


OPHIDIAN 2350 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 The Flow, and keep the momentum to win!


Game 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 Arsenal (deck) must have a minimum of 50 Strategy (non-Gladiaor) cards with no more than three of any card (by card title). Each player shuffles their Arsenal and draws to the maximum hand size (default of 7) plus two cards, then select 2 cards from hand to place on the bottom of their Arsenal in the order of their choice, keeping the remaining 7 cards to form their hand. Set Credit Points (CP represented by ) to 11, and the Cheer Value to 0. *Players receive Credit Points equal to 10 plus the number of the next Wave. Before the first Wave players get 11 CP, before the second Wave players get 12 and so on.* Players will spend CP to play and maintain cards. Roll a die to see who starts with The Flow (see below). The player with The Flow 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 The Flow begins!




Strategy Card

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

matching Discipline and Level (or higher) as well as enough CP to pay the card's play cost. **P** = play cost, **M** = cost to "Maintain" the card into the next Wave. (see The Breather below)

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.

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 Scrapped. Defeated Gladiators are placed in the owning player's Funeral Pyre, and their Victory Points are scored by the opponent who defeated them.

The Flow: The person with The Flow goes first. All **+** (positive) cards/actions (such as advancing or attacking) let a player keep "The Flow" and can continue to take actions. All **-** (negative) cards/actions (such as retreating) will pass The Flow 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 The Flow to change** but instead act as brief interruptions. **OR - Offensive Response** (must have The Flow to play) **DR - Defensive Response** (playable only when a player does not have The Flow). **R - Response** (playable any time as defined by the card or ability as a reaction).

Card Types: A player's Arsenal 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 a Gladiator with the



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

Attacking: Attacks can only be made from the Action Field. Attacking Characters may attack Characters in the Support or Action Field. A player may not attack Characters they control. Once an attack has been declared the defender's controller can Intercept, Protect or receive the attack (do nothing). **ADMG** value is how much damage is done. **DDMG** is defense damage, which is only dealt while the card that can inflict **DDMG** is being attacked. **XDMG** is Direct Damage, which cannot be Protected or Intercepted.

Intercepting/Protecting: A Gladiator can take the damage for another Character if they are in the **SAME FIELD** as the target. 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 **RDMG** (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: Cards with the **Unique** keyword can only be played once per player, per Wave.

Crowd Favor/Cheer: When a Gladiator attacks, 1 Cheer is generated. If the attack is Intercepted, the Intercepting player gains the Cheer (Protecting does not grant Cheer). Otherwise, the attacking player gains the 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. The action will still resolve as normal, but The Flow 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 (see Victory Conditions below)

A **Wave** ends when both players consecutively "PASS" - usually because they have no other actions they can/wish to perform.

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

DETERMINE FLOW - The player with the MOST wounds on Gladiators (including defeated Gladiators) starts the next Wave with The Flow (If tied player with the most Cheer starts with The Flow. If still tied roll a die.)

REGENERATE - Unset all Set cards. Players scrap 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 Arsenal in the order of their choice*). Reset CP according to the Wave number. (10+ the next Wave number) Unspent CP from the previous Wave is lost.

MAINTAIN - Players pay the Maintain cost (in CP) for the cards they wish to remain in play. Cards with unpaid Maintain costs are Scrapped. Cards with a skull and crossbones as their Maintain value cannot be Maintained and must be Scrapped 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 FLOW** step starts with The Flow. 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 Scrapped 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 at any point they win the game.*

Disciplines



WARRIOR



TECH



SUMMONER



BIO-GEN



PSIONIC



MYSTIC



UNIVERSAL

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