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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**





SETUP

Place the **board** on the table, then use the board configuration given in the rulebook that corresponds to the number of players. Gray portions of the board, and those covered by storm tiles, are not used and cannot be crossed.

Place the **score board** at the top of the board.

Randomly select the colors of the **power tiles** to use:

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 Act Of God tiles, and one copy of each power tile with a duplicate (so there is only 1 of each power tile).

Place all of the power tiles in the selected colors faceup next to the board, separated by color in ascending level order. Place each **creature miniature** on its corresponding tile. Return all unused tiles to the box.

Place the 2 **special battle cards** next to the board, if they are being used.

Place 1 white, round **temple FP token** on every temple used in the game based on the player count. Place the remaining FP tokens, the **gold** and **silver action tokens**, and the **veteran tokens** in a supply.

Each player takes 1 copy of the *Diversion* **divine intervention (DI) card**. Return all unused copies of this card to the box. Shuffle the DI cards and place them facedown next to the board as the DI deck.

Each player chooses a **city** (and player color). Place your **statue tokens** in front of your city. Then takes the following components in a matching color: 1 **player board**, the **acquire tokens** corresponding to the colors of the power tiles selected, 1 **order marker**, 1 **prayer marker** (place this on space 7 of the prayer track on your prayer board), 5 **action tokens**, 12 **unit miniatures**, and 8 **battle cards**. Each player also draws 2 DI cards.

The **prayer point (PP)** icon is an **ankh**, and is tracked by moving your prayer token on your prayer track. You may never have more than 11 PP, or less than 0 PP.

Each player takes 9 **pyramid** parts, 3 of each level, and the tops corresponding to the colors of power tiles selected (ruby, sapphire, diamond, or onyx).

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

One player takes each player's order marker and randomly places them on the **turn order track** from left to right. Turn order starts on the left and proceeds from left to right.

Each player chooses 2 **districts** in their city and places 5 units in both of them, and then places their remaining 2 units in their supply.

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. They then place an **acquire token** in each color corresponding to their pyramid of at least 1 level on an empty **acquire space** on their player board. Any level 0 pyramid stays in your supply and is not considered to be in play.

In reverse turn order, each player chooses a level 1 power tile corresponding to the color of one of their pyramids and places it in front of them.

You **control** a zone other than a district in your city as long as you have a troop in it. You control a district of your city as long as there is no opposing troop in it.

Hand size is unlimited. Revealed battle card discard piles and the 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 PP cost during the phase corresponding to its icon, resolve its effect, then discard it faceup in the DI cards discard pile.

GAME ROUND

DAY PHASE (PLAYER ACTIONS)

If a player has at least 9 FP (temporary + permanent FP) at the start their turn in the Day phase, before playing any action token, and no other player has more FP, they immediately win the game.

Starting with the first player, each player does the following:

Place 1 action token of your color on an empty action space of your player board, then immediately resolve that action.

In addition to the action token in your color, you may also play 1 silver action token and/or 1 gold action token if you have any.

You may play a DI cards with a **DAY** icon during your turn (before or after an action, but not during a battle). Discard the card after it is resolved.

The next player in turn order becomes the active player and plays their turn. If **no player has any action tokens in their color to place, resolve the night phase.**

At the end of the day phase, each player must have at least 1 action token (no matter their color) on each of the 3 floors of the pyramid on their player board.

You may play **silver** and **gold action tokens** at the same time you play an action token in your color to receive 1 or 2 bonus actions. You choose in which order to resolve your actions, but each must be completely resolved before the next.

Silver action token: Play this in any of your empty action spaces.

Gold action token: Play this in the divine power space at the top of the pyramid. You may acquire multiple power tiles that grant a gold action token, but each player may only own 1 gold token.

An action may be chosen even if it cannot be resolved when placing an token on it. If it cannot be resolved, that action is lost.

NIGHT PHASE (RESOLUTION)

Resolve these steps in order:

1. Offering: The player that controls *The Sanctuary of All Gods* may remove 2 units from that troop to gain 1 **divine FP**.

2. Delta temple control: The player that controls the *Delta Temple* may remove 1 unit from that troop to gain 5 PP.

3. Temple control: Each player that controls at least 2 temples gains 1 **divine FP**.

4. Adoration: Each player gains the number of PP shown on the temples they control (other than the *Delta temple*).

5. Prayers: Each player gains 2 PP and may discard X veteran tokens to gain X PP.

6. Divine intervention: In turn order, each player **draws 1 DI card** and may **discard veteran tokens to draw 1 DI card per 2 veteran tokens** spent this way.

7. Conscription: In turn order, each player may **discard X veteran tokens to add X units in districts** in their own city which they control.

8. Awakening: Each player **discards any remaining veteran tokens** they have and **takes back their action tokens**. Remove any units exceeding the troop limit for troops on the board.

9. Destiny: Move the order markers below their current space on the turn order track. Starting with the player with 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.

On 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.

ACTIONS

BUILD

Add one or more levels to one of your pyramids by spending as many PP as the value of each consecutive level you want to add.

If you add the level 1 of a pyramid in your supply, choose a color you do not already own, place it in the district of your city without a pyramid, and place the **acquire token** of that color in the empty acquire space on your player board.

Adding more than 1 level is a single effect (total the costs).

Pyramid effects

If you control a district containing a pyramid, you receive these benefits:

- You may acquire power tiles that match its color and are of the same or lower level;
- If a level 4 pyramid, you take the corresponding pyramid FP;
- During your move actions, you may spend 2 PP to **teleport** your troop from this district to any zone containing an obelisk.

If an opponent controls one of your districts, they receive these benefits, not you.

RECRUIT

Spend X PP to add X units: take them from your supply and place them in 1, 2, or 3 districts in your city, even if those districts are controlled by an opponent.

If you add units into one of your districts controlled by an opponent, it triggers a battle at the end of your recruit action (you are the attacker). If you recruit into multiple districts controlled by opponents, you choose in which order to resolve these battles.

You cannot add units to a district in an opponent's city, even if you control it.

ACQUIRE

To acquire a power tile, you must fulfill these 5 conditions:

- You do not already own a power tile with the same artwork or icons (no matter its color);
- You did not already acquire one in that color this day phase;
- You control a pyramid in that color of at least the same level;
- You have an empty acquire space, in that color if possible, else in another color or without any acquire token;
- You are able to spend as many PP as its level.

Place your action token in the selected acquire space, spend the PP, and place the power tile in front of you. You own that power tile for the remainder of the game; it cannot be lost.

Power tile effects become active once the acquire action ends, and stay active for the remainder of the game; even if you do not control a pyramid of their color anymore.

Some power tiles only trigger during a specific phase, as described on each tile. If you own multiple power tiles whose effects trigger at the same time, you choose in which order they resolve.

Creatures

When you acquire a **creature** power tile, you may place that creature in a district of your city containing one of your troops. Otherwise, the creature stays in your supply on its tile.

Before playing an action token, you may exchange creatures from your supply and/or troops in districts of your city in any way, or place creatures from your supply in troops that are in districts of your city. When you add units in a district of your city, you may place a creature from your supply with these units.

A creature is not a unit, but it must be **tied** to a troop. It does not count against the 5 unit troop limit, but you cannot have more than 1 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 troop unit).

If a creature is no longer tied to a troop, it returns to its owner's supply.

PRAY

Gain **2 prayer points (PP)**.

MOVE

Move 1 of your troops. The move action is a combination of **1 land move** and **1 teleportation**, used in any order and alternately.

The number of land moves is calculated at the beginning of the action and may be modified by effects at that moment only.

There may be only 1 teleportation per move action, but its cost may be reduced by effects.

You may move only a part of your troop and leave some units in the zones your troop passes through, and you may take units and creatures you own that are in zones your moving troop passes through.

No unit nor creature may be removed to accommodate a move.

You may temporarily exceed the troop limit and the creature limit, but these must be obeyed at the end of the move action.

You may only play DI cards with a **MOVE** icon.

Any time your troop enters a zone containing an opponent's troop it ends its move action, and a battle is immediately triggered.

Teleportation

Spend 2 PP to teleport your troop from a district with a pyramid of at least level 1 to a zone containing an obelisk.

Land move

Spend 1 land move to move your troop to 1 directly adjacent zone or from its zone containing a harbor, to 1 zone containing a harbor.

Your troop may leave its zone through any kind of harbor (military or trading), but it may then enter a zone only through a trading harbor, or through the military harbor of the desert zone surrounding your city.

During a single move action, your troop may only enter into 1 district of an opponent's city, and only if it starts that action in a zone **adjacent to the wall** it crosses (this requirement may be canceled by some effects).

Even if a creature that adds land moves is not moved with a part of the troop, its bonus is still applied as the number of land moves is calculated at the beginning of the move action.

At the end of a move action, and any battle that may have occurred, if you control a new temple or a level 4 pyramid, take the corresponding temporary FP from wherever it is.

If your troop ever moves out of an opponent's district with a level 4 pyramid, leaving it empty after controlling it, return the pyramid FP to that player. If your troop ever moves out of a temple zone, leaving it empty after controlling it, return the temple FP to the board.

FAME POINTS (FP)

FP won by players are placed on the score board in the row of the corresponding divinity.

Permanent FP are square tokens and cannot be lost. They are gained in battles, when acquiring 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. A temporary FP is gained by a player when they take control of a temple (beige and blue), or a level 4 pyramid (beige). FP is taken from the board or from the opponent who owned that FP (or placed back in the appropriate zone if nobody controls the temple).

BATTLE

All units belonging to a player in a zone form a **troop**. A troop can contain a maximum of 5 units (the **troop limit**). A creature tied to a troop does not count towards that limit. During an action, a troop may temporarily exceed the troop limit and the creature limit provided these limits are obeyed at the end of that action.

The **attacker** is the player whose action triggers the battle, and their opponent is the **defender**. No other player can play DI cards during the battle. A power tile with a **DAY** icon has no effect during a battle.

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

Resolve these steps in order, even if a player no longer has a troop in the battle:

1. War council

The attacker and defender each choose **2 battle cards** from their hand. Choose 1 card to be discarded face-down on the table and never revealed, and 1 card play during the battle.

The attacker and defender may add DI cards that have a **BATTLE** icon. Choose to these under your in-hand battle card, or reveal to your opponent how many DI cards you are playing. You may not play DI cards with a cost you cannot pay (if that happens, discard the card without effect).

This is the only time you may play DI cards during the battle. You may tell your opponent you have played DI cards, but do not be truthful. You do not have to admit to playing DI cards, even if asked. Each player also has the DI card *Diversion*: this has no effect, but may be played alone or among other DI cards as a bluff.

2. Confrontation

The attacker and defender simultaneously reveal their battle card and DI cards, and spend the required PP.

3. Resolution

Sum up your **strength**:

- The number of units you have in the battle (1 unit = 1 strength);
- The value of your played battle card;
- The bonus provided by your power tiles;
- The bonus provided by a creature tied to your troop in battle;
- The bonus provided by the DI cards you played;
- +1 if the battle occurs in a district of your city.

The player with the most strength is the winner. On a tie, the defender is the winner.

4. Casualties

Each battle card has a **damage** value (damage and/or unblockable damage), and/or a **defense** value. These can be modified by game effects.

Damage produced by a troop is inflicted on the opposing troop. A damage value with a '-' before it is inflicted on your own troop (even if you don't have enough units).

First, starting with the attacker, each player in the battle loses as many units from their troop equal to the total **unblockable damage value** their troop suffers.

Then, starting with the attacker, each player in the battle loses as many units from their troop equal to the total **damage value** their troop suffers, **minus their own defense value**.

If the winner loses their troop, they are still the winner, even if the loser still has a troop in the zone where the battle occurred.

5. Rewards

If the attacker is the winner and they still have a troop in the zone where the battle occurred, they gain **1 battle FP**. If the defender is the winner, they gain **1 veteran token**.

Each player involved who did not gain any FP this step gains 1 veteran token (if the defender won, they gain a second veteran token).

6. Loser's aftermath

The loser must choose to **recall their troop** or **retreat**, even if the winner no longer has a troop remaining in the zone.

Recall: The loser returns all of their remaining units in the zone to their supply and gains PP equal to the number of units returned minus 1.

Retreat: The winner chooses an adjacent empty zone where they move the losing troop. This is not a move action and harbors cannot be used. They cannot choose a district that is not from the loser's city. If no zone is available, the loser cannot retreat and must recall their troop.

7. Winner's aftermath

The winner chooses if they wish to **recall their troop** or have it stay in the zone.

Recall: The winner returns all of their remaining units in the zone to their supply and gains PP equal to the number of units returned minus 1.

8. End of battle

Each player discards the battle card they played face-up. Battle cards discarded during the war council step are left face-down 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 in the battle are discarded face-up near the DI deck. Any units exceeding the troop limit are removed.