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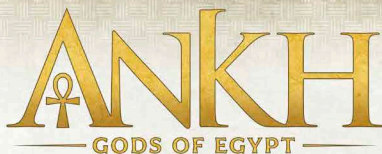
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## SETUP

Each player chooses a **god** and takes the components belonging to their god: **god figure**, **6 warrior figures**, **god dashboard**, **merged god dashboard**, **ankh tokens**, set of **7 battle cards**, and **player aid card**.

If a player has Ra, they take the **3 sun tokens**. If a player has Osiris, they take the **3 underworld tokens**. If a player has Amun, they take the **Amun token**.

Each player starts with **1 follower token**. All remaining follower tokens go into a general supply. Followers are not limited; if you run out of them, use any replacement.

Each player places 6 of their ankh tokens on their god dashboard in the spaces along the bottom row. Keep your remaining ankh tokens near you in a personal ankh token pool.

Randomly determine a **first player** (or assign it to the player who owns the most cats). Other players will follow in clockwise order.

In reverse player order, starting with the last player, each player places their plastic ankh token on the bottom space of the **devotion track**, forming a stack. The first player's token should be on top starting with the most devotion, the rest under it in order.

Place the **4 action markers** on the action tracks of the **central dashboard** in the starting spaces that match the number of players in the game. Place the **event marker** on the first space of the **events track**.

Choose a **scenario** from the scenario book (agreed upon by all players or picked randomly). Make sure the chosen scenario is possible with the number of players.

Place **monuments** (pyramids, temples, and obelisks), **conflict order tokens**, and **camels** (if any) on the board as shown in the scenario setup diagram. Set the remaining monuments, conflict order tokens, **battle tiebreaker token**, and camels aside in the general supply.

**Conflict order tokens** don't belong to a specific space on the board. They are assigned to an entire region.

Place your figures and ankh tokens (on your controlled monuments) on the board as shown in the scenario setup. The first player is player #1 in the instructions, the player to their left is player #2, and so on.

Choose (agreed upon by all players or picked randomly) one level 1, one level 2 and one level 3 **guardian card** and place them near the board. Then, place a number of their guardian figures next to the cards according to the number of players:

**2 players:** Use 1 guardian figure of each type.

**3 players:** Use 2 guardian figures of each type.

**4 or 5 players:** Use all available guardian figures of each type (**3** for small-base guardians, **2** for large-base guardians).

Follow any additional setup rules in the scenario book.

## BASICS

The map is divided into **3 regions**. Spaces are either **fertile** (green), **desert** (yellow) or **water** (blue). Land spaces can be either empty or occupied by exactly 1 figure or monument. Water spaces cannot normally be occupied; they count as part of each region they are adjacent to and are considered adjacent to all spaces surrounding them.

Figures and monuments are **adjacent** to each other if they occupy spaces that share a hex border and are **both in the same region**. Spaces divided by a river or camel are not adjacent.

**Camel caravans** are not considered figures and are not controlled by any player. There are 3 types of **monuments**: **obelisks**, **temples**, and **pyramids**. A monument is controlled by a god if it has one of that god's ankh tokens attached to it. Each monument can only be controlled by 1 god at a time. A monument without any ankh token on it is a **neutral** monument.

If multiple ankh tokens are stacked on the same space of the **devotion track**, the order of the stack indicates which god has more devotion than the others, with the token on top of the stack representing the most devotion and the one on the bottom representing the least devotion on that space. When a god's ankh token enters a space occupied by other tokens, the new token always goes on the top of the stack.

Whenever multiple players gain or lose devotion at the same time, start with the player with the least devotion and proceed in ascending order to the player with the most devotion.

## GAME TURN

The game is played in **turns**. During your turn, you perform **1** or **2 actions**. Sometimes, your action will also trigger an **event**. After fully resolving the your action(s) and any event, yours turn ends and the next player in clockwise order takes their turn.

## ACTIONS

There are 4 possible actions you can take during your turn:

**Move figures**

**Summon figure**

**Gain followers**

**Unlock ankh power**

Each action has its own track on the **central dashboard**. To choose an action, slide the corresponding action marker 1 space to the right on its track, then perform that action in its entirety. You are allowed to choose an action even if you cannot resolve it.

If the chosen action marker reaches the rightmost space of its track (white background), an **event** is triggered.

First, completely resolve the player action that triggered the event. Then, advance the event marker 1 space to the right on the event track. Resolve the event, then return the action marker to its starting position on its action track (the space that matches the number of players in the game at the start of the game; as a reminder, you can use the ankh tokens of an unused god to cover the leftmost spaces that can't be used).

**If you trigger an event with your first action, you are not allowed to take a second action.**

**After performing your first action, if you did not trigger an event, you must choose a second action.** The second action must be in a lower line of the dashboard than the first.

Even if you cannot resolve your second action for some reason, you must still move its action marker. The only cases in which you move a single marker on your turn is if you trigger an event with your first action, if your first action is **unlock ankh power**, or if your god is **merged**.

## MOVE FIGURES

This action allows you to **move each of your figures on the board 1, 2, or 3 spaces**.

Figures can move across spaces occupied by figures belonging to any player or by monuments or any other tokens, across water spaces, or cross rivers and camel caravans, but **they must end their movement in an empty space that is not a water space**.

**Each space on the board can only be occupied by 1 figure or 1 monument at a time.**

## SUMMON FIGURE

This action allows you to **choose 1 figure from your pool** (warrior or guardian) **and place it on the board**. This figure must be placed in an empty, non-water space adjacent to one of your figures already on the board, or adjacent to a monument you control (remember that adjacency requires them to be in the same region).

## GAIN FOLLOWERS

When performing this action, you **gain a number of followers equal to the number of monuments** (either under your control or neutral) **you have any figures adjacent to**. Take that number of follower tokens from the general supply and add them to your pool.

## UNLOCK ANKH POWER

**Ankh powers on your god dashboard can only be used after they have been unlocked by performing this action.** They are divided into 3 levels and displayed in 3 columns: each god may have a maximum of 2 ankh powers unlocked in each level.

Your ankh tokens sit in a row at the bottom of the dashboard, with 2 ankh tokens in each column. Each time you perform this action, move the leftmost ankh token in this bottom row up to the ankh power of your choice within the same column. Therefore, two level 1 ankh powers must be unlocked before a level 2 power can be unlocked, and so on.

Each time an ankh power is unlocked, you must **sacrifice a number of your followers equal to the level of the ankh power you are unlocking** (1, 2, or 3). Return sacrificed followers from your pool to the general supply.

If you don't have enough followers, or have already unlocked all of your ankh powers, you may still take this action, moving the action marker but gaining no benefit from it (without sacrificing any followers).

If you reveal a **guardian symbol** on your dashboard, you gain control of 1 guardian figure from the guardian card of the same level. If there are no more figures available on that guardian card, you gain nothing.

Attach one of your color bases of the appropriate size to the new figure. If you don't have a spare base of the appropriate size, you can't take the figure. Guardians in your pool can be summoned to the board with the **summon figure** action.

## EVENTS

The event track is the game's timeline. There are 2 types of event spaces: **individual events** (round spaces) that only involve the player that triggered the event, and **conflicts** (square spaces) that involve all players.

## CONTROL MONUMENT

When you trigger this event, you **gain control of 1 neutral monument** of your choice, as long as you have at least 1 figure adjacent to that monument. Place one of your ankh tokens from your pool on the monument to indicate your control.

If there are no neutral monuments left on the board when this event is triggered, you gain control of a monument controlled by another player instead. You must still have at least 1 figure adjacent to the monument you wish to control. If you do, remove that other player's ankh token from the monument (returning it to that player's pool) and replace it with one of your own.

If you are not adjacent to a valid monument, or if you don't have any ankh tokens in your pool, you don't gain any benefit from resolving this event (though the event tracker is still moved).



## CAMEL CARAVAN

When you trigger this event, you can **place a line of up to 6 camels**, from the general supply, onto the board.

Camels are placed on the lines that separate the spaces, 1 camel per hexagon side (not on rivers or water spaces). You must place a line of camels connecting 2 of the following features on the game board: rivers, water spaces, other camels, or external map borders. Both new regions created by this division must be at least 6 spaces in size (not counting water spaces).

Choose one of the new regions to keep the **conflict order token** from the original region. Then take the conflict order token from the supply with the lowest number and place it in the new region without a token. Finally, swap the conflict order token from one of the 2 new regions with any conflict order token already on the board.

## CONFLICT

If you triggered this event, **take the battle tiebreaker token**, keeping it faceup. After the event has been fully resolved, the battle tiebreaker token is returned to the general supply.

When a conflict event is triggered, **each region on the board is resolved in order**, following the conflict order tokens from lowest number to highest. Ignore regions with no figures. **If a region has figures belonging to 2 or more players, a battle is fought.**

If all figures in a region belong to a single player, that player **dominates** the region. First, they gain 1 devotion for each monument majority they have (they must control more monuments of a specific type in the region than any opponents). Second, they gain 1 devotion for dominating the region.

## BATTLE

Perform these steps in order to resolve each battle:

1. **Select and reveal cards:** Each player with at least 1 figure in the region secretly chooses 1 of their **battle cards** from their hand and places it facedown in front of them. All chosen cards are revealed simultaneously.
2. **Build monument:** Resolve all revealed *Build Monument* battle cards in ascending order on the devotion track starting with the player with the least devotion.
3. **Resolve plague:** Resolve all revealed *Plague of Locusts* battle cards.
4. **Monument majority:** Determine which players have monument majorities for each type of monument (they must control more monuments of a specific type in the region than any opponents). Then, award to each player (in reverse devotion order) 1 devotion per majority they have.
5. **Battle resolution:** All players with figures in the region calculate their total **strength** in the battle. Each figure provides 1 strength, but individual abilities and powers may increase this amount. Each battle card also has a bonus strength value which is added to that player's total (as long as they have any figures in the region).

The player with the highest total strength wins the battle. They gain 1 devotion and kill all enemy figures in the region (warriors and guardians, since gods can never be killed).

On a tie, and one of the tied players holds the tiebreaker token faceup, that player may use it to break the tie and win the battle. The token is flipped facedown and may not be used again in any remaining battles that occur during this conflict event.

On a tie, and the tiebreaker token is not used, all players lose the battle. All figures in the region are killed (except for gods).

Killed figures are returned to their players' pools.

All battle cards a player has used must remain faceup on the table next to them, clearly visible to the other players. Which cards a player has already used is open information for opponents to consider when trying to outguess each other.

## MERGING GODS

**Only in a game with 3 or more players, at the end of the 3rd conflict, the 2 gods with the least devotion** (the ones in the bottom 2 positions in the devotion track) **merge into a single god**. The players controlling these 2 gods now play as a team for the rest of the game, winning or losing together.

Once the 3rd conflict event has been fully resolved, perform the following steps in order:

1. Determine the 2 gods that will merge: the god in the second-lowest position on the devotion track is the **higher-merging god** and the god in the lowest position on the devotion track is the **lower-merging god**.
2. Destroy all monuments controlled by the lower-merging god, returning them to the supply. Remove the god figure, warriors, battle cards, and pool of ankh tokens belonging to the lower-merging god from the game. Give all of that god's followers to the higher-merging god. The higher-merging god may gain control of any guardians that belonged to the lower-merging god, even if they already have it or didn't unlock the corresponding ankh yet. If the player doesn't have enough color bases of the corresponding size available, they must choose which guardians to control and the others are removed from the game.
3. On the devotion track, move the higher-merging god's ankh token and place it on top of the lower-merging god's ankh token. Those 2 ankh tokens move together on the devotion track as a single entity for the rest of the game.
4. The lower god player attaches one of their large color bases to the higher god figure to represent that they are now a single god.
5. The lower-merging god adjusts their ankh powers to match those of the higher-merging god (possibly unlocking more or less than they originally had).
6. The merged god has the special god abilities of both gods. Both players exchange their merged god dashboards, placing them next to their god dashboard so they each have both god abilities visible.
7. Both players controlling the merged god share the pool of warriors, guardians, and followers that originally belonged to the higher god.

## MERGED GOD GAMEPLAY

For the rest of the game, the 2 players who had their gods merge continue taking turns as normal, however each player takes only a single action per turn, and they now share and control the same common pool of figures, follower tokens, and ankh tokens. They do not have to take different actions. They can both use both god abilities on their turn, as well as their identical ankh powers.

The players controlling the merged god must always keep the ankh powers on their god dashboards in sync with each other. If one merged player unlocks an ankh power, the other merged player must immediately update their god dashboard (though all powers and effects still only apply once to the merged god).

If one of the players gains control of a new guardian, it receives one of the higher god's color bases and is placed in their collective pool of figures to be summoned by either player.

Decisions during battles are made by both players using the higher god's battle cards. If there is a disagreement between the 2 players, the higher god player decides.

Both players either win or lose together.

## FORGOTTEN GODS

At the end of the 4th conflict event, **any gods with their ankh token still in the red section of the devotion track are eliminated from the game**. Remove the forgotten gods' figures (god, warriors, and guardians) from the game. Destroy all of their monuments, returning them to the supply, and return all of their followers to the supply.

If, at this point, there are still 2 or more gods in play, the game continues. If there is only 1 god left, that player wins the game. If all gods are forgotten, all players lose.

## WINNING THE GAME

There are 3 ways to win the game:

1. A player wins immediately when their ankh token reaches the top space of the devotion track.
2. A player wins immediately if they are the only god left in play after the 4th conflict event. (If no gods are left in play at this stage, the game ends in a draw.)
3. If neither of the previous conditions are met, the game is won by the player with the most devotion after the last event on the track is resolved.

# ANKH

## GODS OF EGYPT

### ACTIONS

To choose an action, slide the corresponding marker 1 space to the right on its track, then perform that action. If the chosen marker reaches the rightmost space of its track, an **event** is triggered. Resolve the action, then advance the marker 1 space to the right on the event track. Resolve the event, then return the action marker to its starting position on its action track.

If you trigger an event with your first action, you are not allowed to take a second action.

After performing your first action, if you did not trigger an event, you must choose a second action. The second action must be in a lower line of the dashboard than the first.

### MOVE FIGURES

Move each of your figures on the board 1, 2, or 3 spaces. Figures can move across spaces occupied by figures belonging to any player or by monuments or any other tokens, across water spaces, or cross rivers and camel caravans, but they must end their movement in an empty space that is not a water space. Each space on the board can only be occupied by 1 figure or 1 monument at a time.

### SUMMON FIGURE

Choose 1 figure from your pool and place it on the board. It must be placed in an empty, non-water space adjacent to one of your figures on the board, or adjacent to a monument you control.

### GAIN FOLLOWERS

Gain a number of followers equal to the number of monuments (either under your control or neutral) you have any figures adjacent to.

### UNLOCK ANKH POWER

Move the leftmost ankh token in the bottom row on your god dashboard up to the ankh power of your choice in the same column. Sacrifice a number of your followers equal to the level of the ankh power you are unlocking.

If you reveal a guardian symbol, you gain control of 1 guardian figure from the guardian card of the same level.

### EVENTS

#### CONTROL MONUMENT

Gain control of 1 neutral monument of your choice, as long as you have at least 1 figure adjacent to it. Place one of your ankh tokens on the monument.

If there are no neutral monuments left when this event is triggered, gain control of a monument controlled by another player instead. You must still have at least 1 figure adjacent to it. If you do, remove that other player's ankh token from the monument and replace it with one of your own.

If you are not adjacent to a valid monument, or if you don't have any ankh tokens, you don't gain any benefit from resolving this event (though the event tracker is still moved).

#### CAMEL CARAVAN

Place a line of up to 6 camels, from the general supply, onto the board. Camels are placed on the lines that separate the spaces, 1 camel per hexagon side (not on rivers or water spaces).

You must place a line of camels connecting 2 of the following features on the game board: rivers, water spaces, other camels, or external map borders. Both new regions created by this division must be at least 6 spaces in size (not counting water spaces).

Choose one of the new regions to keep the conflict order token from the original region. Then take the conflict order token from the supply with the lowest number and place it in the new region without a token. Finally, swap the conflict order token from one of the 2 new regions with any conflict order token already on the board.

### CONFLICT

Take the battle tiebreaker token, keeping it faceup.

Each region on the board is resolved in order, following the conflict order tokens from lowest number to highest. Ignore regions with no figures. If a region has figures belonging to 2 or more players, a battle is fought.

If all figures in a region belong to a single player, that player dominates the region. They gain 1 devotion for each monument majority they have, then they gain 1 devotion for dominating the region.

### BATTLE

- Select and reveal cards:** Each player with at least 1 figure in the region secretly chooses 1 of their battle cards from their hand and places it facedown in front of them. All chosen cards are revealed simultaneously.
- Build monument:** Resolve all revealed *Build Monument* battle cards in ascending order on the devotion track.
- Resolve plague:** Resolve all revealed *Plague of Locusts* battle cards.
- Monument majority:** Determine which players have monument majorities for each type of monument. Then award to each player (in reverse devotion order) 1 devotion per majority they have.
- Battle resolution:** All players with figures in the region calculate their total strength in the battle. Each figure provides 1 strength, but individual abilities and powers may increase this amount. Each battle card also has a bonus strength value which is added to that player's total (as long as they have any figures in the region).

The player with the highest total strength wins the battle. They gain 1 devotion and kill all enemy figures in the region (warriors and guardians, since gods can never be killed).

On a tie, and one of the tied players holds the tiebreaker token faceup, that player may use it to break the tie. The token is flipped facedown and may not be used again in any remaining battles that occur during this conflict event.

On a tie, and the tiebreaker token is not used, all players lose the battle. All figures in the region are killed (except for gods).

Killed figures are returned to their players' pools.

All battle cards a player has used must remain faceup on the table next to them, clearly visible to the other players.

### WINNING THE GAME

- A player wins immediately when their ankh token reaches the top space of the devotion track.
- A player wins immediately if they are the only god left in play after the 4th conflict event. (If no gods are left in play at this stage, the game ends in a draw.)
- If neither of the previous conditions are met, the game is won by the player with the most devotion after the last event on the track is resolved.

# ANKH

GODS OF EGYPT

## ANKH POWERS

### LEVEL 1

#### COMMANDING

Each time you win a battle resolution, you gain 3 followers from the supply. This power doesn't apply for **dominance**.

#### INSPIRING

Each time you resolve a *Build Monument* card during a battle, the cost to build that monument is free; you don't need to sacrifice any followers.

#### OMNIPRESENT

At the start of each conflict event (before resolving any battles), you gain 1 follower for each region where you have at least 1 figure.

#### REVERED

Each time you perform a **gain followers** action, you gain 1 additional follower.

### LEVEL 2

#### RESPLENDENT

If you control a total of 3 or more monuments of the same type anywhere on the board, your god figure has a base strength of 3 instead of 1.

#### OBELISK ATTUNED

At the start of a battle where you have at least 1 figure, you may move any number of your figures from anywhere on the board to empty spaces adjacent to obelisks you control in the battle region.

If multiple players have this power, they use it in reverse devotion order, each moving 1 figure at a time until they can't anymore, or wish to stop moving figures.

#### TEMPLE ATTUNED

Each of your temples in a region grants you +2 strength there as long as there is at least 1 of your figures adjacent to it. Having more figures adjacent to a temple doesn't increase this bonus, and figures whose strength might be neutralized still count.

#### PYRAMID ATTUNED

When you perform a **summon figures** action, you may summon an additional figure adjacent to each pyramid you control. You may 'chain summon' by first summoning these additional figures and then summoning your regular figure from the action adjacent to one of them.

### LEVEL 3

#### GLORIOUS

Each time you win a battle and your strength is 3 or more higher than the next strongest enemy, you gain 3 devotion instead of 1.

Players with no figures left during battle resolution count as having strength 0 (ignoring any bonuses).

#### MAGNANIMOUS

Each time you lose a battle where you have at least 2 figures during the battle resolution step, you gain 2 devotion.

Resolve this after the winner gains devotion. If multiple players have this power, resolve it in reverse devotion order.

### BOUNTIFUL

While you are in the red section of the devotion track, each time you gain any amount of devotion, you gain 1 extra devotion. If you are at the last red space of the track and gain devotion, you still gain 1 extra devotion.

Winning a battle or dominating a region counts as a single instance of devotion gain, even if there are multiple effects changing the amount gained. Likewise, all monument majorities won in a region count as a single instance of devotion gain. In each of these instances, you gain just +1 devotion. So, normally, you can gain up to 2 extra devotion in each region: 1 for dominating or winning the battle, and 1 for winning any monument majorities.

### WORSHIPFUL

After each battle you participated in (played a battle card in), you may sacrifice 2 followers to gain 1 devotion. If multiple players use this power, resolve them in reverse devotion order (starting with the one with the least devotion). Any miracle cards played should be resolved first.

## BATTLE CARDS

### PLAGUE OF LOCUSTS +1

Each player with at least 1 figure in the region performs a blind bid of followers to sacrifice. Each player secretly places any number of their follower tokens in their closed fist, hiding their remaining pool with the other hand. Then, all players reveal their bid simultaneously. All followers bid in this way are sacrificed and returned to the supply.

All warriors and guardians in the region are killed, except for those belonging to the player who sacrificed the single most followers. If 2 or more players are tied for the highest bid, then nobody's figures are spared.

If a player loses all their figures in the battle region, they may still benefit from the effects of **worshipful** or having played a *Cycle of Ma'at* or *Miracle* card, though they can no longer gain any devotion when monument majority is determined, nor win the battle (their strength ignores any bonuses and is considered 0).

### BUILD MONUMENT +0

When this card is resolved, the player may sacrifice 3 of their followers. If they do so, they build a monument of their choice (obelisk, temple, or pyramid, as long as there are still tokens left in the supply) in any empty non-water space in the battle region. The monument is taken from the supply and placed on the board, attached to one of the player's ankh tokens from their pool. If there's no empty space in the region, no monument tokens in the supply, or no ankh tokens left in the player's pool, they can't build a monument.

### CHARIOTS +3

The player gains +3 strength during the battle resolution (if they still have any figures left in the region). The card has no additional effect.

### CYCLE OF MA'AT +0

After battle resolution, the player reclaims all of their used battle cards (including *Cycle of Ma'at*), placing them back in their hand. Playing this card is the only way for a player to retrieve their used battle cards.

### DROUGHT +1

If the player who revealed this card wins the battle, their devotion reward for winning is increased by 1 devotion for each of their figures in a desert (yellow) space in that region.

Since this bonus is part of the 'winning a battle' devotion reward, it does not trigger **bountiful** an additional time.



## FLOOD +0

As soon as a player reveals this card, they gain 1 follower for each of their figures in a fertile (green) space in the region. Also, those figures cannot be killed during battle resolution (they can still die from the *Plague of Locusts* card).

## MIRACLE +0

After battle resolution, the player gains 1 devotion for each of their figures killed in the course of the battle (including due to a *Plague of Locusts* card). If multiple players have played this card, they resolve it in reverse devotion order (starting with the one with the least devotion).

# THE GODS OF EGYPT

## AMUN

In 1 battle per conflict event, the Amun player may announce, before opponents have committed to their card choices, they intend to play 2 battle cards. The Amun player receives all the benefits of both cards, adding together any strength bonuses and resolving both effects. The player must flip their **Amun token** facedown to indicate the ability has been used. Once the conflict event is over, the token is flipped back up.

## ANUBIS

Any time enemy warriors are killed, the Anubis player can trap 1 of them on one of the available slots on their god dashboard. During battle resolution, the Anubis god figure has +1 strength per trapped warrior, up to a maximum of +3 strength. *Plague of Locusts* and battle resolution are separate moments, so Anubis may trap 1 warrior in each of them.

A player can free their warriors: each trapped warrior may be summoned instead of a warrior from that player's pool by paying 1 follower to Anubis when summoning a figure.

When removing figures from a lower-merging or forgotten god, their warriors are also removed from Anubis slots. If Anubis is the lower-merging god, any trapped warriors from the higher-merging god return to their pool. Also, if Anubis is forgotten, any trapped warriors are returned to their respective pools.

## ISIS

Each figure belonging to the Isis player that occupies a space adjacent to an enemy figure is considered **protected**. During battle resolution, if any protected figure would be killed, Isis may choose to keep it alive. Protected figures can still be killed by effects outside battle resolution, such as *Plague of Locusts*.

If an Isis figure would die at the same time as the adjacent enemy figure, they are still considered protected. Figures in water spaces that are adjacent to an enemy figure are considered protected in all regions they are participating, even if the enemy figure is not in the region.

## OSIRIS

The Osiris player starts with 3 **underworld tokens** next to their god dashboard. Whenever the Osiris player loses a battle, they can place (if out of the board) or relocate (if already on the game board) 1 **underworld token** into any empty non-water space in the same region where the battle occurred. When relocating, any figure that was on the space remains where it was. When the Osiris player performs a **summon figure** action, they can summon 1 additional figure from their pool into any space where an underworld token is, provided there is no figure there already. The player may 'chain summon' by first summoning this additional figure and then summoning their regular figure from the action adjacent to it.

Figures belonging to other gods cannot end their movement in the space where an underworld token is located and monuments can't be built in those spaces.

The space where an underworld token is located is not considered either desert or fertile.

If Osiris is forgotten, all underworld tokens are removed from the game.

## RA

The Ra player starts with 3 **sun tokens** on their god dashboard. When the Ra player summons any figure (warrior or guardian), they can choose to assign a sun token to that figure, placing it next to it or on its base. Any figure with a sun token is considered **radiant**.

The player's devotion reward for dominating or winning a battle in a region with 1 or more of their radiant figures is increased by 1. Since this bonus is part of the 'winning a battle' devotion reward, it does not trigger **bountiful** an additional time.

If a radiant figure is killed, the sun token returns to the Ra dashboard.

# THE GUARDIANS OF MANKIND

## CAT-MUMMY

If the cat-mummy is killed by any effect, *all* players in the game, except its owner, immediately lose 1 devotion.

If this happens during a battle resolution, it's resolved after players gained devotion from winning or losing the battle, but before effects that happen after battle resolution.

## SATET

During a **move figures** action, Satet may end her move in an enemy's space, moving the enemy 1 space.

If the enemy can't be moved (because of water or occupied spaces), Satet is not allowed to move into that space. Satet can't move into water spaces, even if there's a figure there.

## APEP

Apep may be summoned in any water space on the board (there doesn't need to be one of the player's figures or monuments adjacent to it). It can also be summoned normally. Note that, like other figures, Apep can't move into water spaces.

Apep can only count as an extra summon from **pyramid attuned** if it is actually summoned adjacent to one of your pyramids, otherwise it counts as your regular summon.

## MUMMY

If killed, the mummy is immediately re-summoned adjacent to its owner's god. If there are no empty spaces adjacent to the god, the mummy can't be re-summoned and returns to the owner's pool. This effect is considered a summon, which means it triggers effects that happen when figures are summoned (like **radiance**).

## GIANT SCORPION

When summoned or moved (under any circumstances), the owner must point its claws at 2 spaces. Those spaces must be 1 space away from the scorpion and 1 space away from each other.

At the start of a conflict event (before resolving any battles), destroy all adjacent monuments the giant scorpion may be pointing at (that they must be in the scorpion's region). The destroyed monument and any ankh tokens are returned to their respective pools.

## ANDROSPHINX

Enemy figures adjacent to the androsphinx don't count their strength during battles. If the androsphinx is adjacent to a figure in a water space, that figure doesn't count their strength in any battle they participate in. Adjacent enemy androsphinxes cancel each other's strength.