

DETAIL OF THE POWERS

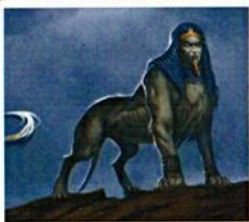
*Attention : These powers only apply during a Special Attack.
In any other situation, the Egyptian Reinforcement counts
as a standard troop.*



THE MUMMY

Enemy troops destroyed in combat by the army led by the mummy are immediately transformed into troops of the attacker.

(If that player does not have any troops left in his supply, the mummy has no effect).



THE SPHINX

The army led by the Sphinx can immediately teleport to an island already controlled by its owner before performing its move.



THE SCORPION

When the scorpion arrives on an opponent's island, immediately remove an enemy troop.



THE ELEPHANT

The army led by the Elephant always rolls a 3 on his combat die.



THE PHOENIX

When troops led by the Phoenix are destroyed in combat, they are immediately returned to play on the island from which they attacked.



THE SCARAB

At the end of its movement, if it is not killed in battle, the Scarab can transform one building on its new island into another type of building.



THE SNAKE

During its movement, the army led by the Snake can cross one empty sea space as though it contained a friendly ship.