

Teaching Ophidian 2350

I. Game

- A. Ophidian 2350 is a game of cyberpunk gladiator combat where you take up to four players into gladiatorial combat.
- B. The game represents one match in the arena divided into Waves. You and your opponent(s) can decide on how many Waves to play (or to play to the death). Four Waves is a good place to start.

II. Winning

- A. There are several possible victory conditions
 - 1. Killing all of your opponents gladiators and minions
 - 2. Getting 15 cheer (see below)
 - 3. Kill the largest # of victory points of your opponent(s) gladiators.

III. The Cards

A. Gladiator Cards

- 1. Gladiator cards are your main combatants in the arena. (show a gladiator Card)
- 2. Parts of a Gladiator Card
 - a) Name
 - b) Discipline(s) - There are several disciplines including
 - (1) War, Cybernetics, Portal, Biotek, Mystic, PSI, Universal,
 - (2) Your Gladiator(s) disciplines dictate what other cards you can play
 - c) Level - A card you play may have a level requirement. All Gladiator(s) in the arena start at level one, but can be "leveled up" between waves.
 - d) Victory Points - This is how many points your opponent gets if he kills your gladiator. Also when you select your gladiators to start, they should total no more than 10 Victory points. Victory Points are sometimes referred to as VP>
 - e) Life: This is the total number of points of damage the Gladiator can take before the gladiator dies.
 - f) Raging Value: If your gladiator takes this number of damage, they are raging. We will talk about raging later.

- g) ADMG: This is the amount of damage the gladiator inflicts when they attack.
- h) Keywords; These are keywords that may relate to the requirements of other cards.
- i) Abilities: these are special abilities that can be used by the gladiator.

B. Arsenal cards

1. These are the cards that make up your hand when you play.

There are four types:

- a) Quick-Hit - These are cards you can play one time to have an effect.
- b) Minions - These are like Gladiators, but start in the support row
- c) Pumps
 - (1) There are Pumps for Gladiators, Characters, and sometimes other restrictions. Pumps are played on Gladiators or Minions to improve their performance.
- d) Zone Cards
 - (1) Zone cards actually change the environment (read the card).
 - (2) Whenever someone plays a zone card, all active (face up) zone cards are flipped face down (made inactive). And all inactive (face down) zone cards are flipped up.

2. The parts of an Arsenal card

- a) Level - you must have a gladiator card of that level in order to play the card
- b) Discipline(s) - You must have a gladiator with the discipline(s) listed to play the card. Sometimes you may need more than one gladiator with a specific discipline.
- c) Positive/Negative/??/OR/DR Flow of a card - We'll talk more about Flow later. Just know that when you play a card it can affect the flow.
- d) Cost of a card - The P value is the number of credit points it costs to play the card, and the M value is how much it takes to maintain the card in future waves.
- e) Other parts
 - (1) *Minion cards have the same parts as a gladiator card, except a raging value*
 - (2) *Quick Hits and Minion cards have effect. Read the effect section of the card to determine what happens when you play it.*

C. Important topics

1. Flow

- a) One of the core concepts in the game is flow. When you start the game, you roll the dice and the person with the high roll starts with the flow.
- b) The person with the flow controls the action, and gets to play actions. When you have the flow you can:
 - (1) *Attack a character*
 - (2) *Move a character*
 - (3) *Play an Arsenal card*
- c) Positive flow actions allow you to continue to take actions. If you take a negative flow action, the flow passes to your opponent, where they take actions until they pass the flow back to you.
- d) The flow can pass back and forth between players several times during any one wave. Until both players pass, you continue to play and pass the flow.
- e) Positive flow actions
 - (1) *Moving a character into the Action field*
 - (2) *Attacking*
 - (3) *Playing any card with a + in the flow section*
- f) Negative flow actions
 - (1) *Moving a character into the support field*
 - (2) *Playing any card with a - in the flow section*
- g) Some cards have a ? in the flow section, in that case read the effects to determine whether or not the flow changes.
- h) Some cards do not cause the flow to change.

D. Credit Points - Each Wave you'll start with a specific # of Credit points. Typically it is 11 on the first wave, 12 the second, 13 the third, and 14 the fourth. Credit points are spent to play cards (see the card cost)

E. Cheer Points - Everyone starts with 0 cheer, you gain cheer by doing one of the following

- 1. **Attacking** - If you attack another gladiator, and the attack is not intercepted, you get one cheer.
- 2. **Intercepting** - If someone intercepts your attack, they get a cheer.
- 3. Some cards have a thumbs up marker, that give you better effects if you have the most cheer.

F. Set and Unset Cards - An unset card is a card in the "regular position" Some actions may require you to "set" a card, meaning to turn it sideways. If a card is set, it cannot be used to attack.

G. Rage - On the Gladiator card you will see a rage value. If the gladiator has suffered a number of damage points equal to rage, it is raging. Rage characters have special abilities:

1. If a character attacks a raging character, they suffer 1 Rage Damage (Rdmg)
2. If a Raging character is set, and it is attacked, it unsets.
3. Raging characters cannot retreat

H. Damage Types

1. There are four types of Damage
 - a) ADMG - Attack Damage -this is the normal damage caused by attackers.
 - b) XDMG - This is direct damage that is caused, typically through a quick hit. XDMG cannot be intercepted.
 - c) DDMG - This is Typically damage caused by the defender when someone attacks them.
 - d) RDMG - This is damage caused if the defending character is raging, and is attack.
2. Damage can typically be tracked by using a die (or 2) on a card.
3. When a gladiator or Minion has hit its rage value it is raging.
4. When the damage value matches the blood #, the gladiator is dead.

I. The play board

Action Field

Support Field

Credit Points

01	02	03	04	05
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

Scrapheap

Arsenal

Gladiator Stack

Cheer

01	02	03	04	05
06	07	08	09	10
11	12	13	14	15

Funeral Pyre

J. Game Set up

1. Select 10 points in gladiators and put them in the support and action fields we'll talk more about these two fields later)
2. Take tokens and give yourself 11 credit points (12 if you are in wave 2, 13 if you are in wave 3)
3. Take a token and put it in the cheer box. (You start with zero cheer)
4. Shuffle all your cards except your gladiators and put them in the Arsenal.
5. Draw 9 cards from the Arsenal, select 7, put two at the bottom of the Arsenal. This becomes your starting hand for wave one.
6. Each player roll a die, the high roller starts with the flow.
7. The person with the flow now takes actions until they lose the flow, or pass. Then the other player goes until they lose the flow, or pass. If both players (or all players pass in multi player)pass the wave is over.

K. Actions you can take when you have the Flow.

1. Attack
 - a) You can take any Gladiator or Minion and "set" it (by turning it sideways) and attack another Gladiator or Minion (see below for attacks)
 - b) Attacks are Positive flow actions (meaning you keep going)
2. Advance a gladiator or Minion to the Action Field
 - a) Advancing a Gladiator or minion is a positive flow action
3. Retreat a character
 - a) You can take a character and move it back to the Support field.
 - b) Retreating is a negative flow action (meaning it is the next player's flow)
4. Play a card
 - a) Pay the cost of a card and put it into play where appropriate

L. Combat

1. You can attack another gladiator by taking one of the following actions
 - a) Set a Gladiator or Minion for a standard attack (from either the Action or support fields)
(1) This causes Damage in the amount of ADMG
 - b) Play a quick-hit card that causes damage
(1) Read the card for the type of damage
2. Whenever a player attacks the defender has the option to defend, unless the damage is XDMG.

- a) Intercept - If you have an unset gladiator in the same field (action or support), you can Intercept any damage. The intercepting gladiator sets, takes the damage, and the defending player gets a cheer. (as opposed to the attacker)
 - b) Protect - Any Unset gladiator in the action field can Protect a character in the support field, this does not cause the gladiator to set but still prevents the damage.
- 3. Raging - If the defending card is raging, the attacking character takes one damage.
- 4. Response
 - a) Your character may have an OR or DR description on its card, or you may have a card labeled OR or DR
 - b) OR effects can be played if you are the attacker. Read the description and cost of an OR
 - c) DR effects can be played if you are the defender. Read the description and cost of the DR.

M. The Breather

1. After all players have passed players move into the Breather round. During the Breather round the players:
 - a) Unset all cards
 - b) Change the CP to the new value (12 for round 2, 13 for round 3, 14 for round 4)
 - c) Pay the M cost for any cards that you wish to maintain
 - d) Raise the level of one Gladiator (Flip the card over, or replace with the next higher level card if you have it in your deck)
 - e) Determine flow - the player who has suffered the most damage on all their cards has the flow for the next round.
 - f) Discard any cards you don't want, draw to 9, and put 2 on the bottom.
2. After you've completed these five steps, move to the next wave.