

GIFT OF THE NILE • COUNTER TRAY (2.4)

<p>Sepat Tiles Sepats (24) Iron (1)</p> <p><i>Place all Sepat Tiles in Sepat Cup; see 4.3.1 on optional "Iron" rule.</i></p>	<p>Military Tiles Walls of the Ruler (2) Medjai Police (1) Nubian Archers (1) Mera Fleet (1) Israel (1) Chariots (1) Medjai Troops (5) <i>("Rival Dynasties" on back)</i></p>	<p>Dynasty Tiles (7) <i>Place all in Dynasty Cup</i></p> <p><i>Don't include the "Libyan" one on the back of the Libyan Migrants (see People Groups)</i></p>	<p>Retjenu Path Khasti Armies (5) <i>(Canaan, Hittites, Assyria, Persia, Romans)</i></p>
<p>Political Tiles Pharaoh (1) Egyptian Rule (2) Ma'at (2) Marriage (1)</p> <p>Megaprojects <i>Great Pyramids (1)</i> <i>Valley of the Kings (1)</i> <i>Ipet-Isut Temple (1)</i></p>	<p>Economic Tiles Action Points (1) Literacy (1) Gold (1) Alexandria (1) High Priests (1) Inbreeding (1) Rise/Decline (1)</p>	<p>Revival Chits (6)</p> <p>People Groups Jews (1) Greeks (1) Hebrew People (1) Libyan Migrants (1)</p>	<p>Libu, Shasu, and Meshwesh Khasti Armies (3)</p> <p>Kerma and Kush Khasti Armies (2)</p>
		<p>Gods (4) <i>Place all in God Cup</i></p>	<p>Kingdom/Era Tiles <i>Old Kingdom (1)</i> <i>Middle Kingdom (1)</i> <i>New Kingdom (1)</i> <i>Late Period (1)</i></p>

GIFT OF THE NILE • COSTS CHART

(8.5) Isis Reroll • 2 AP	(12.4) Colonize a Land • ? AP	(12.11.2) Move Archers/Fleet • 1 (2) AP
(9.2.2) Buy Greeks/Jews • 1 Gold	(12.5) Build Megaproject • 3 (2) AP	(12.11.5) Heroes Reaction Move • 2 (4) Gold
(10.2.8) Block Libyan Move • 1 Gold	(12.5) Build Revival Chit • 1 AP (with Mega)	(12.12) Advance Literacy • 5 AP *
(11.2 ①) Block Khasti w/Marriage • ? AP	(12.6) Place Marriage Tile • 2 AP *	(12.14.3) Plunder Jews/Greeks • 1 AP *
(12.1.1) Build Medjai Troops • 1 AP	(12.7) Hire Medjai Police • 2 AP	(12.15) Reorient Israel • 1 AP
(12.1.2) Medjai Troops Move/Attack • 1 AP	(12.8) Build Walls of the Ruler • 6 (5) AP *	(12.17) Suppress High Priests • 1 AP
(12.2.1) Attack Hostile Army • 1 AP	(12.9) Build Ma'at Tile • 5 (4) AP *	(13.1 ②) Prevent Sepat Degradation • 1 AP
(12.2.2) Invade Country Box • 3 AP *	(12.11.1) Build Nubian Archers • 2 Gold	(13.2) Return/Repair Chariots • 1 (2) AP
(12.3) Temple a Sepat • ? AP	(12.11.1) Build Mera Fleet • 4 (2) Gold *	(13.4) Buy Gold • 2 (1) AP