

# Egyptians

## CHARIOTS

### Activation

Discard one die to activate a unit of Hearthguards or a Warlord.



## WITHOUT MERCY

### Orders/ Réaction

Discard this die and immediately roll to three SAGA Dice and perform an out-of-turn Orders Phase using these SAGA dice.



## MASSED VOLLEY

### Orders

Discard this die. Until the end of your turn, the range of your bows is doubled (i.e. 2xL).



## WARRIORS

### Activation

Discard one die to activate a unit of Warriors.



## RUNNING AWAY

### Melee

Discard this die in a melee where only one of your Levies or a mounted unit is engaged. This unit immediately disengages, but may move up to L for this disengagement movement. Your unit takes 2 FATIGUES at the end of this movement. No melee is resolved.



## GALLOP

### Activation

Discard these dice. Activate a mounted unit for a movement. This movement gets an extra S movement distance and can be freely made through friendly models and units.



## LEVIES

### Activation

Discard one die to activate a unit of Levies.



## TIRELESS

### Melee

Discard this die. At the end of this melee, all your engaged units reduce by -1 the number of FATIGUE they should take.



## AIMED VOLLEY

### Shooting

Discard these dice to re-roll any Attack Dice that failed to hit the target.



## ACTIVATION POOL

### Orders

Discard one die to roll two additional SAGA Dice.



## KEEPING THE DISTANCE

### Melee or Shooting/Reaction

Discard this die. Your unit counts as being behind heavy cover for the resolution of this shooting or melee.



## STORM OF ARROWS

### Activation

Discard these dice to immediately activate all your units equipped with ranged weapons. They may only Shoot with this activation. No unit gains FATIGUE for this activation.



## COMBAT POOL

### Melee or Shooting/Reaction

Discard one die to gain one Defence Die (two dice if the discarded die was a ).



## GIVE GROUND

### Melee

Discard this die. Roll one die for each model in the unit. For each die with a result higher than its Armour all enemy units involved in this melee must discard one Attack Die.



## GOD KING

### Melee

Discard these dice. Your Warlord gains five Attack Dice and may re-roll any failed to hit attack die. At the end of the melee, add three FATIGUE to your Warlord.

