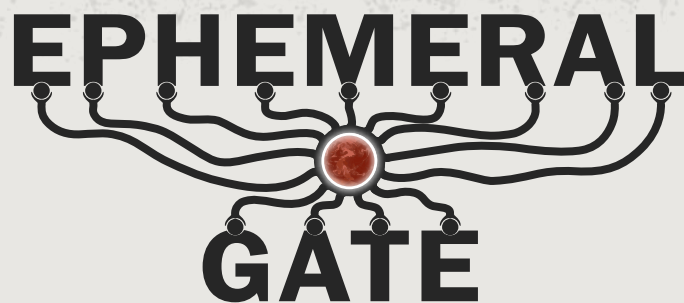


EPHEMERAL GATE



Rules of Play Version: 0.20

The gates appeared across space and time, across planets, across galaxies. Mysterious black voids beckoning beings of all types to study their depths. But their time for experimentation was limited. Once the gate has been activated it vanishes shortly after, never returning. Those who entered found themselves on the same desolate planet with no way home. After some time, gates began appearing on this planet too. With the planet growing more crowded and dangerous by the day, and resources running thin, most chose to take their chances with these newly opened gates. If they can only get to them before they close.

ABOUT EPHEMERAL GATE

Ephemeral Gate is a print and play table top skirmish game for two players. Ephemeral Gate is designed with the goal of being accessible to a wide variety of players and have a low barrier to entry for new players. There are no components that are specifically required for the game, although some printable ones are included if players choose to use them. Players instead can use pieces they already own along with an online figure builder that will set traits, specification, and abilities for the chosen figures.

MEET MIRA

WHAT IS NEEDED TO PLAY

1. A Figure Set - A figure set consists of two to six pieces that have a circular base no greater than 67mm in diameter. These figures can be miniatures, standees, tokens, or any other similar object.
2. Spec Sheets - Each figure will need to have a corresponding spec sheet that will define it's characteristics such as its name, hit points, abilities and more. Spec sheets can be created and printed from www.ephemeralgate.com.
3. Play Area - The play area for Ephemeral Gate is 40cm x 40cm square.
4. Terrain - Five items to be used as terrain. These can be any items players wish to use but must be agreed upon by both players before the game begins.
5. A Gate - 9cm flat circle.
6. Range Ruler - A ruler that measures in centimeters.
7. Dice - Each player needs two sets of D4, D6, D8, D10, and D12.
8. A pencil or pen

CONSTRUCTING A FIGURE SET

There are no predefined figures for Ephemeral Gate. Any miniature, standee, token, or similar object may be chosen as a figure. The base of the figure must be circular. Some small deviation from a perfect circle is allowed as long as it is agreed upon by both players. Base diameter may not exceed 67mm. Figures are crafted prior to the start of a game. Each player needs to bring a fully formed figure set with them to the start of the game. A figure set consists of 2-6 figures with no more than 100 total spec points used between all figures.

Assigning Points to figure's Base Specs

The number of base spec points a figure has to distribute are based on its class. The chart for the minimum and maximum base points are below:

Disruptor:	10 - 25
Runner:	10 - 25
Tactician:	15 - 30
Leader:	20 - 35

Each figure has the following base traits in which base spec points can be contributed

Hit points:

Movement (2 x cm):

Force:

Range (value x 5 cm):

Hit points is the number of damage a figure can take before it is defeated and must be removed from the play area.

Movement is the total number of cm that a figure can move when taking the move action. See more details on moving figures in the "Taking Actions" section.

Force is a figure's basic attack. See more detail on attacking in the "Taking Actions" section.

Range is the distance away a target figure can be from the active figure's base in order to be considered a target. The distance is in cm and it is multiplied by 5 for every base spec point

Adding Abilities to figure

Players may choose to add special abilities to a figure. Each ability has a cost in spec points that must be added to the figure's total points when the player is crafting their figure set. A figure's class dictates what abilities are available to them and are listed in the Ephemeral Gate Ability Guide. Often these abilities will require foraged dice in order to activate them. For this reason, it may be advantageous to assign multiple abilities to a figure because the outcome of the foraging phase is unknown when creating a figure set. Foraged dice will be explained later in this rule book.

Determining figure's Number of Actions

The number of actions a figure can take in a game depends on the figure's Class. Leader figures will only get two actions each game but begin the game with two prep tokens. All other classes begin the game with three available actions.

Figure Set Builder available at www.ephemeralgate.com
Figure Spec Sheet Example

- A: Figure's Name
- B: Figure's total spec points
- C: Figure's class
- D: Description of figure
- E: Base spec points, includes Hit Points, Force, Movement, and Range
- F: Ability names
- G: Ability spec points
- H: Ability description in text
- I: Ability description in cards
- J: Hit Points represented by icons
- K: Allowed action represented by icons
- L: Prep Tokens represented by icons
- M: Foraged die required for a given ability

SET UP

Determining Player X and Player Y

Throughout this rule explanation players will sometimes be referred to as either Player X or Player Y. If one player has a lower number of total spec points (the sum of all of their figures) than another player then that player may choose to be either Player X or Player Y. If both players have the same number of total spec points then each player rolls a D6. The player that rolls the highest value may choose to be either Player X or Player Y.

Place the 40cm x 40cm play area within reach of both players.

Place the gate and the five pieces of terrain next to the play area.

Each player places their figures and figure spec sheets close to them.

Beginning with Player X, players take turns placing a piece of terrain of their choice onto the play area. The gate is treated as a piece of terrain for purposes of placement. There are no restrictions on the placement of terrain within the play area but no part of the terrain may fall outside of the play area. The gate must be placed at least 5 cm from the edge of the play area.

4. Steps 2 and 3 are repeated until all figures are on the board. At this point, players may continue choosing dice and assigning them to figure spec sheets until there are no more dice remaining to be foraged, all figures are on the board, or no player has an ability that matches an available die. Note: a figure must have an ability that requires a certain die to forage it.

If both players choose to pass consecutively then no more dice can be foraged and players continue by alternating placing figures on the board until no figures are left to be placed.

Activation Phase

Player X chooses which player activates a figure first.

The player to activate first chooses one figure from their figure set to activate. The first unit activated in the game may only use one of its available actions. When a figure takes an action, players mark one of the circular action icons on that figure's spec sheet to indicate it now has one less action.

The player who is activating second then gets to activate one figure using as many actions as they wish. Play then continues with each player activating one figure until no figures have any remaining actions.

The game ends when each player has no more available actions on any of their figures.

GAME PLAY

Game play in Ephemeral Gate is broken into two phases, the Foraging phase and the Activation phase.

Foraging Phase

The Foraging phase is broken into 4 steps:

1. Players each simultaneously rolls the following types of dice: D4, D6, D8, D10, D12.
2. Beginning with the player of player Y's choice, one die is chosen from the rolled dice and placed on a figure's spec sheet. The die may be chosen from dice rolled by either player. This figure must then immediately be placed on the board with its base touching ANY edge of the play area. The figure may not be placed in contact with or overlapping the gate and must be at least 5 cm from an opponent's figure. A player may choose to pass to neither pick up a die or place a unit on the board. If the player forages a die for a figure already placed on the board then they may place the die on that figure's spec sheet without placing a new unit on the board.
3. Player X then chooses a die as described in step 2

TERRAIN

There are no restrictions on what items can be used for terrain in Ephemeral Gate but below are some things to keep in mind when choosing:

- If using terrain intended to have figure's underneath it, such as a bridge, ensure that all player's figures are not too tall to pass under it.
- Ephemeral Gate has a small play area and larger terrain may have a significant effect on the game. This effect may be the desired outcome but should be considered.
- Parts of terrain that touch the play area are going to provide cover regardless of its height. Inversely, things like overhang may not provide cover at all because the terrain is not touching the play area.

TAKING ACTIONS

On a figure's activation, it may take up to that figure's maximum number of actions. Actions may be taken one after another or may be broken up across multiple turns. There is no limit to how many times a figure can use a single action type during their activation as long as it doesn't exceed the maximum number of actions that figure is allotted. Example: Mira has three actions available. On the player's first turn, they choose to activate Mira and use one of Mira's actions. Several turns later, the player activates Mira again and chooses to use the last two of Mira's actions.

The following actions are available to a figure during their activation: Move, Attack, Prepare, Use An Ability.

Move

Move one figure. In Ephemeral Gate centimeters (cm) are used as the unit of movement. The distance (in cm) the figure can be moved is equal to its movement spec multiplied by two. Movement can be broken up into multiple straight line distances as long as the total distance moved doesn't exceed the figures movement spec. Distance is measured from the center of the figure's base, parallel to the movement direction. Figures may not move through terrain. For the purposes of movement, enemy bases are treated as terrain. "Move through" is considered to mean that the moving figure's base overlaps the terrain at any point along the movement path. A figure may move over terrain or onto terrain by adding the terrain's height (in cm) to the distance of the movement. The height that is added is the highest point of the terrain that the figure's base must pass over to complete the movement action. The height is only counted once when moving up onto the terrain. It does not take any additional movement points to move from the top of a piece of terrain downward, closer to the play surface.

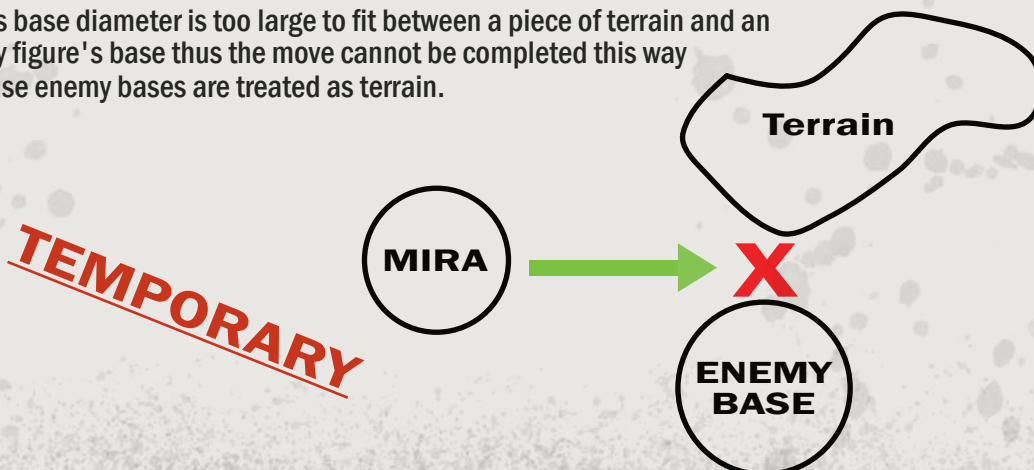
MOVEMENT EXAMPLE 1

Mira has a movement spec of 8 and can thus move 16 cm



MOVEMENT EXAMPLE 2

Mira's base diameter is too large to fit between a piece of terrain and an enemy figure's base thus the move cannot be completed this way because enemy bases are treated as terrain.



TAKING ACTIONS CONTINUED

Attack

Perform a standard attack against another figure in range. First check that the figure is in range and in line of sight. A figure is considered to be within line of sight if a straight line can be drawn from any part of the attacking figure's base to any part of the target figure's base without passing through terrain or enemy bases. The height of a figure's base should not be considered in determining line of sight. Line of sight should be measured from where a figure's base meets the play surface.

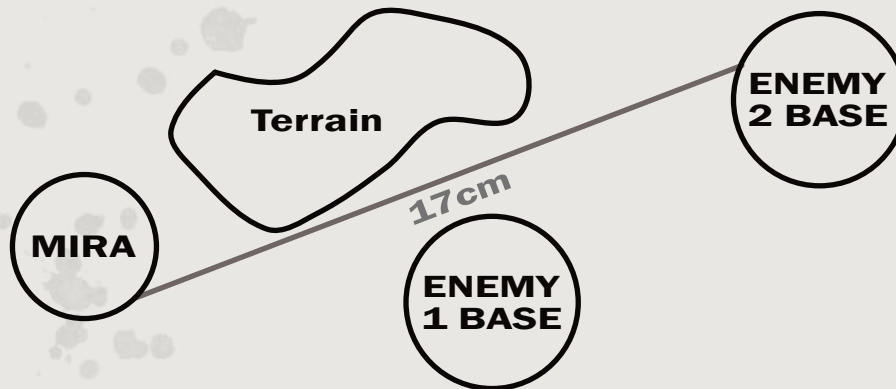
A figure is considered to be in range if the straight line of sight from the active figure's base to the target figure's base is within the attacking figure's range spec (assigned spec value x 5cm). Example: if the target figure is 12 cm away from the attacking figure, and the range of the attacking figure was a spec of 3 then the attacking figure would have a range of 15 cm (3 x 5 cm) and the target figure would be in range.

If the target figure is in range and within line of sight then the attacking player chooses any number of dice to roll with any number of sides on the dice chosen. The amount of damage dealt is equal to the sum of the value of those dice as long as it does not exceed the figure's force spec. Example: the force value of an attacking figure is 7, the attacking player chooses roll 2 D4. If anything other than both dice rolling a "4" occurs then the attack has a value of the sum of both dice.

If a figure's damage is ever greater than or equal to its hit points then it is defeated. After an attack, if the figure is not defeated, the controlling player marks the number of damage on the damaged figure's spec sheet by filling in the number of hit point icons equal to the damage dealt.

ATTACKING EXAMPLE 1

Mira has a range spec of 4 and can thus attack a figure up to 20cm away.



A straight line of sight can be drawn from Mira's base to Enemy 2's base and the distance of that line is less than 20cm so Enemy 2 can be the target of Mira's attack.

Prepare

When a figure takes a prepare action then the player controlling that figure gains one Prep token (short for preparation token) and fills in an empty Prep icon on any figure's spec sheet. Prep tokens may be spent by the controlling player during any of their figure's activations, including the figure that initially took the prepare action. Spending a Prep token does not count as an action. Prep tokens do not need to be used on the figure in which the Prep token is marked but can be used on any figure. There is no limit to how many Prep tokens a player may have or use at one time. Prep tokens can be used in the following ways:

- Increase a rolled die by 2 (to the die's maximum value)
- Increase the value of a foraged die by 2 (to the die's maximum value)
- Move any figure the player using the prep token controls by 2 cm
- Remove 2 damage token from any figure
- Increase a figure's attack range by 1 on their next attack
- Ignore an immobilize keyword

PREP TOKEN ICONS

Unavailable



Available
Unused



Used



TAKING ACTIONS CONTINUED

Use An Ability

Dice gathered in the foraging phase of the game can be assigned to figures and used for their abilities. To perform an ability, remove any dice from the figure that are required by the ability and perform the ability as it is described in the "Figure Ability Types" section below. Each ability on a figure may be used more than once unless the ability is limited to one use. Abilities limited to one use will have "Limit 1" listed as a keyword.

Ability Card



- A: Ability identifier
- B: Spec point cost
- C: Foraged die required to use
- D: Ability type
- E: What the ability does
- F: Keyword area

FIGURE ABILITY TYPES

Abilities are shown on a figure's spec sheet as both text and card images. A single figure may have up to three abilities assigned to it. Descriptions of the ability types are below.

Attack

Attack abilities are intended to reduce the hit points of a target figure (typically an opponent's figure but may also be on a player's own figure). Attack abilities may have several properties such as:

Target: the number of figures that the ability can affect

Range: the distance a target figure may be away from the figure using the ability (the range value is multiplied by 5cm to get the actual distance same as a standard attack action)

Damage: the amount that the ability can reduce a figure's hit points.

Some abilities may have other properties that are described in that ability. If an ability does not list all of the properties above then the target is assumed to be 1 and range and force are equal to the figure's base spec. The same rules for range and line of sight apply to attack abilities as they do to attack actions.

If an ability is referenced as a counter attack the figure with the counter attack ability may perform an attack action targeting after not being defeated by an opponent's attack. Regular range rules apply during a counter attack. The target of a counter attack must be the original attacking opponent's figure.

Defense

Defense abilities are intended to reduce the attack damage of an opponent's figure. When using a defense ability a player may either use a foraged die at face value or re-roll that foraged die and use the new result. The value of the die used for the ability is then subtracted from an attacking figure's damage. The result after the subtraction is the amount of hit points the defender must mark off on the figure's spec sheet (to a minimum of 0). If a defending die value is greater than an opponent figure's attack value the die must still be discarded.

Heal

Heal abilities are intended to recover hit points that a figure has lost. Hit point icons already marked on a figure's spec sheet may be either erased or additional ones may be added. A figure cannot gain hit points past the number it started the game with by using a heal action. A heal action may specify a range that the figure being healed must be within relative to the figure using the ability or a number of targets that the ability can be used on.

Melee

Melee abilities are a type of attack ability that always has a range of zero. In order to use these abilities, the figure using the ability must be in base contact with the figure that is the target of the ability.

Mine

Mines are a type of attack ability that damages any figure within range one (5 cm) of the mine. The location of a mine is marked by placing the foraged die required for the ability onto the play area. Mine abilities will dictate where that die can be placed relative to the figure using the ability.

Detonation - Mines can be either passive or active. Passive mines detonate whenever a figure ends its movement within range 1 (5cm) of the mine. Active mines can be detonated by any figure of the player controlling the mine by using 1 action. When a mine detonates standard attack rules apply, including line of sight. Damage from mines is applied before any rush or chain rush abilities.

FIGURE ABILITY TYPES

CONTINUED

Misc.

Miscellaneous abilities don't fall into one of the other listed categories and the specifics of the ability will be described on the ability card.

Move

Move abilities add extra movement distance while a figure is being moved across the play area. The value of a foraged die is added to the unit's movement spec, thus the extra movement in cm is twice the value of the die. When using a movement ability, the same rules apply as taking a standard move action but with the extra distance applied.

Prep

Prep abilities utilize prep tokens instead of forged dice. These abilities can modify what prep tokens can be used for or trigger an effect when a prep token is used.

Push Pull

Push pull abilities allow other figures in the game to be moved relative to the figure using the ability. The target for a push pull ability must always be a figure other than the figure using the ability and the figure may belong to either player.

During a push pull ability the target figure is either moved away from or moved toward the figure using the ability. The distance that the figure is moved by is dictated by the value of the foraged die used for that ability.

The direction of the target figure's movement must be along an imaginary line that runs through the center of both the target figure's base and the base of the figure using the ability. Figure's cannot be pushed or pulled in any direction other than along this imaginary line.

END GAME

The game ends when no figures have actions left to be used. After all figure's have used their action, the winner of the game is the player with the highest number of figures whose bases are touching the gate. If players have the same number of figure's touching the gate then the player whose figure's spec points added together is the highest is the winner. If neither player has any figures touching the gate at the end of the game then neither player is the winner.

KEYWORDS

All

All figures, enemy or friendly

Immobile

Figure gaining the immobile keyword from an ability can never take the move action after using the ability. This figure may still be pushed or pulled by other figures.

Immobilize

A figure that was affected by an Immobilize attack cannot move on their next activation, Resistible.

Limit 1

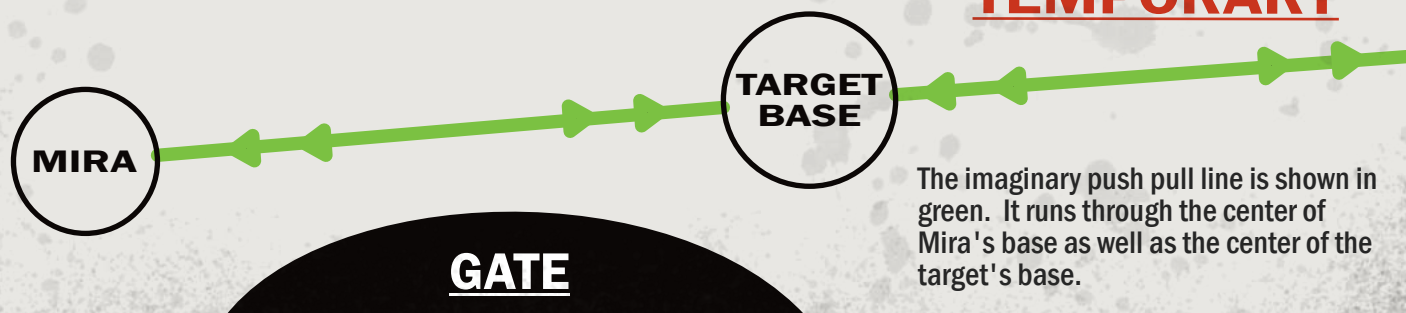
This ability may only be used by this figure once per game, regardless if the figure has additional foraged dice that would meet the abilities requirements.

Multiple Targets

If an ability specifies multiple targets, all of those targets must be in line of sight when the ability action is chosen.

Example: If one figure is blocking line of sight from a second figure, the second figure cannot be the target of the ability even if the first figure is defeated or moved while using the ability.

PUSH PULL EXAMPLE



The imaginary push pull line is shown in green. It runs through the center of Mira's base as well as the center of the target's base.

KEYWORDS CONTINUED

Recurring

May repeat the action as many times as desired and is possible all during the same action

Ref

Indicates that additional information about the ability can be found in the ability guide.

Resistible

The defending player may roll dice with the same rules as an attack (using their force value). This is called a resist roll. If the resist roll is greater than the foraged die value that the attacker used to activate the ability then the ability has no effect. Any '+' or '-' value after the "Resistible" keyword is a modifier to the defending player's force roll.

Rush

This ability can be used at the end of a movement action without using an additional action.

Chain Rush

Chain rush indicates an action that can be used in the middle of a movement action. Chain rush can be used multiple times on different opponent figures throughout a movement.

Sneak

Figure may pass through enemy figure bases when moving.

Spray

After an attack deals damage to a figure, the specified spray damage is dealt to any figure within the specified spray range of the defending figure.

CREDITS

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Game Design

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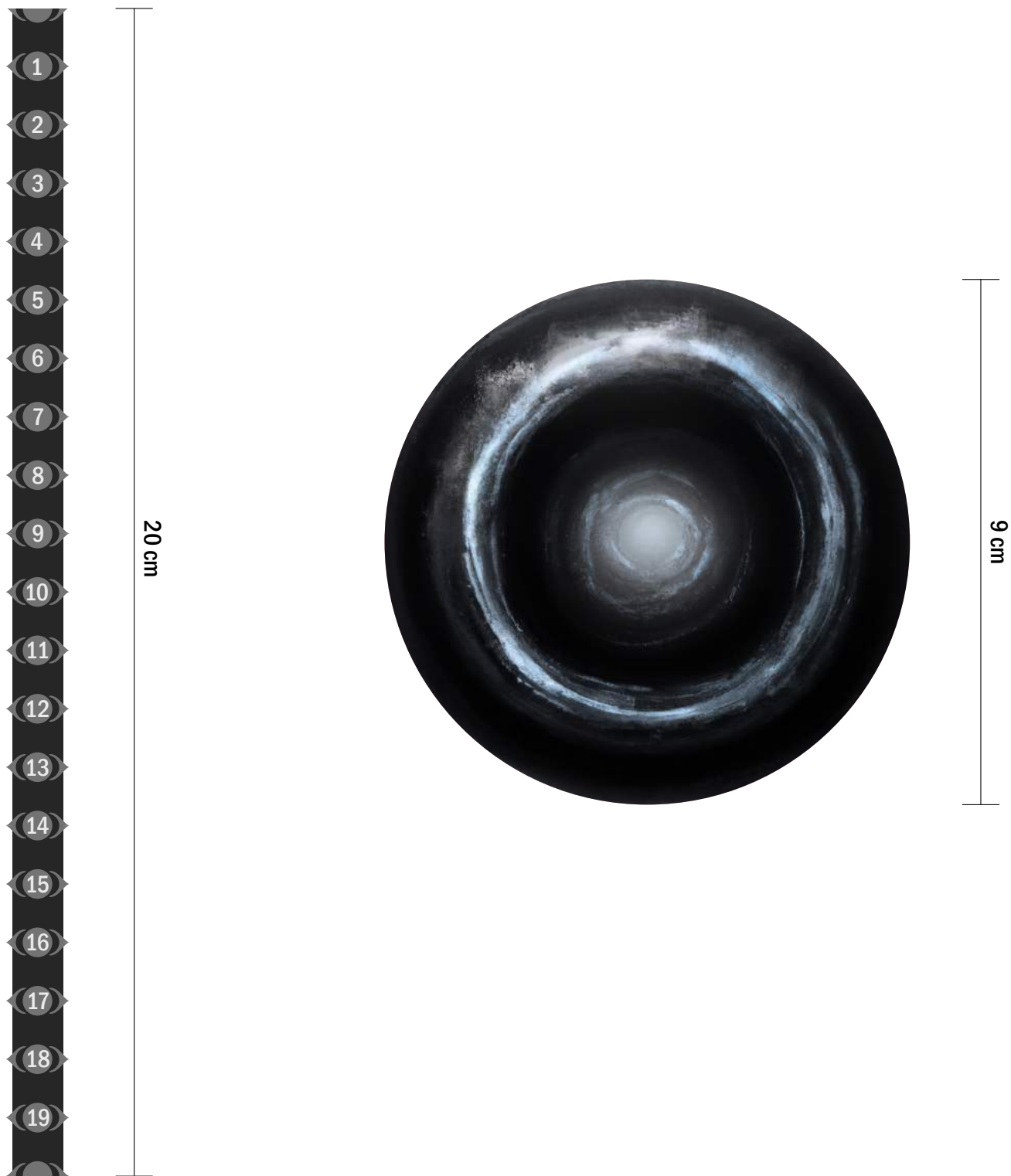
Play Testing

REVISION LOG

January 2023 - V0.20 - Released for beta testing

APPENDIX 1: PRINTABLE COMPONENTS

Components in this section are intended to provide players some basic items required to play Ephemeral Gate such as a 9cm gate, a range ruler in centimeters (cm), and 40cm x 40cm play area. These components are not required and other suitable components may be used if the players wish. After printing, it is important to make sure that the dimensions of the components are correct.



PRINTABLE PLAY AREA MAP

SECTION 1 **TEMPORARY**

20 cm



PRINTABLE PLAY AREA MAP

SECTION 2 TEMPORARY

20 cm



PRINTABLE PLAY AREA MAP

SECTION 3 **TEMPORARY**

20 cm



PRINTABLE PLAY AREA MAP

SECTION 4 **TEMPORARY**

20 cm

