2025/06/22 00:54 1/2 Ethereal

## **Ethereal**

This being has awesome mental powers which allow for telepathic communication and telekinetic abilities. The apparently weak physical abilities of this creature are sustained by its mental powers. We do not understand how these telekinetic powers work, since they seem to defy the laws of physics as we know them. They are extremely dangerous in any combat situation, where they rely on their mental powers for combat. They rarely appear on earth since they seem to rely on other races to pursue their objectives.

## **High Threat**

Ethereals are the ruling caste of the Alien hordes. They will not be seen until the late in the game, but when they do, expect them to be armed with the most powerful weapons in the alien arsenal. Their bodies are thin and emaciated, with pale, pinkish skin. However, they only appear in combat wearing billowing orange robes which make their narrow frames look more imposing.

They can endure large amounts of damage and have very good combat skills. They also have good mobility and are able to fly, which they do with little hesitation. Every Ethereal has psionic ability; expect psionic warfare to commence almost immediately in any combat against them. Always engage Ethereals with the greatest caution, and all knowledge of psionic combat you have at your disposal.

As if their combat skills, high mobility, resistance to fire and psionic ability were not enough, they also have one of the strongest terror units in the game- the Sectopod.

Name	Class	Target #	Base Hit Points	# of Hands	Move	Alien Ability	Psionic Skill
Ethereal Soldier	Marine	9	6	2	6		4
Ethereal Leader	Special	9	6	2	6		4
Ethereal Commander	Special	9	6	2	6		5

## **Ethereal Leaders**

Ethereal Leaders count as being of every class - thus they receive one free reroll for each profession.

## **Ethereal Commanders**

Ethereal Commanders are as skilled as Leaders, but also have 5 points of luck that can be used in the same manner as the players.

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