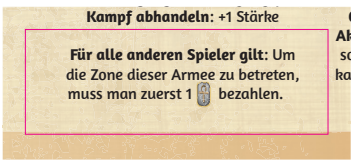
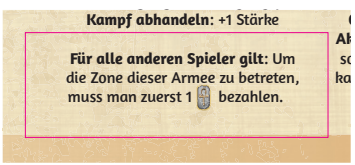
Uns ist leider bei der Bearbeitung der Spielerhilfen ein Fehler unterlaufen. An 4 Stellen sind Effekte falsch. Das ist nicht unser Niveau und wir möchten uns ausdrücklich dafür entschuldigen! Daher haben wir hier für jeden Fehler einen Ersatz als Sticker. Überklebt die jeweiligen Effekte (Je 4 Sticker für jede der 5 Spielerhilfen).

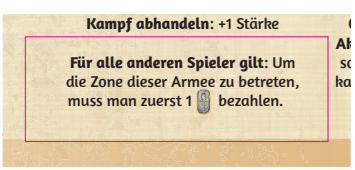
Bei Schwarz - Level 2
Khnums Sphinx

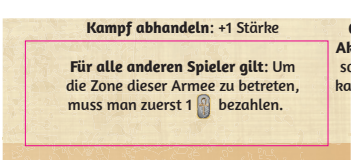
Kampf abhandeln: +1 Stärke

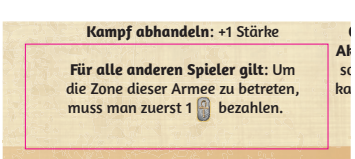
Für alle anderen Spieler gilt: Um die Zone dieser Armee zu betreten, muss man zuerst 1 bezahlen.







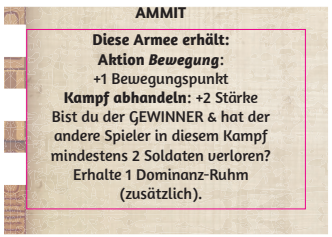


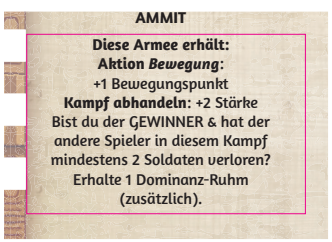


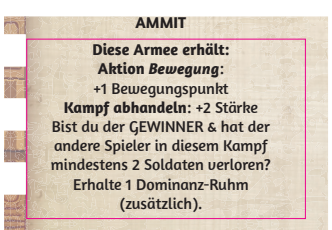
Bei Schwarz - Level 4
Ammit

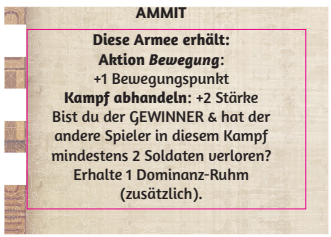
AMMIT

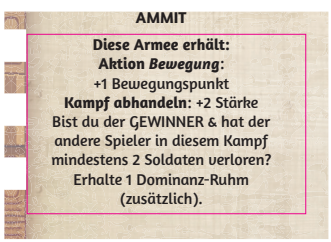
Diese Armee erhält:
Aktion *Bewegung*:
+1 Bewegungspunkt
Kampf abhandeln: +2 Stärke
Bist du der GEWINNER & hat der andere Spieler in diesem Kampf mindestens 2 Soldaten verloren? Erhalte 1 Dominanz-Ruhm (zusätzlich).







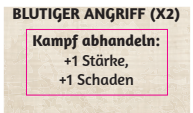


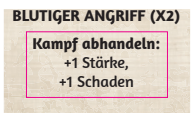


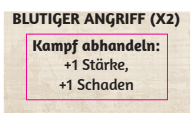
Bei Göttliche Interventionen
"Obelisken"

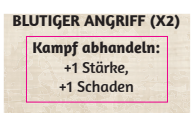
BLUTIGER ANGRIFF (X2)

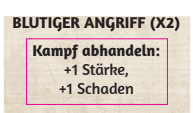
Kampf abhandeln:
+1 Stärke,
+1 Schaden

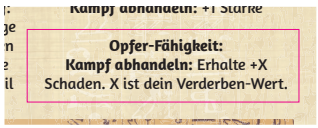
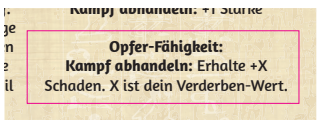
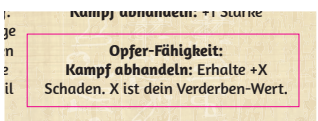
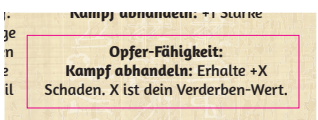
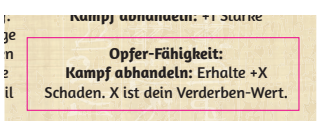










Bei "Buch der Toten"
Grün - Level 2
Erniedrigte Sphinx

Opfer-Fähigkeit:
Kampf abhandeln: Erhalte +X Schaden. X ist dein Verderben-Wert.