

GATEFALL

CHAPTER ONE: FANTASY VS POST-APOCALYPTIC

**UNDER CONSTRUCTION
AS WE FINALIZE SOME COMPONENT DESIGN STUFF**

CHARACTER CARD

Victory Point Value

Stats

Name

Passive ability

Upgrades

Special Ability (only unlocked when all upgrades are unlocked)

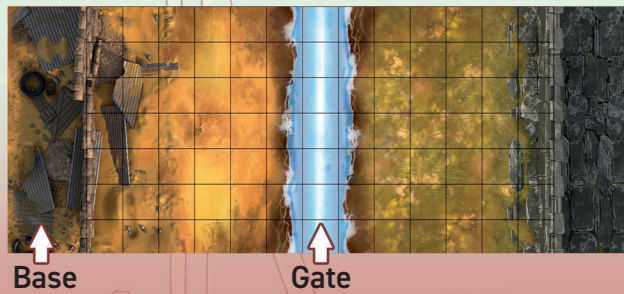
Health Bar

Health Marker

Respawn Space

Starting Health

GAME BOARD



ORDER OF PLAY:

Each Turn has 7 phases:

- 1. ACTIVATE:** Resolve any abilities that happen every TURN - like Penny's scavenging.
- 2. UPGRADE:** Spend COINS.
- 3. RESPAWN:** Move any Health Markers that are not on their Character Card onto the Respawn Space, or if the character started the turn with a Health Marker ON the Respawn Space - Respawn that character.
- 4. REVEAL:** Reveal your Hand to find your Action Point total.
- 5. ACTION:** Spend Action Points on Moving or Attacking. Use Heal cards.
- 6. DISCARD:** Discard your hand.
- 7. DRAW:** Draw a new hand of 5 cards.

SET UP AND STARTING THE GAME:

Each player rolls 5 dice, whoever gets the most Red results is the first player.

The first player chooses their faction first

- Each player creates and shuffles a deck of 10 cards, 7 ONES and 3 ZEROES.
- In addition each player should have within reach a Zero Deck of 13 ZEROES and the Main Deck of all remaining cards (Higher Action Point Value cards, Heal cards and Coin cards). Shuffle the Main Deck.
- Each player places their character cards within reach and places the character figures in their Base. Each character gets a Health Marker on the Starting Health space on their Character Card. Note that Penny does not start in the Wasteland player's Base, but must be brought into play using Firebug's Passive ability.
- Each player draws 5 cards from their deck into their Hand - and play begins with the first player taking their turn.

DETAILED PHASE DESCRIPTIONS:

REVEAL:

Turn your current hand face up on the table for everyone to see. Add up the numbers on the cards to find out how many Action Points you have this Turn. Action Points do not roll over and may not be saved for later turns.

ACTION:

You may spend your Action Points to allow your characters to Move and Attack. You may also use Heal cards you have previously drawn on your own turn without spending Action Points.

- **MOVING:** 1 Action Point allows one of your characters to move a number of squares equal to its Speed Stat. Characters can move diagonally, and can move through allies but not through opponents. You can't share movement between characters, and if you attack you must spend another Action Point to move again.
- **ATTACKING:** 1 Action Point allows one of your characters to attack. You can attack any enemy that is in range based on the attacker's Range Stat. Count the number of squares to your target to determine the range, you can attack diagonally and through any other character. The Attacker rolls an Attack roll with a number of dice equal to their Attack Stat and the defender rolls a Defence roll with dice equal to their Defence stat. If the total number of Red results on the Attacker's dice is greater than the total number of Red results on the Defender's dice, the Defender loses the difference in Health. If the Defender has more Red results, or there is a tie, there is no effect. If either player rolls a Green, they take a Coin Token for each one that they rolled. If a character's health is reduced to zero, that character's figure is returned to its owner's Base (unless its Penny). Remove their Health Marker from their Character Card. The Attacker gains Victory point tokens equal to the Victory Point Value of the defeated character, and the Defender adds Zero cards from the Zero deck to their Discard Pile equal to the same value. Characters in either Base may not be Attacked.
- **USE HEAL CARD:** If you have previously collected a Heal card and it is your turn you can remove it from the game to recover Health for one of your characters.

DISCARD:

The entire hand of cards that you revealed this turn is placed face down in your Discard Pile. Unused Action Points are lost and do not carry over.

DRAW:

Draw 5 new cards from your deck. If you can't draw 5 cards because your deck is depleted, shuffle your Discard Pile into a new deck and continue drawing up to 5 cards.

UPGRADE:

You may spend Coin Tokens to do several things:

- Spend 3 Coin Tokens to destroy a zero in your Discard Pile.
- Spend 4 Coin Tokens to buy a card from the Main Deck. If it's a Number Card - put it in your Discard Pile. If it's a Coin Card, remove it from the game and take a Coin Token. If it's a Heal Card, place it to one side and visible until you use it.
- Spend 5 Coin Tokens to Upgrade a Character. Place a Grey Upgrade Token on one of the Upgrade Squares on that Character. This improves one of the Character's Stats. If all 4 Upgrades are unlocked, that Character may now use their Special Ability.

RESPAWN:

When a character is defeated, move their figure to your Base and remove the Character's Health Marker from their Character Card. During your Respawn phase, you may move any Health Markers that are not on a Character Card back onto that card on the Respawn space.

The Character may not Move or Attack this turn. If a Character has a Health Marker on the Respawn Space when this phase starts for that Character's side, move the Marker onto their Starting Health value on their Health Bar - now that Character may Move and Attack this again.

Note that Penny does not respawn, but must be brought into play by Firebug's Passive ability.

WINNING:

The first player to gain 7 Victory Tokens immediately wins the game.

F.A.Q. & RULES CLARIFICATIONS:

CAN LOST BOY USE HIS PASSIVE ABILITY INSIDE THE GATE?

Nope. He must be completely out of it on either side. Any allies IN the Gate are not considered to be on his side.

WHEN PENNY IS KILLED, DOES SHE RESPAWN?

No - Penny may only be brought into play using Firebug's Passive ability. If she is killed, she is removed from the board until Firebug pays to have her return.

CAN FIREBUG HAVE REVENGE AGAINST MORE THAN ONE CHARACTER?

Yes. Penny can be killed multiple times, each killer gets a token. However, each killer can have only one token - these tokens do not stack.

IF FIREBUG DIES, IS ARE REVENGE COINS REMOVED FROM HER OPPONENTS?

Nope. They stay, and after Firebug respawns she can still acquire them.

DOES PENNY'S SCAVENGING ABILITY WORK ON ANY TURN?

Nope. Only the turn of her side, Wasteland.

DOES GILDRI'S PASSIVE ABILITY GAIN HIM COINS WHEN DEFENDING?

Nope. Only when he is the Attacker. He still gains coins from Green die results.

BROG'S MINI TAKES UP MORE SPACE, HOW DOES THAT WORK?

Brog takes up 2 squares, but only moves 1 square at a time for each Speed Stat point. He is considered to be in both of the squares his mini is in for the purposes of targeting and his Taunt ability. His mini does not rotate.

WHAT IF ENEMIES TARGETED BY RANDAR'S PASSIVE ROLL GREEN OR BLANK?

Nothing happens, only Red has any effect.

DO HEAL AND COIN CARDS GO INTO MY DECK?

They never do. Coin cards are immediately removed from the game and replaced with a Coin token, and Heal cards are kept by the player that drew them, but to one side and separate from their deck/hand.

CAN YOU SPLIT A MOVEMENT ACTION? (I.E. USE 1 ACTION POINT TO MOVE 2 CHARACTERS)

Nope. 1 Action Point can only be used to move 1 character. To move another character you must spend another Action Point. Also once you use an Action Point to Attack, you must spend another to move again (movement doesn't carry over).

HOW MANY SPACES DEEP IS THE GATE?

Just 1, the art extends to either side a bit, but those spaces are not Gate spaces.

HOW DO I MEASURE RANGE AND DISTANCE?

You can always count diagonally, horizontally or vertically when measuring range or distance. If you are measuring who is closer, you must choose the shortest path you can draw for both targets.

CREDITS:

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