

EPHEMERAL GATE

Ability Guide Wave 0.32

This document provides a list of abilities that can be added to Ephemeral Gate figures by class. The abilities listed here can also be found in the figure builder at www.ephemeralgate.com.

Foraged Dice Reference Key

The markings below are used as a reference to how foraged dice are used in a particular ability. These same markings are used in the figure builder.

() = Rolled die

[] = Foraged die

[()] = Roll foraged die

[] = Foraged and discarded

DISRUPTOR ABILITIES

D1 6 Points - Attack, Targets 2, Range 1, Damage: Force + [D4]

D2 3 Points - 2 Spray Damage after standard attack, Spray Range 1 [D4]

Ref: "Spray Range 1" indicates that all figures within range 1 of the target will suffer spray damage

D3 5 Points - Attack, Damage: [D4], Range 1, Rush

D4 4 Points- Attack, Target 1, Range +2 , Damage: Force + [D6]

D5 6 Points - Attack, Range +6, Damage: [(D6)]

D6 3 Points - Prep, Use 1 prep token to increase this figure's force by 4 for it's next attack, Recurring

D7 7 Points - Melee, Damage: [(D8)], Rush

D8 5 Points - Attack, Target 1, Range +2 , Damage: Force + [D8]

D9 5 Points- Attack, Target 1, Damage: Force + [D10]

D10 6 Points - Attack, Damage: 0, Immobilize, Add 2 spray damage for each prep token discarded [D10]

D11 6 Points - Melee, Damage [D12], Resistible + 2

D12 8 Points- Attack, Damage: [D12] + 2, Immobile, Gain 1 Prep token

TACTICIAN ABILITIES

- T1 3 Points - Mine, Active, Deploy within range 1, Damage: [D4]
- T2 2 Points - Defend, Reduce attack damage by [(D4)] or [D4] . Limit 1
- T3 2 Points - Target 1, push or pull another figure within range 2 [D4]
- T4 4 Points - Mine, Passive, Deploy base contact, Damage: [D6]
- T5 4 Points - Target 1, push or pull another figure within range 2 [D6], Resistible
- T6 5 Points - Mine, Active, Deploy base contact, Damage: [D8]
- T7 5 Points - Defend, Reduce attack damage by [(D8)] or [D8]. Limit 1
- T8 6 Points - Target 1, push or pull another figure within range by [D8], Resistible
- T9 6 Points - Mine, Passive, Deploy base contact, Damage: [D10]
- T10 5 Points - Reduce a [D10] by 2, Increase any other foraged die by 2, Recurring
- T11 7 Points - Defend, Reduce attack damage by [(D12)] or [D12]. Limit 1
- T12 8 Points - Remove 1 action from target figure, Range - 1, [5/6/7] Resistible, Limit 1
- T13 3 Points - Sneak

LEADER ABILITIES

L1 12 Points - Attack, Target 3, Range + 1, Immobile, Form up to 3 attack dice pools with any foraged dice. Ignore foraged value and re-roll dice for each attack.

L2 10 Points - Heal, Full Health, All [8/9/10].

L3 10 Points - Push or pull the gate by [D4] cm.

Ref: All figures and terrain remain in their positions. In doing this, figures can enter or leave the gate and terrain can overlap the gate.

L4 2 Points - Defend, Reduce attack damage by [(D4)] or [D4]. Limit 1

L5 10 Points - Push or pull up to two figures within range by [D6]. Resistible

L6 4 Points - [D6] Reduce a foraged D6 on this figure by 2, increase any other foraged die by 2, Recurring.

L7 4 Points - If any friendly figure within this figure's range takes damage. A [D8] may be reduced by any amount to negate the same amount of damage.

L8 5 Points - Defend, Reduce attack damage by [(D8)] or [D8]. Limit 1

L9 8 Points - Give another figure that hasn't been activated 1 additional action. Rush. Limit 1. [5/8]

L10 5 Points - Start the game with two additional prep tokens.

L11 7 Points - Whenever an opponent figure takes an attack action, at the end of that action this figure may be moved up to 4 cm.

L12 9 Points - Attack, Damage: Force + [D12]. No defense abilities can be used against this attack.

RUNNER ABILITIES

R1 2 Points, Move, Movement + [D4]

R2 3 Points, Counter Attack [D4], Perform this attack after this figure is not defeated by an opponent's attack.

R3 4 Points - Melee, Damage: Take one prep token from opponent. Chain Rush, Resistible [D6]

R4 3 Points, Attack, Melee, Rush [(D6)]

R5 4 Points, Move, Movement + [D8]

R6 5 Points, Counter Attack, Damage: [D8], Perform this attack after this figure is not defeated by an opponent's attack.

R7 7 Points, Melee, Chain Rush Damage: [(D8)]

R8 6 Points, Move, Movement + [D12]

R9 6 Points, Attack, Melee, Damage: [D12]

R10 3 Points - Sneak

R11 2 Points - Prep tokens spent to move this figure may move it 3cm instead of 2.