

# Kemet FAQ

A compilation of official FAQ and questions answered by the designers in the BGG threads  
(Note: Some questions are deliberately repeated under different headings)

## General Rules

### **Do the 10 starting units begin the game in the city or off the board?**

The 10 units are placed in your city at the beginning of the game - leaving two in your supply, which can be brought into play any time with a 'recruit' action.

### **After the initial set up, do we move into a Day Phase or do we have a Night Phase first?**

The latter. You begin with a Night Phase; so you enter the first Day Phase with 7 PP and 2 DI cards.

### **What are the boxes at the top of the map for?**

They are the initiative boxes for turn order. One side is for 2 or 4 players and the other is for 3 or 5 players.

### **When a player determines turn order, do they choose the order for all players or do they just pick the start player and turn order goes around the board from there?**

They determine the turn order for all players.

### **When determining player order, what happens if there's a tie for least VP's?**

The player who was earlier in player order on the previous round determines the player order.

### **When does the game end?**

The game ends if the winning conditions are fulfilled at the *end* of the day phase.

### **What is the function of the golden space at the top of the pyramid on my personal board?**

It's the space where the Divine Will power token is placed. It is played each turn at the same time as a regular token and you choose between the top two actions: Move or Recruit.

### **Can you place an action token on your player board and choose not to take the action (i.e. Place it on a Move action and choose not to move)?**

Yes.

### **Are powers from Power Tiles mandatory? Do I *have* to action a power tile in my possession?**

Yes. All powers from Power Tiles are mandatory.

### **When do I collect the prayer points from the temples that I occupy?**

You collect them at the end of the Day Phase when everyone has taken their 5 actions.

## **Pyramids**

**What is a level zero pyramid?**

It's a pyramid that has not yet been placed on the board - an empty space in the city.

**If I have a white level 1 pyramid, but I have control of an opponent's white level-4 pyramid, am I allowed to buy white level 4 power tiles?**

Yes.

**Is it possible to upgrade an *opponent's* pyramid that I've conquered and so gain the VP if I upgrade it to a level 4?**

Yes.

## **The Sanctuary of the Gods & Temples**

**To get the VP from the Sanctuary of the Gods, do I remove the two units from the Sanctuary space, or from anywhere on the board?**

They are removed from the Sanctuary.

**If I sacrifice two units in the Sanctuary of the Gods can I 'recall' the other units there after the sacrifice?**

No. Recall can only be performed at the end of a battle phase.

**If I sacrifice my last units from the Sanctuary of the Gods do I still get the VP that turn?**

Yes.

**If I sacrifice two units in the Sanctuary of the Gods and I am left with one unit and a creature there, is there any way I can recall my units or are they stuck there?**

They are stuck, unless you have the Teleportation power tile which lets you teleport from an obelisk.

**If I have a single unit on the Delta temple at the end of a turn and I also control another temple, can I take the permanent victory point and then sacrifice the unit to receive five prayer points?**

No. Distribution of prayer points comes before the distribution of permanent victory points, so in this case, the player sacrificing his last unit for five prayer points would lose control of the temple. This would cause him to lose both the temporary victory point and the opportunity to claim the permanent victory point.

**If I control two temples at the end of a Day Phase, do I receive a permanent VP every round?**

Yes. Receive a permanent VP at the end of each Day Phase where you control two or more temples.

**If I control 4 temples during a Night Phase, do I receive two permanent VPs?**

No. You receive only one permanent VP if you control two *or more* temples during a Night phase.

## **Movement & Teleporting**

**Can a troop with a creature pass through a friendly space containing another creature?**

No. There can never be more than one friendly creature in a space.

**Can a troop pass through a space containing a friendly troop if the sum of the units from both troops exceeds 5?**

No. A space may never contain more than 5 units unless a player owns the Legion power tile.

**How does the Power tile God Speed work?**

If you own this tile *all* your troops now have a standard movement of two.

**Do the internal walls of a city have the same movement restrictions as external walls?**

No. Once you've entered the city, you can move normally.

**If I move a small troop with a creature into a friendly space containing another small troop with a creature, can I combine the troops and leave the first creature behind (moving it to the city or off the board)?**

No. You can never abandon a creature except by recalling units at the end of a battle.

**Can a troop move and pick up extra units in adjacent spaces and move on with them?**

Yes. But it's important to remember that you cannot exceed your starting movement allowance. So, if you can move two spaces and in the first one you pick-up the Desert Snake, you can still only move one more space – you don't get the +2 movement bonus from the Snake that turn.

**Can I move and teleport in any order? Can I continue moving after I've teleported if I have movement points left?**

Yes, to both.

**Can a creature ever move or teleport on its own, apart from a troop?**

No. As soon as the creature is no longer accompanied by one or more units, it returns to your city if there is a district occupied by a troop of your units, or, if this is not possible, to your reserve.

**Teleporting to an obelisk costs two prayer points and requires a move action, but does it also use up a movement point?**

No. Teleporting does not consume movement points.

**Can I teleport from *any* pyramid or only from my own pyramids?**

You can teleport from any pyramid, your own or a captured one.

**Can I teleport to an *occupied* temple or obelisk space?**

Yes. And you are encouraged to do so to start a battle!

**Can a troop teleport from a city space *without* a pyramid - a zero level pyramid space?**

No. You may not teleport from a city space with a zero level pyramid.

**Is it possible to teleport from an obelisk *to* a pyramid?**

No. You may never teleport *to* a pyramid.

## **Creatures**

### **Can a creature ever move or teleport on its own, apart from a troop?**

No. If a creature is ever left on its own it is immediately placed in either the owning player's city, if he has units in that city (that do not have a creature with them already) or in the player's reserve.

### **Can I 'recall' creatures outside of a battle phase?**

No, recall can only be performed at the end of a battle phase, and only units can be recalled. If all the units in a troop are recalled, any creature with them is immediately placed in either the owning player's city, if he has units in that city (that do not have a creature with them already) or in the player's reserve.

### **If I have the Deep Desert Snake Power Tile, does the Snake cancel *all* the abilities of an opponent's creature engaged in battle?**

Yes. When the snake accompanies a troop into battle, any other creature in that battle is treated as if it doesn't exist.

### **Does recruiting a creature from my reserve cost any prayer points?**

No. It just immediately appears in a city space in which you have units.

### **Does recalling a creature provide any prayer points?**

No. It doesn't cost prayer points to recruit a creature from your supply, so you don't receive any when you recall that creature.

### **If I move a small troop with a creature into a friendly space containing another small troop with a creature, can I combine the troops and leave the creature behind, moving it to the city or off the board?**

No. You can never abandon a creature except by recalling units at the end of a battle.

## **Battle**

### **Can I teleport to an occupied temple or obelisk space?**

Yes. And you are encouraged to do so to start a battle!

### **If I win a battle, but have no surviving units, do I still gain a permanent VP?**

No. To gain a VP you must have units remaining. This rule also applies if you have the Defensive Victory power tile, which lets you win a VP as the defender.

### **Are units defeated in battle removed from the game or returned to the recruitment pool?**

They are returned to the recruitment pool.

### **Can I play a Veto against a DI card used in battle?**

No.

### **If I have the Deep Desert Snake Power Tile, does the Snake cancel *all* the abilities of an opponent's creature engaged in battle?**

Yes. Whenever one side of the battle has a Deep Desert Snake present, the battle proceeds as if the other side had no creature at all.

### **If I have the Prescience Power Tile, does my opponent have to show me his DI cards as well as his Battle card in a battle?**

No. Prescience only allows you to see the Battle card, not any DI cards.

**If I have the 'Initiative' Power Tile, can the player I attack play the 'Escape' DI card before I destroy two of his units?**

Yes. He can play the Escape card and avoid the loss.

**If you're adjacent to another player's empty city space, can units defeated in battle be retreated into that city space?**

This is only possible if the city space is the only available space, or if the loser has the Escape tile.

**A player uses the recruit action to try and reclaim his two conquered pyramids. He places two troops of 5 units each into the pyramid spaces; one of the troops has a creature. Can he attack with the troop containing the creature, then recall his units after the battle and move the creature over to the other troop so it can participate in that battle as well?**

No. All battles are simultaneous, so the creature could not take part in the second battle.

**After a battle, who chooses whether to recall troops or not, the winner or the loser?**

The loser decides first, since he must decide immediately whether to recall troops or retreat. Once he is finished, the winner decides.

**Can I recall units even if I win a battle or is it only the defeated player that can recall?**

*Both* players may recall units after a battle and receive one PP for each recalled unit.

**Do I have to decide to recall or retreat *before* or *after* my opponent picks the space I have to move to? Can I wait to see where I get placed and then recall if I don't like it?**

You must decide if you're going to recall units before the winner retreats them.

**If the winner of a battle has no units left but the loser does, what happens?**

The winner of the battle does not receive a VP, and he does not retreat the losing units. The loser can choose to either recall units or stay in the current space.

## **DI Questions**

**Can the '5 unit per space' limit be exceeded when cards or tiles - like Enlistment and Reinforcement - allow you to add units to your troops?**

No. Only the Legion Power Tile allows you to break the 5 unit limit.

**Does the Escape DI card allow me to move into the space the attacker came from?**

Yes, as long as the space is empty.

**If I have the 'Escape' DI card and I am attacked by a player with the Initiative Power Tile, can I play 'Escape' before he kills two of my soldiers?**

Yes. Initiative has no effect if you play the 'Escape' card.

**Can a 'Veto' DI card be canceled by another 'Veto' DI card?**

Yes . . . and No! You can only play a Veto card on *another player's turn*, so the player whose turn it is may *not* play a Veto to cancel your Veto. However, if a third player had the card and found it advantageous to do so, then *yes*, they could Veto your Veto.

**Can I play a Veto against a DI card used in battle?**

No.

## **Power Tile Questions** (Specific tiles are addressed in alphabetical order)

**Are powers mandatory? Do I *have* to action a power tile in my possession?**

Yes. All powers are mandatory.

**Can you explain the rule forbidding players to purchase duplicate Power Tiles?**

You cannot have two power tiles that have the same name *or* that produce the same effect, even if the colors are different. So, for instance, you cannot have two "Act of God" tokens (the ones that give you the silver action token) and neither can you have two "victory point" Power Tiles, or any two power tiles that have the same effect.

**Act of God & Divine Will: If I have both of these powers, can I play the two additional tokens in the same turn?**

Yes, you will then take 3 actions, one after another.

**Act of God & Divine Will: Are the additional actions simultaneous, or can I use one action to, say, move a troop into an enemy's city to capture a pyramid, then use a normal action to buy a tile with the newly captured pyramid?**

You must *commit* to the actions at the same time, but they don't actually happen simultaneously. You can then take the actions in any order you choose.

**Deep Desert Snake: Does the Deep Desert Snake cancel *all* the abilities of an opponent's creature engaged in battle?**

Yes. Whenever one side of the battle has a Deep Desert Snake present, the battle proceeds as if the other side had no creature at all.

**Defensive Strategy: Is the battle card replacement permanent - meaning the other card is discarded for the rest of the game?**

Yes. When you acquire this tile you pick up *all* your battle cards and permanently replace one of them with the new card. So you will never have more than 6 battle cards.

**Defensive Victory: If I win as the defender do I have to have units remaining in order to claim the VP awarded by this card?**

Yes.

**Divine Intervention: Can I play a Veto against a DI card used in battle?**

No.

**Divine Will & Act of God: If a player has both these powers, can he play the two additional tokens in a same turn?**

Yes, he will then take 3 actions, one right after another.

**Divine Will & Act of God: Are the additional actions simultaneous, or can I use one action to, say, move a troop into an enemy's city, capture a high-level pyramid, then use a normal action to buy a tile with the newly captured pyramid?**

You must *commit* to the actions at the same time, but they don't actually happen simultaneously. You can then take the actions in any order you choose.

**Divine Wound: Can I discard DI cards played *with* my Battle card to gain strength?**

No, only unused DI cards can be discarded.

**Escape: Does this allow me to move into the space my opponent moved from?**

Yes.

**God Speed:** How does this Power tile work? Does one troop get the standard one movement, and all my other troops gain +1 move?

No. If you own this tile *all* your troops now have a standard movement of two.

**Initiative:** If the defending player has two or less units in the battle, will a battle still take place?

No. The tile says, "Destroy two units from the target troop BEFORE the beginning of the battle." If there are no opponents in the area, there is no battle! No VP's are awarded either, but if the troop has movement points remaining, it may continue to move.

**Does protection, either from the battle card I played or from some other source, protect against the Initiative power tile?**

The Initiative power tile is resolved before the fight, and protection is resolved during combat resolution. Initiative is not affected by protection.

**Mummy:** Do I still draw an extra DI card if the mummy is off the board?

Yes. You draw the card for owning the tile.

**Can I use the Mummy with Vision to look at five cards and keep two?**

No. Only select one card from the first five. Additional DI cards gained from other powers are drawn separately.

**Prescience:** Does my opponent have to show me his DI cards as well as his Battle card?

No. Prescience only allows you to see the Battle card, not any DI cards.

**Can I use this ability in *all* battles or only in battles where I am a defender?**

You can use it in all battles.

**Priest of Ra:** Does this tile allow you to take a level 1 Power Tile for free?

Yes. So does the Priestess.

**If I raise a pyramid by several levels, can I save one Prayer Point per level?**

No. Priest of Ra saves one prayer point per spending action. So for the action of raising a pyramid, you save one prayer point total, regardless of the number of levels you raise at once.

**Recruiting Scribe:** Do I have to pay for the extra units I am recruiting with this card or will they come for free?

No. You do not have to pay for the additional two units.

**Do I have to recruit at least one unit to get the extra two from this Tile?**

No. If you recruit zero units you still get two free ones.

**Reinforcements:** Are the units added by this Power Tile free? Do they all have to be placed in the same space?

Yes, they are free. No, you can freely distribute them among your troops on the map and in any of your city zones.

**Slaves:** If I raise one of my pyramids from a zero to a level 3, does this tile give me -1 PP cost for each level?

Yes. In your example you would pay 0 PP for level 1, one PP for level 2, and two PP for level 3, which would be a total cost of 3 PP for the turn.

**Teleport:** Does this tile allow a troop to teleport to an obelisk regardless of the starting space?

No. Normally, teleporting works only from a *pyramid* to an obelisk. This tile lets you teleport from one obelisk to another obelisk.

**Does it still cost two prayer points to teleport using this Power Tile?**

Yes. This tile simply expands your teleport ability to include teleporting from obelisks.

**Vision:** This allows me to draw 5 DI cards and keep one. Are the remaining 4 discarded or put back on the deck?

They are put back on the deck and then the deck is shuffled.

**Can the effect of this tile stack with the Divine Boon or the Mummy effect?**

No. You only draw 5 cards once each turn and choose a DI card from among them. Any other bonus DI cards awarded are drawn as normal.

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