



Ophidian 2350 Errata and Clarifications

Changes are listed in underlined bold text and ~~strikeout text~~.

Rulebook Errata

From 3.11 How to Gain Crowd Favor

When a Gladiator you control Attacks an ~~Unset Character~~ a character, a Cheer will be generated. If ~~your~~ an opponent Intercepts the Attack, they gain the 1 Cheer ~~Counter~~. Otherwise, you will gain the Cheer. ~~If the target of the Attack becomes Set after the Attack is declared, the Cheer will still be generated as normal.~~

From 3.12 Reinforcements

In the carnage that unfolds in the Ophidian Arenas, Gladiators will be lost. The Ophidian rules allow a team to contain ~~one~~ up to three reinforcement cards ~~to replace a fallen Gladiators~~. Reinforcement Gladiators have a Maintenance Cost ~~that MUST be paid~~.

From 3.6 Attacks

Defend (Defense and Rage Damage): After ADMG is dealt, some abilities allow the defender to deal Defense Damage (~~DDMG~~) back to the Attacker. If a Gladiator is Raging they may be able to deal Rage Damage (~~RDMG~~) or Unset as well (see Rage).

The Defender cannot ~~deal Defense Damage or~~ use Rage effects if they Intercepted or Protected the Attack

From 4.2 Victory Conditions

Annihilation Victory: After any player successfully eliminates all Enemy Gladiators, they win the game immediately. After a player reaches 12 VP, they win the game immediately.

A player scores VP in the following way:

For each enemy Gladiator a player has destroyed, they score an amount of VP equal to the VP of the destroyed Gladiator. If a player scraps a Gladiator, their opponent gains VP equal to the VP of the scrapped Gladiator. Card effects may also cause players to gain or lose VP.

Crowd Riot Victory: After any player is able to reach a Cheer Level of 15, they win the game immediately.

From 7.0 Multi-Player

Multi-player is extremely easy and fun to play:

- 1) Negative (-) actions go to the player on the left. (Just like regular play)
- 2) You can only attack the player to your immediate left or right.

Note: When determining Flow and the Crowd Favorite all players are considered.

3) Keep Gladiators in your Funeral Pyre separate so you know which player Defeated which Gladiator and has earned the VP.

4) If a Gladiator is Defeated due to your own actions, the card goes into a pool. The first player (other than you) to eliminate another Gladiator you control counts as if they eliminated the Gladiators in your pool. If you are eliminated from the game and Gladiators are still in your pool, the next player to your left or right that eliminates a Gladiator scores the points from your pool.

From 8.0 Advanced Rules

Temporary Flow (After a Wave Ends Effects): If more than one player has effects that activate after a wave ends: first determine Flow for the next wave, then follow normal rules for resolving multiple responses to the same event.

Example: Two players have "After a Wave ends" responses. After determining flow, the player with Flow resolves one of his responses, then the player to their left and so on.

Paying Life: You cannot pay costs that you do not have. This includes paying Life. When a cost requires a character to pay Life, they can only pay up to that Character's remaining life. When you pay life, place a number of Wounds on that Character equal to the life paid. **If paying life kills a Gladiator, then that Gladiator is considered scrapped and not destroyed, but the appropriate opponent will still receive the Victory Points for it.**


Example: A Gladiator has 1 life left and an ability that allows them to pay X life to draw X cards. They may only pay 1 life, since that is the amount of life remaining on that Gladiator.

Destroy and scrap effects: **Abilities remain in effect until all are resolved – damage, abilities, and effects are considered to resolve simultaneously.**

*Example: A Gladiator is assigned **ADMG** that would defeat him/her. That Gladiator may deal **DDMG** / **RDMG** and may use abilities and pumps before being scrapped.*

Card Errata

POC SHOT

OR Outbreak While unset, **When** a Character takes bio-decay **DMG**, 2  :
+1 BIO-DECAY **DMG**

INNER DEMONS

After Pumped Character deals **X ADMG**:
They take **X XDMG** unless their controller scraps 2 cards at random from hand


PORTAL TRANSPORT

Advance or retreat a Character you Control (Using PORTAL TRANSPORT does not count as advancing or retreating for **responses**)

KALEEM'S MOMENTUM

Previously released errata has been removed as unnecessary.

SHENDONDRIAN DOMINATRIX

R After a Character sets, :
Target that Character
R While set, After that Character takes **ADMG**: That Character cannot unset or deal **RDMG**