


## OPHIDIAN RULES SUMMARY

Players will be pitting a team of Gladiators against the competition in a series of 4 Waves. Eliminate the competition and secure your place with the Legends of the Ophidian Arena Circuit! Players get Momentum, and keep the flow to win!


**Setup:** Players create a team of **up to 4 Gladiators** with a **combined total of exactly 10 Victory Points**. All Gladiators start in play at Level 1 and cannot have duplicates on the same team. (Set any Level 3/4 Gladiators and Reinforcement Gladiators aside to form the Gladiator Stack.) The Deck must have a minimum of 50 Strategy (non-Gadiator) cards with no more than three of any card (by card title). Each player shuffles their Deck and draws to the maximum hand size (default of 7) plus two cards, then selects 2 cards to place on the bottom of their Deck in the order of their choice, keeping the remaining 7 cards to form their hand. Players set Energy (represented by ) to 11, and Cheer to 0. *Players receive Energy equal to 10 plus the number of the next Wave. Before the first Wave players get 11 Energy, before the second Wave players get 12 and so on.* Players will spend Energy to Play and Maintain cards. Roll a die to see who starts with Momentum (see below). The player with Momentum arranges their Gladiators in the Support Field (back row) and/or Action Field (front row) as they see fit. Then the opposing player does the same. Once finished the player with Momentum begins!






### Strategy Card

- |                              |                |
|------------------------------|----------------|
| 1. Card Title                | 6. Card Type   |
| 2. Momentum Symbol           | 7. Keyword(s)  |
| 3. Discipline Requirement(s) | 8. Card Number |
| 4. Play Cost                 | 9. Gametext    |
| 5. Maintain Cost             |                |









enough Energy to pay the card's Play Cost. Energy will also be used to "Maintain" the card into the next Wave. (see *The Breather*)

**Set/Unset:** Attacking and Intercepting (and using certain abilities) causes a card to Set. Rotate the card 90 degrees. Set cards cannot be used to Set again that Wave, unless they become Unset from an action or card. An arrow () listed on a card's ability indicates the card must Set to use it.

**Movement:** Advancing (moving from the Support Field to the Action Field) is . Retreating (moving from the Action Field to the Support Field) is . When an Unset card retreats, it becomes Set. Set Characters can also Retreat, but cannot Advance.

**Life:** Characters who have wounds on them **equal to or greater than their**  value they are defeated. Keep track of wounds (damage) on Characters in play. Wounds remain until healed by cards and effects. Defeated Minions are discarded. Defeated Gladiators are placed in the owning player's Funeral Pyre, and their Victory Points are scored by the opponent who defeated them.

**Variables:** Cards sometimes have variable values, represented by X. The variable value is defined in the text of the card.

**Momentum:** The person with Momentum goes first. All  (positive) cards/actions (such as advancing or attacking) let a player keep Momentum (previously referred to as "The Flow") and can continue to take actions. All  (negative) cards/actions (such as retreating) will pass Momentum to the next player after the card/action resolves. There are also  cards and actions. The game text of the card/action will determine if it is  or . In addition to  and  actions there are **Responses** which **do not cause Momentum to change** but instead act as brief interruptions.  - **Response** (playable any time as defined by the card or ability as a reaction).

**Card Types:** A player's Deck will contain Minions (similar to Gladiators except: they come into play in the Support Field and do not have a Rage value), Quick-Hits (cards that are played then Scrapped (discarded) after they resolve), Pumps (cards that play on other cards and stay in play), and Zones (visit our website for advanced rules including Zones).

**Playing Cards:** To play a card from hand a player must have Gladiator(s) with the matching Discipline and Level (or higher) as well as







### Gladiator Card



- |                   |                        |
|-------------------|------------------------|
| 1. Card Title     | 6. Rage Value          |
| 2. Discipline(s)  | 7. Attack Damage       |
| 3. Level          | 8. Card Type           |
| 4. Victory Points | 9. Keyword(s)          |
| 5. Life Points    | 10. Abilities/Gametext |

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



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**Attacking:** Attacks can only be made from the Action Field. Attacking Characters may attack Characters in opposing Support or Action Fields. Once an attack has been declared the defender's controller can Intercept, Protect or receive the attack (do nothing).  value (Attack Damage) is how much damage is done.  is Defense Damage, which is only dealt while the card that can inflict  is being attacked.  is Direct Damage, which cannot be Protected or Intercepted, as it is not dealt via an attack.

**Intercepting/Protecting:** A Gladiator can take the damage for another Character if they are in the **SAME FIELD** as the target by Intercepting. The Intercepting Gladiator Sets to jump in the way of the attack, becoming the target and receiving the Damage instead of the original target. An Unset Gladiator in the Action Field may "Protect" a Character in the Support Field. This is similar to Intercepting, except that it **does not** cause the Gladiator to Set.

**Rage/Raging:** When a Gladiator has wounds on them **equal to or greater than their**  value they are Raging. If a Character attacks an Unset Raging Gladiator that Character takes 1  (Rage Damage, always a default of 1). If a Character attacks a Set Raging Gladiator, the Raging Gladiator Unsets. (this does not apply when the Raging Gladiator Intercepting or Protecting.) A *Gladiator cannot use Rage effects during the action that caused them to become Raging.*

**Unique:** Strategy Cards with a "♦" before their title are **Unique** and each player can only play one card with that title per Wave (and only have one card with that title in play).

**Crowd Favor/Cheer/Roar:** When a Gladiator attacks, 1 Cheer is generated. If the attack is Intercepted, the Intercepting player gains the Cheer. Otherwise, the attacking player gains the Cheer. Protecting does not 'steal' Cheer. During or after a  action but before the next action is performed, 1 Cheer can be used/spent to change that  action to a  action (this is called "Roar"). The action will still resolve as normal, but Momentum will pass to the next player when it is complete. At any point in the game, if a player has more cheer than all other players, they are considered the Crowd Favorite, allowing abilities with the  symbol to be used. Cheer also provides an alternate Victory Condition.

A **Wave** ends when both players consecutively "PASS" - usually because they have no other actions they can/wish to perform, but a PASS may be declared at any time as an action.

**The Breather:** 5 steps occur after the end of a Wave.

## DISCIPLINES



**DETERMINE MOMENTUM** – The player with the MOST wounds on Gladiators (including defeated Gladiators) starts the next Wave with Momentum (If tied player with the most Cheer starts with Momentum. If still tied roll a die.)

**REGENERATE**– Unset all Set cards. Players discard as many cards in their hand as they want then re-draw. (*Players draw to the maximum hand size (default of 7) plus two cards, then select 2 cards from hand to place on the bottom of their Deck in the order of their choice*). Reset Energy according to the Wave number. (10+ the next Wave number) Unspent Energy from the previous Wave is lost.

**MAINTAIN** – Players pay the Maintain cost (in Energy) for the cards they wish to remain in play. Cards with unpaid Maintain costs are discarded. Pumps and Minions without a Maintain value cannot be Maintained and must be discarded at this step.

**PROMOTE**– Players may Promote one Gladiator, raising it up a level. (Flip the card or replace it with the matching higher-level Gladiator card.) That Gladiator also heals 1 wound. Players can bring in Reinforcements if it doesn't give them more Gladiators than they started out with.

**MANEUVER** – Players may reposition their Characters in play into whatever position they would like (Action or Support Fields) and continue. (The player from the **DETERMINE MOMENTUM** step starts with Momentum. Repositioning costs nothing, and does not count as advancing or retreating.)

**Reinforcements:** Players may have up to 3 Reinforcement Gladiators. Starting at Level 0, they can be brought into play during the **PROMOTE** step of the Breather to replace fallen Gladiators. Reinforcement Gladiators have a Maintain cost but since they come into play in the **PROMOTE** step, that cost will not have to be paid during the Breather that they come into play. If a Reinforcement Gladiator's Maintain cost is not paid, they are defeated and the **opponent receives the Victory Points for defeating them.**

**Victory Conditions** (resolved in this order in case of tie):

**Annihilation Victory:** Eliminate all enemy Gladiators, and you win!

**Crowd Riot Victory:** If a player has 15 points of Cheer at any point in the game they win. (This causes a riot and the crowd rushes the field and tears all of your opponents apart! All opponents are instantly defeated regardless of life/victory points.)

**Point Victory:** At the end of the 4th Wave whoever has the most VP wins: if there is a tie, additional Waves are played until there is no tie during the Breather. *If a player has 12 or more Victory Points in their opponents' Funeral Pyre(s) at any point they win the game.*

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