



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!

Golden Rule: If a card's text and the rules disagree, the card's text is correct.

Setup: Players create a team of up to 4 Gladiators with a combined Victory Point total of **exactly 10** (on the Gladiator's Level 1 side). All Gladiators start in play at Level 1. Players cannot have duplicate Gladiators on the same team. *(Place any Level 3/4 Gladiators and Reinforcement Gladiators in a separate pile, forming the Gladiator Stack.)* All non-Gadiator cards form the Deck, which must have a minimum of 50 cards. It can contain no more than three of any card (by card title). Each player shuffles their Deck and draws 7 cards, the maximum hand size (Max Hand Size), plus two additional cards. Players then select two of the drawn 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 Resources (represented by ) to 11, and Cheer to 0. Players receive Resources equal to 10 plus the number of the next Wave. *Before the first Wave players get 11 Resources, before the second Wave players get 12 and so on.* Players will spend Resources 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(s) do the same in clockwise order. Once finished the player with Momentum begins!

Momentum: All  (positive) cards/Actions (such as Advancing or Attacking) let a player keep the Momentum (*previously referred to as "The Flow"*) and they 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 gametext of the card/Action will determine if it is  or . There are also Responses () which do not cause Momentum to change, acting as brief interruptions. The gametext of the card or ability will determine when it can be played.

ICON REFERENCE			
	BioGen		Positive Action
	Mystic		Negative Action
	Psionic		Variable Action
	Summoner		Response
	Tech		Attack Damage
	Warrior		Rage Damage
	Universal		Defense Damage
	Level		Direct Damage
	Set		Any Damage
	Crowd Favorite		Resource Cost
	Roll a d6		Maintain Cost
	Deck Max		Can't be Maintained
	Unique		Rage/Raging
	Patron Discount		Not Raging
	Life		
	Shield		



Card Types:

Minions (they come into play in the Support Field and remain in play)
 Minions and Gladiators are both considered Characters.
Pumps (played on other cards and remain in play)
Quick-Hits (played and Discarded after they resolve)

Playing Cards: To play a card from hand a player must meet the requirements to play that card. Cards require a player to have Gladiator(s) with the matching Discipline/Level (or higher) in play on their team, as well as enough Resources to pay the card's Play Cost. Resources will also be used to "Maintain" the card into the next Wave. (see **The Breather**)

Set/Unset: Certain Actions require a card to Set, such as Attacking and Intercepting. To Set a card, rotate it 90 degrees. Once a card is Set it remains Set. It cannot be used to perform abilities which require it to Set until it becomes Unset during the Breather or with an ability. An arrow (↻) in a card's ability indicates the card must Set to use it.

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

Life: Characters who have wounds (Damage) on them equal to or greater than their ♠ value are Destroyed. Wounds on Characters in play remain until Healed by cards and effects. Destroyed Minions are placed in the Discard Pile. Destroyed Gladiators are placed in the owning player's Funeral Pyre, and their Victory Point value is 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 where it appears.

Attacking: Attacks can only be made from the Action Field. To Attack with a Character, Set it as a + Action. Characters may Attack Characters in opposing Action or Support Fields. Once an Attack has been declared the Defender's controller can choose to Intercept, Protect or receive the Attack (do nothing). The ⚔ value (Attack Damage) is how much Damage is done by the Attack.

Intercepting/Protecting: An Unset Gladiator can take the Damage for another Character if they are in the SAME FIELD as the Defender by **Intercepting**. The Intercepting Gladiator Sets to 'jump in the way of the Attack', becoming the Defender and receiving the ⚔ instead. An Unset Gladiator in the Action Field may **Protect** a Character in the Support Field (this is similar to Intercepting, but does not cause the Gladiator to Set).

Rage/Raging: When a Character has wounds on them equal to or greater than their 🐉 value they are Raging. If a Character Attacks an Unset Raging Character, the Attacker takes 1 🐉 Rage Damage (default Rage Damage is 1, but may be modified). If a Character Attacks a Set Raging Character, the Raging Character Unsets (Raging Gladiators who Intercept or Protect cannot use Rage effects). A Gladiator cannot use Rage effects during the Action that causes them to become Raging.

Shield - A Character with this value may reduce all ⚔ they receive by their Shield value.

Health - A Character who has received Damage equal to or greater than this value is Destroyed.

Rage - A Character who has received Damage equal to or greater than this value is considered Raging (see Rage rules).

Attack Damage - A Character deals Damage equal to their Attack Damage value when they Attack.

Defense Damage - A Character deals Damage equal to their Defense Damage value when they are Attacked. This Damage is automatically applied simultaneously with any Attack Damage they receive, even if it is 0.

Direct Damage - This Damage cannot be Intercepted or Protected and is not an Attack

Shield: 2, Health: 11, Rage: 6, Attack Damage: 3, Defense Damage: 2

Unique: Strategy Cards with a “♦” before their card title are Unique. Only one player may have a Unique card (by card title) in play at a time. If a Unique card leaves play, another copy of the card may be played by any player as normal.

Cheer/Roar/Crowd Favorite: When a Gladiator Attacks, 1 (or more) Cheer is generated. If the Attack is Intercepted (not Protected), the Intercepting player gains the Cheer. Otherwise, the Attacking player gains the Cheer. During or after a + Action but before the next Action is performed, 1 Cheer can be spent to change that + action to a - Action (this is called **Roar** or **Roaring**). 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.

Pass/Wave End: A Wave ends when all players consecutively **Pass** - usually because they have no other Actions they can/wish to perform, but a Pass may be declared as an Action. Certain Actions also count as a Pass (*and some abilities state that they also count as a Pass*). Passing does not prevent a player from taking Actions later in the Wave.

The Breather – The following five steps occur after the end of a Wave, in order:

DETERMINE MOMENTUM – The player with the MOST wounds on Gladiators (*including defeated Gladiators*) starts the next Wave with Momentum (*If there is a tie, the player with the most Cheer starts with Momentum. If still tied, roll a die.*) This player performs each of the following steps first.

REGENERATE – Unset all Set cards. Players Discard as many cards in their hand as they want and then re-draw. Players draw to the Max Hand Size (*default of 7*) plus two cards, and select two cards from their hand to place on the bottom of their Deck in the order of their choice. Reset Resources according to the Wave number (*10+ the next Wave number*). Unspent Resources from the previous Wave are lost.

MAINTAIN – Players pay the Maintain cost (🌀) for the cards they wish to remain in play. Cards with unpaid Maintain costs are Destroyed. Cards with a 🌀 symbol cannot be Maintained and must be Destroyed at this step.

PROMOTE – Players may Promote up to two different Gladiators, raising each up a level (*Flip the card over or replace it with the matching higher-level Gladiator card*). Promoted Gladiators also Heal 1 wound. Players can also bring in Reinforcements during this step (**see Reinforcements**). (*Note that Reinforcement Gladiators cannot be Promoted during the Breather that they enter play.*)

MANEUVER – Players may move their Characters into either Field (*Action or Support*). This costs nothing, and does not count as Advancing or Retreating.

Reinforcements: Players may have up to 3 Reinforcement Gladiators in their Gladiator Stack. 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. If a Reinforcement Gladiator's Maintain cost is not paid, they are Destroyed (*and the opponent receives the Victory Points for defeating them*). Reinforcement Gladiators can never be selected as Starting Gladiators.

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 Victory Points 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.

Resource Loss: If a player needs to Draw but cannot because their Deck is empty, they lose the game.

DISCIPLINES



BioGen



Mystic



Summoner



Psionic



Warrior



Tech



Universal

Gladiator Template


CARD TITLE VP **4**
 Subtitle

Card Type **Keyword(s)**
 Level 0

Discipline Icons
 (Gladiators provide these Disciplines)

Victory Points

Restriction Text
Gametext *Flavor text*



Illustrator Credit HackAndSlashGames.com R01

Strategy Card Template


CARD TITLE **R**

Card Type **Keyword(s)**

Play Cost

Discipline Icon Requirements

Momentum

Maintain Cost

Restriction Text
Gametext *Flavor text*



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ANY DAMAGE

This icon is used to collectively refer to Damage of any type. It cannot be used to apply actual Damage, as all Damage has a type. ()



VARIABLE


 This Action is considered  (Negative) unless the conditions to make it  (Positive) are satisfied. This may also be satisfied by a random effect like a die roll (). Note that a Variable Action cannot be targeted as a  or  Action, regardless of the outcome.

CROWD FAVORITE

If there is a tie for who has the highest Cheer, there is no Crowd Favorite. A Crowd Favorite can change during an Action.



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UNIVERSAL

The Universal Discipline is not like other Disciplines. When it appears on a Strategy Card, any other Discipline on one of your Gladiators (at the matching Level or greater) can satisfy that requirement. When it appears on a Gladiator card, that Discipline can count as any other Discipline when playing Strategy Cards.



SHIELD


 When a Character with this value is the target of an Attack, they may reduce the amount of  they receive by their total Shield value. Note that Shields have no effect on any other type of Damage, including . If a Character gains Shields via a Quick-Hit or other ability during an Attack, the Shield will still take effect as normal.

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RULES REFERENCE - 1/2

Game Text - All abilities are phrased as follows:

<COST> : <EFFECT>

This means that everything to the left of the colon (:) is the cost which must be paid (or situation that must be met) and everything after it is the effect of paying that cost.

Below 0 - Whenever a number in the game is reduced, it can never be reduced below 0.

Response Limit - You may only play/performance each Response one time in response to an action unless otherwise stated. Cards/abilities with "Repeatable **X**" can be played/performed X times in response to an action, or during an action.

Unique - Cards can be marked Unique (♦). Only one player may have a Unique card (by card title) in play at a time. If a Unique card leaves play, any player may play another copy as normal. Gladiators are not Unique, but players may not have more than one copy of the same Gladiator on their team.

"During Setup" - Setup is the first part of the game, before the first Wave, and only happens once.

Roar/Roaring - A player may spend 1 Cheer to have the crowd "Roar" when an opponent takes a positive (♦) action to make it a negative (◆) action. It does not cancel or otherwise affect the action.

RULES REFERENCE - 2/2

Patron Discount - When forming your team of Gladiators, you have a limit of 10 Victory Points (VP). Players may apply one (and only one) Patron Discount which allows them to reduce the VP cost of one Gladiator on their team with the **Legend** keyword.

Direct Damage (⊗) - This cannot be Intercepted or Protected, and is **never** considered an Attack.

Playing cards - If an ability allows you to play a card for free, from your deck, or other non-standard method, you must still meet all other requirements to play the card unless otherwise noted.

Until you gain Momentum - Some abilities last until the Momentum passes from another player to you. As long as other players keep the Momentum and keep taking Positive (♦) actions, the ability will continue to have an effect.

Cards Under - If a card directs you to place other cards underneath it, those cards are not in play. If that card is destroyed, the cards that were placed under it are sent to their owner's Discard Pile(s).

Discard/Destroy - Cards that Discarded are placed into the Discard Pile from the hand or Deck. Cards that are Destroyed are removed from play to the Discard Pile.

Can I use an ability on a Set card?

If the ability does not require the card to Set, then yes!

Do I have to pay the Maintain cost on a Reinforcement card during the Breather that it comes into play?

No. Since it comes into play during the Promote step of the Breather, which occurs after the Maintain step, Maintain costs have already been paid for that Breather.

Can a Raging Character become "Un-Raging"?

A Character is only Raging as long as it has wounds on it equal to its Rage value. If its Rage value changes or wounds are removed from it, the Character may no longer be Raging if the number of wounds on it no longer equal or exceed its current Rage value.

What's the deal with G'frhtru? Does he start the game Raging?

He's so angry, yes he starts the game Raging! Attack him at your own risk!

How does the Patron Discount work?

When building your Gladiator team, you can reduce the VP of one of your **Legend** Gladiators up to their Patron Discount amount. Example: You may play *Pathogenesis* for 2, 3, or the full 4 VP.

If a Minion can Intercept, can they steal Cheer?

Yes. If any Attack that would generate Cheer is Intercepted, the Cheer is awarded to the Intercepting player, no matter what kind of Character performed the Intercept.

Wait, I can play Pumps on my opponent's Characters?

Yes. As long as the Pump card doesn't limit where the Pump can be played, you can play it on any eligible target. In fact, that's how a lot of BioGen's Pumps work! If the Pump is played on an opponent's Character, you are still the owner of that card, and will need to pay the Maintain cost for it, if desired.