing an 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 after having played their previous action, each opponent being able to play 1 action to respond.

3.4 Actions

All of the actions that can be taken during a game of Kemet: Blood and Sand are covered in the following section.

3.4.1 Pray

Gain 2 Prayer Points (PP).

3.4.2 Buy a Power tile

A Buy a Power Tile action allows a player to buy a Power tile of the same color as a Pyramid they control. A player can only buy 1 Power tile of a specific color during the same Day Phase.

Note: If you buy a Power tile and you do not have the corresponding color token on your Individual board, you must place your Action token on any available «Buy a Power Tile token» space on your Individual board (including an «empty» box).

Buy Conditions

To buy a Power tile, a player must control a Pyramid of the same color which is at least the same level as the Power tile they want to buy. A player cannot buy a Power tile that has the same artwork as one they already own.

There are 2 ways a player can do this:

1. A player can buy a Power tile in the color of a Pyramid they control in their City by placing an Action token on an available Buy a Power Tile Action space on their Individual board matching the color of the Power tile they wish to buy and paying PP equal to the level of that Power tile.

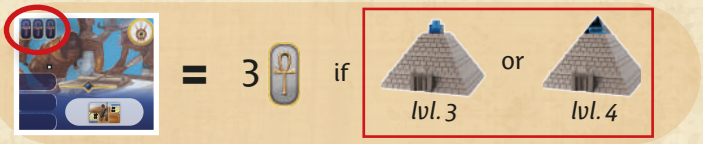
2. A player can buy a Power tile in the color of a Pyramid they control in an opponent's City by placing an Action token on any available Buy a Power tile action space on their Individual board regardless of color *(including an «empty» box)*, and paying PP equal to the level of that Power tile.

Cost

When a player buys a Power tile, they must spend as many PP as the level indicated on the Power tile. The player owns the Power tile for the rest of the game, and it cannot be lost. The player places the Power tile in front of them so everyone can see it.

Example:

To buy the Power tile Spying (Sapphire Power level 3), a player must control a Sapphire Pyramid of level 3 or 4 and pay its 3 PP cost.



Effects

Power tile effects become active when the Buy a Power Tile Action ends. However, some of them will only trigger during a specific Phase, denoted on each Power tile (eg. Battle Powers, Night Phase Powers).

Creatures

Immediately after a player acquires a Creature tile, or any time during their turn a Creature is in their supply, that player may place it into one of their Districts where they have a Troop (see 4 - Glossary). Otherwise, the Creature is placed on its Power tile in their supply.

Before playing an Action token, a player may exchange a Creature from their supply with one in their Districts. If a Creature is no longer tied to a Troop, it must go back to the player's supply.

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

- It does not count against the Troop limit (5 Units max), but you cannot have more than one Creature in each Troop.
- In Battle, only the Creature's bonuses are added to the tied Troop, it does not add an additional +1 Strength (as it is not a Unit in the Troop).
- If a Creature is no longer tied to a Troop, it must go back to the player's supply.

3.4.3 Raise a Pyramid

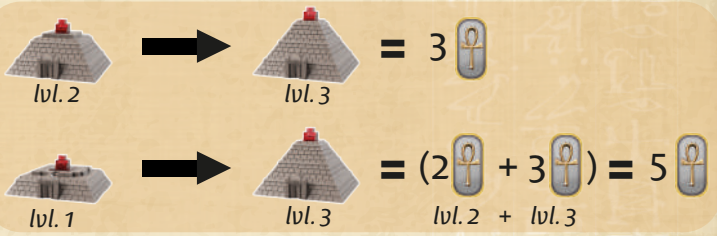
A Raise A Pyramid action allows a player to raise the level of 1 of their existing Pyramids or raise a new Pyramid and add it to a district in their city without one. In the case of a new Pyramid, the player also places a Buy a Power Tile token in the corresponding color on an empty Buy a Power Tile Action space on their Individual board.

For a player to raise the level of 1 of their existing Pyramids by any number of levels, they must spend Prayer points equal to the sum of the level or levels they wish to raise the Pyramid.

A player wishing to raise a new Pyramid must pay for the level or levels that they wish to raise it by, and place it in one of their districts without a Pyramid.

Examples:

- *To raise a level 2 Pyramid to level 3, spend 3 PP.*
- *To raise a level 1 Pyramid to level 3, spend 5 PP (2 PP to raise it to level 2, and 3 PP more to raise it to level 3).*



Pyramid effects

- Each Pyramid allows its controller to buy Power tiles that match its color and are of the same or lower level.
- Each level 4 Pyramid gives 1 Pyramid FP to the player that controls its District.
- Each Pyramid allows Units in its District to be teleported to any zone containing an Obelisk by spending 2 Prayer Points.

Important!

If a Pyramid's District is controlled by an opponent, the original player loses these benefits to the controlling player.

3.4.4 Recruit

A player must spend X PP to recruit X Units, taking the recruited Units from their supply and placing them in 1, 2, or 3 Districts of their City.

Players can only recruit into the Districts of their own City. Even if a player controls a District in an opponent's City, they cannot recruit in it.

If a player recruits into one of their Districts controlled by an opponent, it immediately triggers a Battle in which the player is the attacker.

If a player recruits into multiple Districts controlled by an opponent, the player chooses in which order to resolve these Battles.

3.4.5 Move

A player moves 1 of their Troops up to its Movement value. A Troop's Movement value is always calculated at the beginning of a Move action.
The Movement value for a Troop is a combination of 1 Land move and 1 Teleportation.
A player can play a DI card with a Move icon during their Move action.

During a Move action a player may:

- Use each kind of move (Land move and Teleportation).
- Move only a part of their Troop and leave some Units behind.
- Add Units to their Troop that are in spaces their Troop passes through.

Teleportation

A player can spend 2 PP to teleport one of their Troops from a District with a Pyramid (in their City or an opponent's) to a space containing an Obelisk.

During the same Move action, a Troop can never teleport more than once.

Note: When a player teleports a Troop, its Movement value is not used.

Land Move

A player must spend 1 Land move to move 1 of their Troops to a directly adjacent zone or between 2 Harbors over the Nile.

Harbors:

Harbors allow players to spend 1 Land move to move from 1 Harbor to another Harbor with the following restrictions:

- Military Harbor (red): A player can move a Troop from a Military Harbor to any Trading Harbor or the Military Harbor in front of their City.
- Trading Harbor (blue): A player can move a Troop from a Trading Harbor into any other Trading Harbor or the Military Harbor in front of their City.

Walls:

All City Districts are surrounded by Walls. A player's Troop can only enter a District in an opponent's City if it starts a Move action in a zone adjacent to that District and its Walls.
A player can only move into one opponent's District during a single Move action.

Triggering a Battle:

Whenever a player's Troop enters a space containing an opponent's Troop their Move action ends, and a Battle is immediately triggered.

Note: At the end of a move, and any Battle that may have occurred, if a player controls a new Temple or level 4 Pyramid, they take the corresponding Temporary FP, wherever it is.
To control a Temple or an opponent's Pyramid, the player must have a Troop in the same zone.
If a player ever moves out of an opponent's District with a level 4 Pyramid, leaving it empty after controlling it, they must return the Temporary FP to that player.
If a player ever moves out of a Temple zone, leaving it empty after controlling it, they must return the Temporary FP to the supply.

Example:

Claire would like to move her Troop from her City to the Nile east bank from a distance of 3 zones.



She has 2 options:

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



B. 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 «Priest of Mafdet» Power tile and the «Deep Desert Snake» Creature tied to this Troop, which would allow it to make 3 land moves.

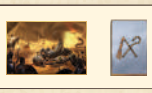


3.5 Battle

The attacker is the player whose action triggers the Battle, and their opponent is the defender. The Battle only involves these two players therefore no other player will be able to play DI cards during this Battle.

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

Resolve the following steps in order, even if a player no longer has a Troop in the battle:



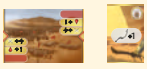
3.5.1 War Council

The attacker and defender each choose 2 Battle cards from their hand:

- The first Battle card is discarded facedown on the table and will never be revealed.
- The second Battle card will be played during the Battle and kept in hand.

The attacker and defender may add DI cards with a Battle icon to their in-hand Battle card by hiding them under it. This is the only time you can play DI cards during the Battle. A player can only play DI cards with a cost that they have enough PP to pay.

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.



3.5.2 Confrontation

When each player has finished selecting their cards, they simultaneously reveal them and spend the required PP.



3.5.3 Resolution

The player who has the most Strength is the winner.

In the case of a tie, the defender is the winner.

The Strength of each player in the Battle is the sum of:

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



3.5.4 Casualties

Each Battle card has a Damage value, Unblockable damage value, and/or a Defense value. These values can be modified by DI cards, Creatures in this Battle, and Powers.

1) Each player in the Battle loses as many Units from their Troop equal to the total Unblockable damage value their opponent has.
2) Each player in the Battle then loses as many Units from their Troop equal to the total Damage value their opponent has, minus their own Defense 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 Reward step now gains 1 Veteran token also. This means if the defender is the winner, they gain a second veteran token.



3.5.6 Loser's Aftermath

The loser chooses to recall their Troop or retreat.
If the winner no longer has a Troop remaining in the zone, the loser cannot retreat.

Recall

A player may recall their Troop, returning all of their remaining Units in the zone to their supply. The player gains PP equal to the number of Units returned to their supply in this way minus 1.

Retreat

If the winner has a Troop remaining in the zone, the loser may choose to retreat. If the loser retreats, the winner chooses an adjacent free zone where they move the losing Troop. This is not a Move action. They cannot choose a District from a City that is not the loser's City. If no zone is available, the loser cannot retreat and must recall their Troop.



3.5.7 Winner's Aftermath

The winner now decides if they wish to recall their Troop or have it stay in the zone. If the winner chooses to recall their Troop, they follow the same rules for the loser recalling their Troop.



3.5.8 Battle Ending

Each player discards the Battle card they played and resolved faceup. The Battle cards discarded during the War Council step are left facedown 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 during the Battle are discarded faceup near the DI deck.

Example:

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

- *Jacques is the attacker.*

Troop: 5 Units.

Powers:

** Charge! (+1 Strength when attacking),*

** Blade of Neith (+1 Strength in Battle).*

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

- *Guillaume is the defender.*

Troop: 4 Units.

Powers:

** 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 facedown and the other is kept in hand to be played in the Battle.

- *Jacques keeps his Battle card: 3 Strength, and 2 Damage. He does not play any DI cards.*
- *Guillaume keeps his Battle card: 2 Strength, and 2 Defense. He adds 2 DI cards which he hides 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),*
- *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, who has 4 Defense (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 was the attacker, and still has a Troop on the space, 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 in his supply.*
- *Jacques could also recall his Troop, but he prefers to leave it in the zone where the battle occurred.*
- *Played cards are put in their respective discard piles.*

3.6 Night Phase

Resolve the following steps in order:

Offering

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

Delta Temple control

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

Temple control

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

Adoration

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

Prayers

Each player gains 2 PP and can discard X Veteran tokens to earn X PP.

Divine Intervention

In turn order, each player draws 1 DI card and may discard Veteran tokens to draw 1 DI card for each.

Conscription

In turn order, each player may discard X Veteran tokens to place X Units in free Districts of their City.

The player then discards any remaining Veteran tokens they have.

Awakening

Each player takes back their Action tokens and places them into their supply.

Destiny

Move the Order markers below their current space on the Turn Order track.
Starting with the player that 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 for FP, the tied player whose Order marker was leftmost on the Order track during the previous round chooses first and so on.

4- GLOSSARY

Power tiles

Power tiles are divided into 4 families corresponding to the 4 different Pyramid colors. Each family is split into 4 levels, with 4 tiles from each level, meaning 16 Power tiles within each family (Ruby: Strength and Movement, Sapphire: Defense and Recruitment, Diamond: Prayer Points and DI cards, Onyx: Strength and Defense).

Prayer Points (PP) and Prayer Points track

The Prayer Points icon is an ankh ☥, and are the central resource of the game you spend to trigger different actions.
For each PP you gain, move your Prayer token 1 space to the right on your PP track.
For each PP you spend, move your Prayer token 1 space to the left on your PP track.
You can never have more than 11 PP.

Controlling a zone

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

Free zone

A zone is considered free for a player if no opposing Troop is in it, allowing the player to place a troop in this zone without triggering a Battle. As a reminder, the player must still conform to the Troop limit rule and any other restrictions.

Units and Troops

All 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 Creature tied to a Troop does not count towards this limit.

Important!

When moving, a Troop may temporarily exceed the Troop limit (5 Units) provided the Troop limit is complied with at the end of the Move action for each Troop on the board.
Likewise, more than one Creature may temporarily be in the same zone provided the Creature limit (1 Creature per Troop) is followed at the end of the Move action.
When Units are removed from the board, for any reason, they go back to their owner's supply.

Cards

Hand size is unlimited. The number of each kind of card that 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.

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