



ANKH

— GODS OF EGYPT —



PHARAOH



INTRODUCTION

In ancient times, a single individual was chosen as intermediary between the gods and mortal men. This king was anointed as prophet, priest, and ruler by the gods themselves, and charged with maintaining Ma'at, cosmic balance and order, over the land of Egypt and its people. The right of law, the right of rule, the right of war, and of judgment were granted to the Pharaoh, and in his wisdom and with the gods' guidance, Egypt prospered.

When the war of the gods began, each deity sought the Pharaoh's support. Who better to champion their cause than the very mortal they had endowed with such powers? Yet, such a decision would upend Ma'at and throw the cosmic order into chaos. With the very sagacity granted to him by the gods, the Pharaoh declared that one man alone, however exalted, could not decide the war by fiat alone. The Pharaoh would watch, protect the people against the war's worst depredations, and maintain Ma'at through the transition to monotheism while honoring all gods equally.

Thus, the Pharaoh balances the needs of the gods with the political and social needs of mortalkind. The battle in heaven shall not overflow into a civil war on earth, not so long as the Pharaoh still draws breath.



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The *Pharaoh* expansion brings the divine struggle closer to the realm of men, and one man in particular: The Pharaoh of all Egypt! The gods will do well to send their priests into the royal palace in order to influence the affairs of the kingdom, manipulating the different offices in order to gain political advantage and steer the Pharaoh towards recognizing the ultimate divinity of the one true god. Their struggle may be divine, but if they fail to enforce their dominance over the human sphere of affairs, all that awaits them is oblivion.

COMPONENTS

31 FIGURES



1 Golden Pharaoh



3 Anubis Priests



3 Amun Priests



3 Isis Priests



3 Horus Priests



3 Hathor Priests



3 Bastet Priests



3 Thoth Priests



3 Set Priests



3 Ra Priests



3 Osiris Priests



5 Sphinx Tokens



4 Pharaoh Tokens



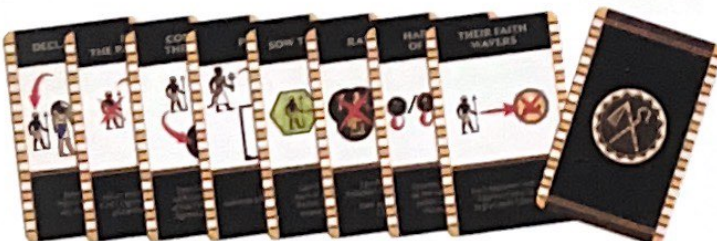
1 Pharaoh Death Token



5 Player Aid Cards



5 Pharaoh Cards



40 Political Cards



1 Palace Dashboard

NEW CONCEPTS

PHARAOH CARDS



When playing with this expansion, players choose 1 of the 5 available Pharaoh cards to use. Each card represents a legendary Pharaoh and adds to the rules of the game in a similar way to scenarios. Each Pharaoh can be combined with any scenario to create a variety of new ways to play.

Note: For your first game, it is suggested to use Amenhotep as the Pharaoh.

PHARAOH FIGURE



The Pharaoh is a neutral figure that is always present on the board and affects the game in different ways according to the Pharaoh card. He occupies spaces and moves just like any regular figure. The Pharaoh can never be killed, unless a rule specifically says so.

PRIEST FIGURES



Each player starts the game with their 3 Priest figures in their pool. Priests are used to vie for control of the different Rooms in the Palace, gaining benefits for their god. In general, Priests never enter the main board. Instead, when players perform a Summon Figure action, they also summon 1 of their Priests to a Room in the Palace. When they perform a Move Figures action, they may also move their Priests to adjacent Rooms.

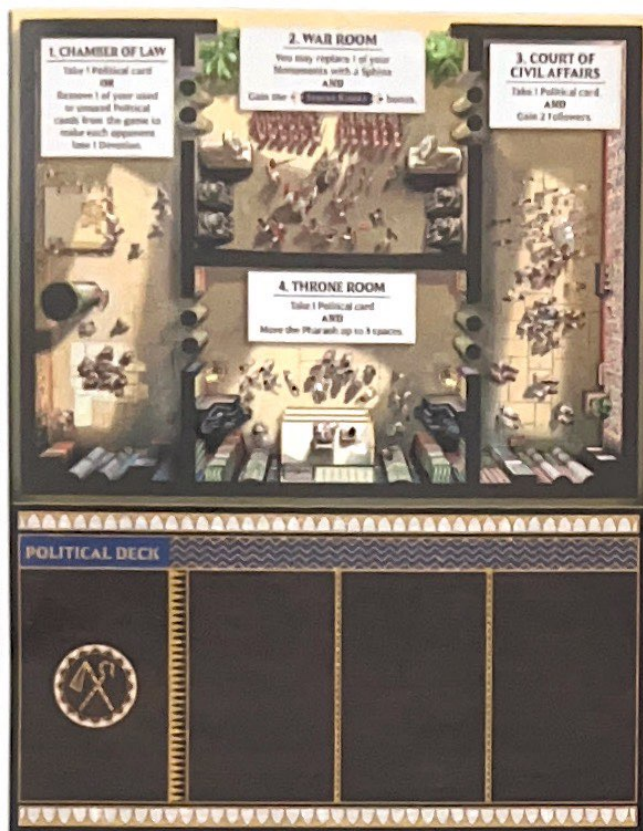
Note: This expansion contains Priest figures to be used with the 5 gods contained in the **Pantheon** expansion.

POLITICAL CARDS



By controlling some of the Rooms in the Palace, players are able to add Political cards to their hand. These contain various different special effects that can be used when performing any action. Once used, Political cards are placed on the table, just like Battle cards, returning to the player's hand when the Battle cards are returned. There's no limit to how many Political cards a player can have.

PALACE DASHBOARD



This dashboard is placed next to the board, representing the Royal Palace with its four offices. Each Room can be occupied by any number of Priests, granting different benefits to the god who controls it. At the end of each Control Monument event, majority is checked on each Room, in order. The god that has the majority in a Room clears it of their Priests and gets to perform the effects listed on it. One of these effects consists of picking one of the available Political Cards, which are displayed at the bottom of the Palace dashboard.

SPHINX MONUMENT

The Sphinx is a special type of Monument that can't be built in the regular way. The only way to place a Sphinx on the board is by controlling the War Room to replace one of the Monuments a player controls with a Sphinx.



The Sphinx counts as all other types of Monuments (Obelisk, Temple, and Pyramid) at all times, except when resolving Monument Majority, when it counts as its own type. This means players can now win a Sphinx Majority reward during each conflict, and also use their Sphinxes for powers like Obelisk, Temple, and Pyramid Attuned.

Sphinxes also possess special powers derived from the earthly ruler of the realm. Each Pharaoh has a unique Sphinx Riddle effect listed at the bottom of its card. When a player controls the War Room, they also get to perform the Sphinx Riddle, gaining a benefit directly tied to the number of Sphinxes they control.

Control of a Sphinx may change once there are no more neutral Monuments left on the board for players to control. Like any other Monument, if there are no more Sphinxes available in the supply, no more can be added to the board. However, if a Sphinx is destroyed, its token is returned to the supply.

PHARAOH - ANKH

ADDITIONAL SETUP RULES



- 1 Place the Palace dashboard next to the Central dashboard.
- 2 Shuffle the Political deck and place it facedown on the leftmost slot of the dashboard. Draw 3 Political cards and place them faceup on the slots to the right of the deck.
- 3 Each player adds 2 Priests to their pool and places the third one in the Chamber of Law on the Palace dashboard. It is recommended the pools of Priests be placed next to the Palace dashboard, separate from the Warriors, so all players can easily see how many Priests are still available to each player.
- 4 Each player takes 1 Player Aid card.
- 5 Place the 5 Sphinx tokens next to the War Room so that players can easily see how many are still available. Sphinxes are part of the general supply.
- 6 Players agree on one of the Pharaoh cards to use or pick one at random. Follow the setup instructions on the back of the card to place the Pharaoh figure on the board, as well as any extra setup needed.

SPECIAL RULES

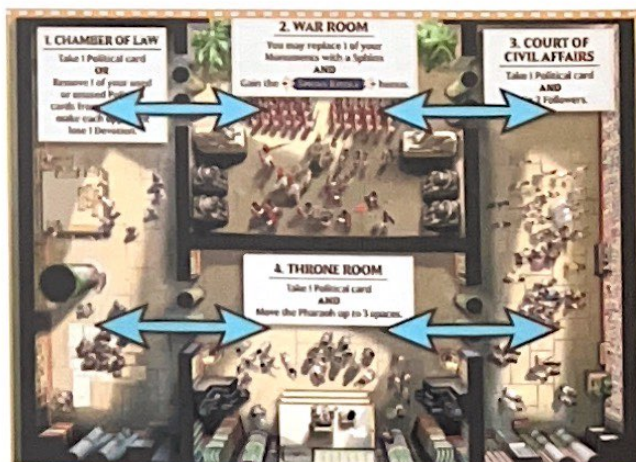
Aside from special rules introduced by each Pharaoh, this expansion changes how 2 of the 4 actions are resolved, as well as 1 of the events.

● SUMMON FIGURE ACTION ●

In addition to summoning a figure on the board, the player summons 1 Priest from their pool to ANY Room of the Palace dashboard, if able.

● MOVE FIGURES ACTION ●

In addition to moving their figures on the board, the player may move each of their Priests in the Palace to an adjacent Room. Note that Rooms are not all adjacent to each other.



CONTROL MONUMENT EVENT

At the end of each Control Monument event, the Palace dashboard is resolved. Majority is checked in each Room of the Palace dashboard that has at least 1 Priest.

Rooms are resolved in numerical order:

- 1 • Chamber of Law
- 2 • War Room
- 3 • Court of Civil Affairs
- 4 • Throne Room

The player that has more Priests than any other player in that Room wins the majority in it. In case of a tie, the tied player with lowest Devotion wins the majority. The winning player in each Room does the following:

- **Return all of their Priests in that Room** to their pool. Priests from the other players (those who did not win majority) remain in the Room.
- **Resolve the effect(s)** listed on that Room.

After resolving all Rooms, draw cards from the Political deck to fill any empty Political card slots.

RESOLVING PALACE ROOMS

1 - Chamber of Law

The player chooses **one** of the following two options:

- Be the first to pick 1 of the faceup Political cards and place it in their hand.

OR

- Remove 1 of their used or unused Political cards from the game to make all other players immediately lose 1 Devotion.

2 - War Room

The player may replace 1 of their Monuments on the board with a Sphinx (if available). The player places their Ankh token on the Sphinx, controlling it. The replaced Monument is returned to the general supply.

Then, the player resolves the Sphinx Riddle effect listed at the bottom of the Pharaoh card that is being used.

3 - Court of Civil Affairs

The player picks 1 of the remaining faceup Political cards and gains 2 Follower tokens.

4 - Throne Room

The player picks 1 of the remaining faceup Political cards and moves the Pharaoh figure up to 3 spaces. The Pharaoh can move across spaces occupied by figures, Monuments, across Water spaces, or cross Rivers and Camel Caravans, but he must end his movement in an empty non-Water space.

Note: Each time a Political card is claimed by any player resolving a Room, do not refill its empty slot. New Political cards are drawn after all Rooms have been resolved. Unclaimed Political cards are not discarded.

POLITICAL CARDS

Once per action, after moving the Action marker, a player may use 1 Political card from their hand before or after resolving that action, but before resolving a triggered event. This means that a player may use up to 2 Political cards per turn, unless they perform only 1 action, in which case they can only use 1 card.

To use a Political card, the player places it faceup in front of them (next to any other used Political and Battle cards) and resolves its listed effect. That card cannot be used again until it is returned to the player's hand.

When a player reclaims their used Battle Cards to their hand by using the Cycle of Ma'at Battle card or for any other reason, they also return their used Political cards to their hand.

Important: Political cards are not considered hidden information. Any player may ask to see the Political cards in other players' hand at any time.

MERGING GODS

When merging gods, the Priests and Political cards from the lower-merging god are also removed from the game. Both players will use the Priests and Political cards from the higher god.

Since players controlling a merged god can only take 1 action per turn, each can only use 1 Political card per turn.

SPECIAL CLARIFICATIONS



SCENARIOS

TWO CAPITALS: The Pharaoh may occupy the spaces adjacent to the Cities, but since he is a neutral figure, he is not counted when resolving City Control.

DYNASTIC UNREST: Consider not using Xerxes in this Scenario. If you do, take warning: The addition of Xerxes' constant Devotion loss makes elimination a big threat, and there is a much higher likelihood of all players being eliminated. It is not impossible, but it is very difficult to win.

THE GREAT REBUILDING: The Sphinx token pool still exists in this scenario. When replacing a monument with a Sphinx, the old Monument is returned to that player's pool.

When playing with Ramesses, be careful not to mix up Infantry and Neutral Monuments tokens.

GUARDIANS OF KEMET: The Palace dashboard is also resolved AFTER each Guardian Bid event.

● PHARAOHS ●

RAMESSES

Pharaoh Tokens Setup

The Pharaoh tokens are placed as a reminder on the events, in addition to any other tokens from the scenario.

Lead the Expedition

The effect is resolved after all other effects that happen at the end of a Conflict Event. The Pharaoh token is removed from the game after resolving the effect.

Muster Infantry

The player must always place the Infantry on the board, unless there are no empty spaces in the region.

Infantry Blockade

Infantry can't occupy Water spaces. Only 1 Infantry is allowed in each space. Figures and tokens may never occupy a space with an Infantry. If an Infantry is adjacent to a figure in a Water space, that figure doesn't count their strength in any Battle they participate in.

XERXES

Pharaoh Figure Setup

Unlike the other Pharaohs that are placed on the board by the last player, Xerxes is placed on the board by the first player.

Tyrant King

Xerxes cancels all Devotion that would be gained in the region, including from cards and other effects that happen after the Battle, like Miracle and Worshipful.

AMENHOTEP

Beloved

The Devotion bonus is cumulative with any other bonuses.

Sphinx Riddle

Place all discarded cards in a discard pile. If at any time a card must be revealed or drawn and the deck is empty, shuffle the discard pile to form a new deck. If there are fewer cards than needed to reveal, then reveal all remaining cards.

TUTANKHAMUN

Pharaoh Tokens Setup

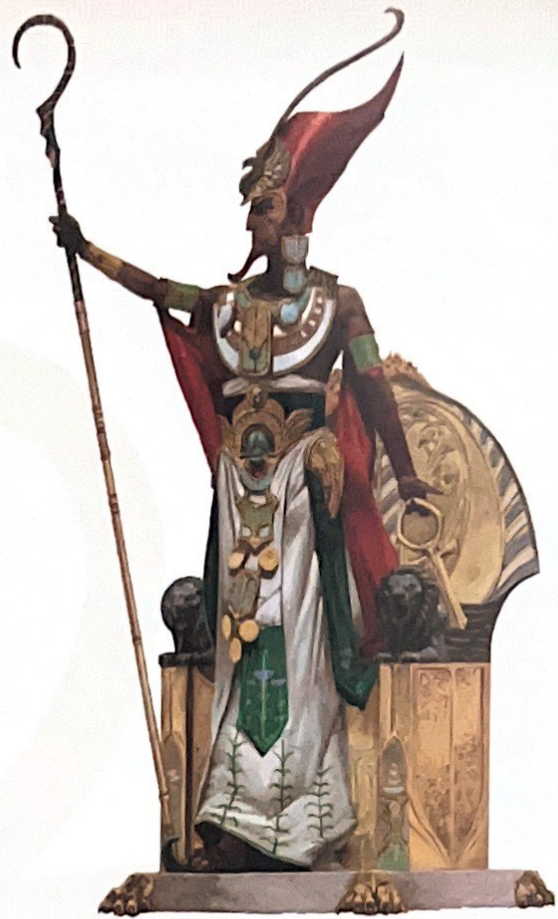
The Pharaoh tokens are placed as a reminder on the events, in addition to any other tokens from the scenario.

He is Favoured

The first region resolved in each Conflict event is Tutankhamun's region. Then, follow the normal order (1, 2, 3...) skipping Tutankhamun's region. This rule does not change the placement of Conflict Order tokens.

The Restorer

The effect is resolved after all other effects that happen at the end of a Conflict Event.



Boy King's Legacy

After Tutankhamun's death, players can't summon or move Priests to the Throne Room.

Sphinx Riddle

After Tutankhamun's death, he is considered to always have 3 Pharaoh tokens when resolving this effect.

AKHENATEN

Great Unifier

Players don't need to keep their Priests in a separate pool from their Warriors. They all serve the same purpose.

Note: If you do not have enough Warriors or Priests in your pool when performing a Summon Figure action, you may choose whether to summon to the Palace board or the main board.

They Flock to Him!

Apep may only be summoned in a Water space as long as it is in the same region as the Pharaoh. Unut must be summoned in the same region as the Pharaoh.

Sphinx Riddle

Apep may only be summoned in a Water space as long as it is adjacent to a Sphinx. Unut must be summoned adjacent to a Sphinx.