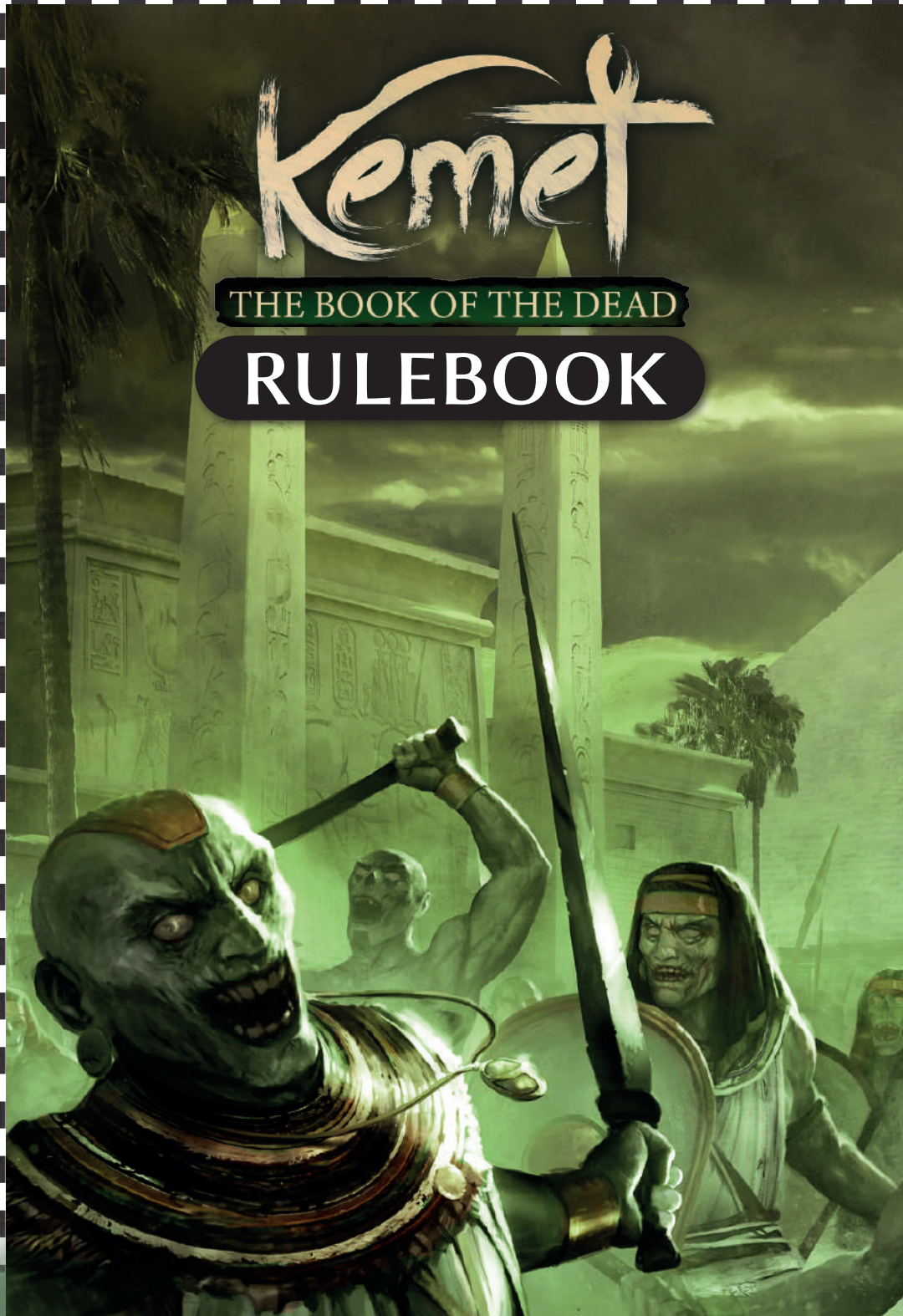


Kemet

THE BOOK OF THE DEAD

RULEBOOK



Kemet

THE BOOK OF THE DEAD

AN EXPANSION BY JACQUES BARIOT AND GUILLAUME MONTIAGE, ILLUSTRATED BY PIERRE SANTAMARIA AND PASCAL QUIDAULT.
FOR 2 TO 5 PLAYERS, AGES 14 AND UP. GAME DURATION: 90 MINUTES

In the fantasy world of Kemet: Blood And Sand, the classic gods of Ancient Egypt deploy their forces into battles for dominance of the land! They will now use the dark and terrifying power of Ancient Egypt. By opening the Book of the Dead, they will have access to the dark knowledge of the Underworld.

When playing with *The Book of the Dead* expansion, you will gain access to the strongest Power tiles in the *Kemet: Blood And Sand* universe.

However, touching this terrifying knowledge has a dark side: you will have to sacrifice your Units and thus feed the Underworld. You will have to lose your Honor bit by bit and inevitably lose your invaluable Fame points (FP). Such is the price to gain access to the most powerful abilities and all manner of frightening possibilities.

You may even be able to summon the monstrous Apophis, the pure evil that lives in the Underworld?

Perhaps you will be able to control the all-knowing Thoth, master of the obscure knowledge?

They will be fearsome allies in your conquest of the black earth of *Kemet: Blood And Sand*.

1-COMPONENTS

CONTENTS


- 16 Emerald Power tiles
- 3 miniatures
- 1 Underworld board
- 5 Emerald pyramid tops
- 5 Emerald "Acquire" tokens
- 5 Honor markers

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3 - SPECIAL RULES

You now have the choice between 5 colors of Power tiles (one more than in the base game *Kemet: Blood and Sand*). These Power tiles play the same way as the base game Power tiles, except the following special rules.

3.1 Honor Track and Putrefaction level

Honor, symbolized by a , is used when playing with Emerald Power tiles.

Each time you lose 1 Honor Point, move your Honor marker 1 space to the right on your Honor track. If your Honor level reaches 0, each time you would lose 1 Honor Point you lose 1 PP instead.


Each time you gain 1 Honor Point, move your Honor marker 1 space to the left on your Honor track. If you already have 9 Honor points, there's no effect.

Each Honor value corresponds to a Putrefaction level and a potential FP loss, as shown on the bottom 2 rows of the Underworld board.

If at the time you have to lose a permanent FP, you don't have one, you will have to place the next permanent FP you gain on the Honor track.

Example :

- If your Honor value is 9, your Putrefaction level is 0.
- If your Honor value is 7, your Putrefaction level is 1.
- If your Honor value is 4, your Putrefaction level is 2 and you have lost 1 permanent FP. The lost FP is placed on the 5 Honor Point value of your Honor track.
- If your Honor value is 1, your Putrefaction level is 3 and you have lost 1 additional permanent FP (for a total of 2 permanent FP lost this way). The lost FP is placed on the 2 Honor Point value of your Honor track.

	9	8	7	6	5	4	3	2	1	0
			1			2			3	
			0			1			1	

Each time your Honor value changes your Putrefaction level, any FP loss is immediately resolved. FP lost this way may be regained through regaining sufficient Honor Points.

3.2 Sacrifice Units



Some Emerald Power tiles require the Sacrifice of a Unit to activate the tile's effect. These Power tiles have a Sacrifice icon on the corresponding effect.

To Sacrifice a Unit, you have to lose 1 Honor Point and place 1 Unit from your Troops or your supply on the Underworld board.

Note: If the effect of a Battle Power requires sacrifice of a Unit, the sacrificed Unit does not need to be from the Troop involved in Battle; it may be another one.

3.3 Sacrificed Unit

Any Unit placed on the Underworld board is called a Sacrificed Unit.

A Sacrificed Unit is not part of their owner's supply anymore and may only be removed from the Underworld board with an effect that adds Units (a Recruit action, a DI card effect, or a Power tile effect).

Any effect that adds Units allows you to:

- add Units from your supply as normal,
- add Units from the Underworld board, by spending 1 additional PP per Sacrificed Unit in your color you want to add directly on the board.

Examples:

- The DI card "Tactical Support" allows you to place up to 2 Sacrificed Units into 1 or 2 of your Districts or Troops by spending 1 additional PP per Sacrificed Unit you add.
- The Power tile "Reinforcement Prayer" allows you to place up to 2 Sacrificed Units into 1 or 2 of your Districts by spending 1 additional PP per Sacrificed Unit you add.
- During your Recruit actions, you may place up to X total Sacrificed Units into your Districts by spending 1 additional PP per Sacrificed Unit.

3.4 Recruit Action modification

During your Recruit actions you may do the following above the normal action effects:


- spend 1 PP per Sacrificed Unit you want to send from the Underworld board to your supply,
- spend 1 PP per Unit in your supply you wish to add to the Troop of a Divinity you control. Every Divinity may only be tied to a number of Units at most equal to your current Putrefaction level.

3.5 Divinities

The *Book of the Dead* expansion introduces a new kind of Power tiles: the Divinities. Thoth and Apophis are the two Divinities included in this expansion.

A Divinity:



- has a number of Life Points, each symbolized by a .
- is considered to be a Troop whose Strength is shown on its Power tile,
- is not considered to be a Unit, nor a Creature,
- does not count against the Troop limit,
- may only be placed in game through a Summoning,
- cannot be tied to a Creature,
- cannot be in the same zone as another Divinity you control,
- may be tied to Units that become Worshipers of that Divinity.

Worshippers

Units in the Troop of a Divinity are called Worshipers. They are still Units and may be sacrificed.

The number of Worshipers tied to a Divinity cannot exceed the Putrefaction level of their owner: at the end of any action or any Battle, if the Putrefaction level of their owner is lower than the number of Worshipers tied to a Divinity they control, they must place the surplus of Worshipers into their supply.

During Move actions, Worshipers may be moved, or left behind, separately from the Divinity they are tied to, and become simple Units once more.

Summoning

A Divinity may only be placed in game by playing a Gold Action token to use the Summoning effect of its Power tile, which describes how it is placed (see *Player aid*).

A Divinity in Battle:

- During the Resolution step, each Worshiper adds 1 Strength to its Troop.
- During the Casualties step:
 - » apply damage to Worshipers first, then to the Divinity,
 - » if the Divinity suffers as many damage as its Life Points, it is placed into their owner's supply (if it suffers less damage, nothing happens).
- During the Loser's Aftermath step, the Troop of a Divinity may only retreat. If there is no applicable zone, the whole Troop is placed back in their owner's supply, this is not a Recall.
- During the Winner's Aftermath step: the Troop of a Divinity may only stay in the zone, it cannot be Recalled.

4- POWER TILES



Emerald Level 1



DARK CULT

When acquired: take 1 Gold Action token if you do not have any. Play your Gold Action token and Sacrifice 1 Unit to take 1 Pray action.



RETURN FROM BEYOND

In the Night Phase: during the Awakening step, choose either to send 2 Sacrificed Units back to your supply for free, or to gain 1 Honor Point.



Emerald Level 2



STRENGTH DRAIN

In Battle: during the Resolution step, if you have more Strength than your opponent, you may Sacrifice 1 Unit to gain 1 PP per Strength you have in excess of your opponent's. This PP gain is a single effect.



DARK SERVANTS

During your Recruit actions: add up to 3 Units for free per Putrefaction level you currently have.



SOLAR BARQUE

During your Move actions: your Troops gain +1 Land move. You may Sacrifice 1 Unit and spend 1 Land move to move your Troop from a zone bordering the Nile to any other zone bordering the Nile.



DEMEANED SPHINX

The tied Troop gains +1 Land move and +1 Strength. In Battle: at the end of the Confrontation step, you may sacrifice 1 Unit to increase your Damage value by your current Putrefaction level.



Emerald Level 3



DEATH RITUAL

In Battle: at the end of the Confrontation step, you may Sacrifice 1 Unit to choose and gain 1 Value among these: +1 Strength/+1 Defense/+1 Damage.



FUNERAL BUILDING

In the Night phase: during the Awakening step, you may Sacrifice 1 Unit to take up to 2 Build actions; each on a different Pyramid to add 1 level. Reduce the cost of each of these actions by 1 PP (to a minimum of 0).



UNCANNY REINFORCEMENT

In Battle, when you are the attacker: at the beginning of the War Council step, you may add 1 Unit to your Troop for free. This may be a Sacrificed Unit. The Troop limit may be exceeded during that Battle.



DOMINATION

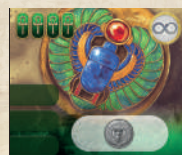
When acquired: gain 1 Divine FP.

Emerald Level 4



PUTRID POWER

In Battle, when you are the attacker: during the Resolution step, your Troop gains as many Strength as your current Putrefaction level.



ACT OF GOD

When acquired: take 1 Silver Action token.

Emerald Level 4

DIVINITY



THOTH

Divinity,
2 Life Points,
+1 Land move,
+4 Strength.

When acquired: place Thoth into your supply, and take 1 Gold Action token if you do not have any.

Play your Gold Action token to summon Thoth: place it in an empty desert zone and add for free 1 Unit in that zone per Putrefaction level you currently have. Those Units may be Sacrificed Units.

In Battle: at the beginning of the War Council step, name a Battle card by its characteristics (Strength, Damage, and Defense). Your opponent cannot play it during that War Council step.



APOPHIS

Divinity,
2 Life Points,
+5 Strength.

When acquired: place Apophis into your supply, and take 1 Gold Action token if you do not have any.

Play your Gold Action token to summon Apophis: place it in an empty zone bordering the Nile and add for free 1 Unit in that zone per Putrefaction level you currently have. Those Units may be Sacrificed Units.

During your Move actions: Apophis cannot teleport or make any Land move; at the beginning of the Move action, place it with all or part of its Worshipers in any zone bordering the Nile, then that action ends.

Apophis miniature is in 2 parts.

The back part always remains in the Nile without any gameplay effect.

Emerald Level 4

GREAT OLD ONES

“If you play with the Game Up: The Great Old Ones, you can replace Thoth and Apophis tiles and miniatures with Nyarlathotep and Cthulhu tiles. The effects of the tiles remain the same”.



NYARLATHOTEP



CTHULHU