

<p>3 {BIO} Choose Your Poison</p> <p>Quick-Hit (+) P:1 bio-decay</p> <p>Deal 1 <bio-decay> {ADMG} or 1 {XDMG} to target Character: Defender's controller chooses</p> <p><i>Please my love, choose your poison and die!!!</i></p> <p style="text-align: right;">5-R-001</p>	<p>2 {BIO} Gaes Stick</p> <p>Pump: Gladiator (+) P:3 M:2 bio-decay</p> <p>Set GAES STICK, target Minion gains 1 {ADMG}, and loses 1 {LIFE}</p> <p><i>Frenzies the minion into attacking harder, at the expense of the minion's life span.</i></p> <p style="text-align: right;">5-C-002</p>	<p>2 {BIO}{bio} Air-Born Toxin</p> <p>Pump: Gladiator (-) P:3 M:2 toxin wind</p> <p>Pumped Character takes 1 {XDMG} at the end of each Wave</p> <p>{R} If a card with <wind> is played, all Characters in the same Field as Pumped Character take 1 {XDMG}</p> <p><i>An air born toxin is dangerous in a stagnant atmosphere, and epidemic in a moving one.</i></p> <p style="text-align: right;">5-U-003</p>
<p>3 {BIO} Elinta</p> <p>Quick-Hit (-) P:3 affliction toxin</p> <p>Target a gladiator and roll a D6: On a 1 or 2: target Gladiator gains that much {ADMG}, On a 3 to 6: target Gladiator loses 2 {LIFE}</p> <p><i>Venom from a snake of the same name, it's a taste that is hard to acquire.</i></p> <p style="text-align: right;">5-C-004</p>	<p>3 {BIO}{bio} Dual Mutilation</p> <p>Quick-Hit (-) P:X affliction</p> <p>Inflict X {XDMG} to a {BIO} Gladiator you control. Target opponent's Gladiator takes X + 1 <bio-decay> {DMG}</p> <p>[X cannot exceed target {BIO} Gladiator {LIFE}]</p> <p><i>This is going to hurt you more than it's going to hurt me, and it's going to hurt me a lot.</i></p> <p style="text-align: right;">5-R-005</p>	<p>3 {BIO}{bio} Tactus Bacterium</p> <p>Pump: Gladiator (-) P:4 M:3 affliction bio-decay</p> <p>{R} When Pumped Character receives any kind of {DMG}, Pumped Character deals +1 <bio-decay> {DMG}</p> <p><i>I can't imagine how much that hurts with Tactus bacteria in his blood.</i></p> <p style="text-align: right;">5-C-006</p>
<p>3 {BIO}{bio}{bio} Bug Swarm</p> <p>Zone (-) P:2 M:2 swarm</p> <p>{-} Any Player may pay {1 CP} to apply 1 {XDMG} to a Character. Add a counter to BUG SWARM</p> <p>When BUG SWARM has 5 counters, flip fields When BUG SWARM is flipped, remove all counters</p> <p><i>They're everywhere!</i></p> <p style="text-align: right;">5-U-007</p>	<p>2 {BIO}{bio} Leprosey</p> <p>Quick-Hit (-) P: X + 2 disease affliction</p> <p>Discard X cards from your hand. Target opponent discards X - 1 cards</p> <p><i>First your fingers fall off, then you lose your hands...</i></p> <p style="text-align: right;">5-C-008</p>	<p>1 {BIO} Genetic Regeneration</p> <p>Quick-Hit (-) P: X - 1 molecular</p> <p>Deal X {XDMG} to a {BIO} Gladiator you control. Draw X - 1 cards from your Arsenal.</p> <p><i>My blood has a mind of it's own.</i></p> <p style="text-align: right;">5-C-009</p>

<p>1 {BIO}{bio} Bubbling Cactus</p> <p>Quick-Hit (+) P: 2 mutant toxic</p> <p>Deal 1 <bio-decay> {DMG} to an opponent's Character, target opponent deals 1 {XDMG} to one of your Gladiators</p> <p>[Quick-draw] Deal 1 {XDMG} to two Gladiators controlled by different Players</p> <p><i>You don't want to eat that.</i></p> <p style="text-align: right;">5-C-010</p>	<p>2 {BIO} Mutation-Waste Dump</p> <p>Zone (-) P:1 M:1 environmental</p> <p>All Players may draw one extra card and keep one extra card during the Regenerate step</p> <p><i>Where there's an extra hand, an extra arm is bound to follow.</i></p> <p style="text-align: right;">5-U-011</p>	<p>2 {BIO}{bio} Bio Specialist</p> <p>Minion (-) P:3 M: 2 bio-decay L:2 A:0</p> <p>{-}{SET}, deal 1 <bio-decay> {DMG} to target Character</p> <p>BIO SPECIALIST is immune to {BIO} and <bio-decay> {DMG}</p> <p><i>Not skilled enough to be a gladiator, but too good to be left in the lab.</i></p> <p style="text-align: right;">5-C-012</p>
<p>3 {BIO}{bio}{bio} Dehabilitating</p> <p>Quick-Hit (-) P: 5 affliction</p> <p>Opponent must {PASS} next time they gain Flow. Cannot be used while all of the opponent's Gladiators are Unset.</p> <p><i>Let me just catch my breath a moment</i></p> <p style="text-align: right;">5-C-016</p>	<p>2 {BIO}{bio} Minor Illness</p> <p>Pump: Gladiator (-) P:3 M:0 affliction disease</p> <p>At the beginning of a Wave, Pumped Gladiator's opponent Rolls a D6, On a 1 to 3: Pumped Gladiator takes 1 {XDMG}</p> <p>MINOR ILLNESS cannot be removed</p> <p><i>It's just a cold, don't worry about it.</i></p> <p style="text-align: right;">5-U-014</p>	<p>1 {BIO} Tug of War</p> <p>Zone (+) P:2 M:2 environmental</p> <p>During the Regeneration step the Player without {YAY} loses X {CP}; Player with {YAY} gains X {CP}</p> <p>[X is equal to half the difference in Cheer between the Players rounded up]</p> <p><i>In any battle field there are hot zones were the war is solved in a blink of an eye.</i></p> <p style="text-align: right;">5-R-015</p>
<p>1 {BIO} Overextend</p> <p>Quick-Hit (+) P: 2 molecular</p> <p>When a Gladiator your opponent controls attacks a Character in your Support Field, target Gladiator deals -1 {ADMG}</p> <p><i>"You better choose your target well, as if you don't you might end up dead."</i></p> <p style="text-align: right;">-- Bounty Hunter Moot 5-C-016</p>	<p>3 {BIO} Protect Yourself at All Times</p> <p>Quick-Hit (DR) P: 1 molecular</p> <p>Opponent deals -1 {ADMG}</p> <p><i>"No matter how good are you, you must protect yourself at all times"</i></p> <p style="text-align: right;">-- Bounty Hunter Moot 5-U-017</p>	<p>3 {BIO} Fighting Chances</p> <p>Quick-Hit (+) P: 2 molecular</p> <p>When a Gladiator your opponent controls attacks a Gladiator you control worth less VP, Scrap: -1 {ADMG}</p> <p><i>"So you think that I don't have any fighting changes against the tens of you? How wrong you are."</i></p> <p style="text-align: right;">-- Bounty Hunter Moot 5-C-018</p>

<p>3 {BIO} Numbers of Power</p> <p>Quick-Hit (+) P: 3 molecular</p> <p>When you control the majority of Unset Gladiators on the Field you gain +X {ADMG}</p> <p>[X is equal to the number of Unset Gladiators your opponent controls subtracted from the number of Unset Gladiators you control]</p> <p><i>"Our powers came from our numbers"</i> -- Bounty Hunter Moot 5-R-019</p>	<p>3 {BIO} Retreat Escape</p> <p>Quick-Hit (R) P: 4 molecular</p> <p>When you control fewer Unset Gladiators than your opponent Unset a Gladiator you control.</p> <p><i>"In times of trouble, always run!"</i> -- Bounty Hunter Moot 5-U-020</p>	<p>1 {CYB} Scrap Bot</p> <p>Minion (+) P:1 M: ~ berserk L:2 A:1</p> <p>When SCRAP BOT comes into play, Roll a 6D die: If 1-3: Target opponent gains control of SCRAP BOT. It comes into play with a wound. If 4-6: Do nothing</p> <p><i>"A control box! I knew I forgot something."</i> --Berserker 5-C-021</p>
<p>3 {CYB}{cyb} Bomb Squad</p> <p>Minion (-) P:4 M:3 bomb L:2 A:0</p> <p>{R} Scrap, negate the effects of a card with <bomb> or <explosion> in the name</p> <p><i>What do you mean cut the blue wire? There are no blue wires!</i> 5-C-022</p>	<p>1 {CYB} Product Endorsement</p> <p>Zone (+) P:3 M:3 power source</p> <p>{R} After you flip PRODUCT ENDORSEMENT face-up: gain X+1 {CP}</p> <p>[X is equal to the number of face up PRODUCT ENDORSEMENT cards in play]</p> <p><i>"This is the best solution to all your problems..."</i> --Raden Corp. representative 5-C-023</p>	<p>2 {CYB} Hit List</p> <p>Pump: Gladiator (-) P:1 M:1 bounty</p> <p>{+} Place HIT LIST on a Gladiator your opponent controls. If Pumped Gladiator is destroyed before the end of the current Wave gain +X {CP}</p> <p>[X equals the Gladiator's VP]</p> <p><i>"Who's next on your list?"</i> -- Bounty Hunter Moot 5-U-024</p>
<p>2 {CYB}{cyb} Raden Medium-Grade Pulse Shield™</p> <p>Pump: Gladiator (-) P:3 M:2 shield</p> <p>{DR} {SET}, reduce {DMG} by 2. If {YAY}, +1 {CP}</p> <p><i>"I hope this saves your life, and if you could mention where you got it..."</i> --Raden Corp. representative 5-U-025</p>	<p>1 {CYB} Hidden Hand Cannon</p> <p>Pump: Gladiator (-) P:2 M:1 illusion fire</p> <p>{-} Target opponent's Character must Advance, Retreat, Set, or take 1 {XDMG}, their choice</p> <p><i>Is he attacking or not? I can't tell.</i> 5-U-026</p>	<p>3 {CYB}{cyb} Fan Blad Attachment</p> <p>Pump: Construct Gladiator (-) P:3 M:2 hardware wind</p> <p>{OR} {SET}, +2 {ADMG} or Retreat an opponent's Gladiator</p> <p><i>Get out of my way or I'll cut you.</i> 5-U-027</p>

<p>3 {CYB}{bio} Affliction Belt</p> <p>Pump: Human Gladiator (-) P:5 M:3 hardware wind</p> <p>AFFLICTION BELT enter play Set. You must {PASS} the next time you gain Flow. {-} Unset AFFLICTION BELT (any player may do this) {R} When a Wave ends, {SET}, Pumped Gladiator takes {XDMG} equal to the current Wave</p> <p><i>Because it takes several minutes to set up, the belt is more often for torture than for gladiator combat</i></p> <p style="text-align: right;">5-U-028</p>	<p>3 {CYB} Robotic Minion Suit</p> <p>Pump: POR Gladiator (R) P:3 M:2 armor hardware</p> <p>When a {POR} Minion enters play, immediately attach ROBOTIC MINION SUIT to it [Regardless of Minion's Flow]</p> <p>Pumped Minion has +1 {ADMG}, +1 {RAGE}, and +1 {LIFE}</p> <p><i>A favorite of Portal-Cybernetic gladiators, it is reportedly designed by Mannequin</i></p> <p style="text-align: right;">5-C-029</p>	<p>3 {CYB}{cyb} Robotic Training</p> <p>Quick-Hit (-) P: 6 program software</p> <p>Change the card text on a {CYB} Minion to match the card text on a Gladiator in play</p> <p><i>"You can defeat me, but my memory will live on."</i></p> <p style="text-align: right;">5-U-030</p>
<p>3 {CYB} Robotic Lubricant</p> <p>Quick-Hit (-) P: 4 hardware</p> <p>Unset a {CYB} Minion.</p> <p>If a second ROBOTIC LUBRICANTs enters play, unset a <construct> Gladiator</p> <p><i>"You have doubts? Have not and try our best Lubricant. We also include ten days warranty! "</i> <i>- -Raden Corp. representative</i></p> <p style="text-align: right;">5-C-031</p>	<p>3 {CYB}{war} Remote Control Claw</p> <p>Pump: Gladiator (-) P:5 M:2 remote</p> <p>+2 {ADMG}</p> <p>{R} After Pumped Gladiator is sent to the Funeral Pyre, REMOTE CONTROL CLAW remains in play as a Minion with 2 {ADMG} and 1 {LIFE}</p> <p><i>The one who wears the claw is not always the one who controls it.</i></p> <p style="text-align: right;">5-C-032</p>	<p>1 {CYB} Early Celebration</p> <p>Quick-Hit (-) P: 1 environmental</p> <p>During the Flow step, the Team with the least wounds gains +1 {YAY}</p> <p><i>"Angelico, you have not wined yet, please stop celebrating."</i> <i>--Vire Volt, Disgusting Manager</i></p> <p style="text-align: right;">5-R-033</p>
<p>2 {CYB} Most Improved Player</p> <p>Pump: Gladiator (+) P:4 M:2 environmental</p> <p>Play on a Gladiator you control; Pumped Gladiator takes -1 {XDMG}</p> <p><i>"Who's your daddy???"</i> <i>--The Kid, Demon Keeper</i></p> <p style="text-align: right;">5-C-034</p>	<p>2 {CYB} Rookie of the Year</p> <p>Pump: Gladiator (+) P:4 M:2 environmental</p> <p>Play on a 1VP Gladiator you control; Pumped Gladiator takes -1 {ADMG}</p> <p><i>"P.K., it's good to be back in the Arenas."</i> <i>-- S'Karthkhu, Dread Knight</i></p> <p style="text-align: right;">5-C-035</p>	<p>2 {CYB} Team Captain</p> <p>Pump: Gladiator (+) P:4 M:2 environmental</p> <p>Play on a Gladiator you control; during Promote step heal +1 wound on Pumped Gladiator</p> <p><i>"I'm Captain of this team, do not forget that!"</i> <i>-- Senwin Oldos, Son of Winds</i></p> <p style="text-align: right;">5-C-036</p>

<p>2 {CYB} Most Valuable Player</p> <p>Pump: Gladiator (+) P:4 M:2 environmental</p> <p>Play on a Gladiator you control; Pumped Gladiator deals +1 {ADMG}</p> <p><i>“Once again Simon Bantus is the MVP in the Arenas.”</i> --Raffi, The Announcer 5-C-037</p>	<p>3 {CYB} Slump</p> <p>Pump: Gladiator (R) P:3 M:2 environmental</p> <p>Play on a Gladiator your opponent controls; {DR} Pumped Gladiators attacks deal -1 {ADMG} {R} When Pumped Gladiator is attacked deal +1 {XDMG}</p> <p><i>Beware the Slump as it might weak you in no time.</i> 5-R-038</p>	<p>1 {MYS} Bio-tek Deal</p> <p>Zone (-) P:3 M: ~ dark</p> <p>All {BIO} Characters take 1 {XDMG}</p> <p>All {BIO} cards with Play Cost of {3 CP} or more cost 1 less to play</p> <p><i>“I know some dark mysticism, but nothing like this.”</i> -- Penmbr Auhn, Mayor of Dogma 5-R-039</p>
<p>1 {MYS}{mys} Ester Beast</p> <p>Minion (-) P:4 M:2 dark L:1 A:2</p> <p>When you play ESTER BEAST: Pay {2 LIFE} from a Gladiator</p> <p>{+} Pay {1 LIFE} from a Gladiator: ESTER BEAST may attack without setting</p> <p><i>“Go my dark minion, attack and destroy!”</i> --Zdantal, Dark Mystic of Dethos 5-C-040</p>	<p>1 {MYS} Lesser Molting</p> <p>Quick-Hit (R) P:1 conduit transformation</p> <p>Place X cards from hand to the top of your Arsenal in any order: Target Character takes -1 {ADMG}</p> <p>[X equals the number of {ADMG} that Character was about to take]</p> <p><i>The Lesser Molting was very used in the Demon Wars.</i> 5-C-041</p>	<p>2 {MYS} Lesser Exorcism</p> <p>Quick-Hit (-) P:X dark</p> <p>Destroy target Pump with {X CP} Play Cost or Destroy target <possession> Pump</p> <p>[X equals 1]</p> <p><i>Try to exorcize me if you could...</i> 5-U-042</p>
<p>2 {MYS} Monstral Fury</p> <p>Pump: Character (+) P:2 M:2 dark</p> <p>Pay {1 LIFE} from Pumped Character -1 MAX {RAGE}; +1 {RDMG}</p> <p><i>Holly Crap...</i> 5-C-043</p>	<p>{MYS}{mys} Pressed</p> <p>Pump: Character (?) P:1 M:1 aura</p> <p>-2 MAX {RAGE}; -1 {RDMG}</p> <p>If played on a Character you control: {+}</p> <p><i>Relax and breath...</i> 5-C-044</p>	<p>2 {MYS} Vampiric Bite</p> <p>Quick-Hit (R) P:2 dark</p> <p>After a Character deals {ADMG}: Heal 1 wound from target Attacker (or Defender if you have 8 or more Cheer)</p> <p><i>Who said Vampires were a myth?</i> 5-U-045</p>

<p>2 {MYS} Were-beast Cloak</p> <p>Pump: Gladiator (+) P:2 M:1 possession</p> <p>{-} {SET}: Scrap 1 card from hand +1 {ADMG} while set</p> <p><i>You can never know what lay behind the Were-beast Cloak.</i></p> <p style="text-align: right;">5-C-046</p>	<p>3 {MYS} Borrowed Wisdom</p> <p>Pump: Gladiator (+) P:3 M:2 possession</p> <p>Your MAX Hand Size is equal to Pumped Character's MAX {LIFE}</p> <p><i>"Your thoughts, to my thoughts..."</i> --Kaleem, Keeper Prime</p> <p style="text-align: right;">5-U-047</p>	<p>3 {MYS} Greater Exorcism</p> <p>Quick-Hit (?) P:X dark</p> <p>Destroy up to 2 target Pumps with combined Maintain Cost of {X CP}</p> <p>If at least 1 of them is a <possession>: {+}</p> <p><i>"This time I got you!!!"</i></p> <p style="text-align: right;">5-R-048</p>
<p>3 {MYS} Greater Molting</p> <p>Quick-Hit (R) P:1 conduit transformation</p> <p>Place X cards from hand to the top of your Arsenal in any order: Target Character takes -X {ADMG}</p> <p><i>Kaleem was one of the few Mystics that were able to do this Quick-Hit by himself.</i></p> <p style="text-align: right;">5-C-049</p>	<p>3 {MYS} Strength of Ages</p> <p>Pump: Gladiator (+) P:3 M:2 possession</p> <p>Pumped Character's MAX {LIFE} is equal to your MAX Hand Size</p> <p><i>The Strength of Ages is often related to the Elders.</i></p> <p style="text-align: right;">5-C-050</p>	<p>3 {MYS} Vampiric Exchange</p> <p>Quick-Hit (-) P:2 dark</p> <p>Deal 1 {XDMG} to target Character, Heal 1 wound from another target Character</p> <p><i>"And you still believe they don't exist?"</i></p> <p style="text-align: right;">5-C-051</p>
<p>2 {MYS} Halftime Show</p> <p>Zone (+) P:3 M: ~ séance</p> <p>{PASS}: After the Second Wave ends; during the Promotion step, heal 1 wound on all Gladiators you did not promote</p> <p><i>"Hey, looks like Arkon Klaus came to town earlier."</i> --Unknown Gladiator</p> <p style="text-align: right;">5-U-052</p>	<p>2 {MYS} Reversing Wind</p> <p>Quick-Hit (R) P:3 wind</p> <p>When an opponent Advance or Retreat one of your Gladiators, cancel the action, Advance or Retreat one of their Gladiators</p> <p><i>Not this time.</i></p> <p style="text-align: right;">5-U-053</p>	<p>4 {MYS}{mys} Body Swapping</p> <p>Quick-Hit (-) P:5 possession</p> <p>When a Gladiator's {LIFE} reaches zero, Scrap another Gladiator you control to keep target Gladiator from being sent to the Funeral Pyre. All Pumps are discarded. Gladiator's {LIFE} is equal to the {LIFE} of the scrapped Gladiator.</p> <p><i>"Yep, looking at this carnage, Arkon Klaus came to town earlier."</i> --Unknown Gladiator</p> <p style="text-align: right;">5-R-054</p>

<p>2 {MYS}{mys} Wind Tunnel</p> <p>Zone (-) P:3 M: 1 wind</p> <p>All cards with <wind> or that affect Advancing or Retreating cost {1 CP} less</p> <p><i>It's tough to breathe with so much rushing air.</i></p> <p style="text-align: right;">5-U-055</p>	<p>4 {MYS} Well Conditioned Athlete</p> <p>Pump: Gladiator (+) P:2 M:~ possession</p> <p>Pumped Gladiator gains +1 MAX {LIFE}</p> <p><i>"How mine, have you seen how good Freakshow is today?"</i></p> <p style="text-align: right;">--Fan 5-C-056</p>	<p>1 {POR}{psi} Jagged Field of Chaos</p> <p>Zone (-) P:3 M:2 demon wars</p> <p>Each time a <demon> deals {ADMG} to a Gladiator: That Gladiator's controller scraps that many cards from the top of his Arsenal</p> <p><i>No zone is more feared than Jagged Field of Chaos.</i></p> <p style="text-align: right;">5-R-057</p>
<p>2 {POR} Windook</p> <p>Minion (?) P:3 M:2 horror L:2 A:1</p> <p>WINDOOK may Advance immediately after entering play and attack with {-}</p> <p>Otherwise, flow is {-}</p> <p><i>A horned, furry creature with hooves like steel.</i></p> <p style="text-align: right;">5-C-058</p>	<p>3 {POR} Pomparian Rorso</p> <p>Pump: {POR} Gladiator (-) P:4 M:2 utility</p> <p>Pumped Gladiator receives +2 {ADMG}, +1 {LIFE}</p> <p>If Pumped Gladiator is sent to the Funeral Pyre, POMPARIAN RORSO remains in play as a Minion, with {2 ADMG} and {1 LIFE}</p> <p><i>A four-legged, two-armed, two-pincerd lizard-like beast with a mouth like a spear, capable of holding one rider.</i></p> <p style="text-align: right;">5-C-059</p>	<p>2 {POR}{por} Portal Winds</p> <p>Quick-Hit (+) P:2 anomaly wind</p> <p>Search Arsenal for a <wind> card</p> <p>{R} When an opponent plays a card that require {POR}{por}, play PORTAL WINDS for {1 CP}</p> <p><i>Is there a draft in here?</i></p> <p style="text-align: right;">5-C-060</p>
<p>2 {POR}{por} Stagnant Atmosphere</p> <p>Zone (-) P:3 M: 1 anomaly</p> <p>All cards with <wind> or that affect Advancing or Retreating cost {1 CP} more</p> <p><i>It tough to breathe with so little rushing air</i></p> <p style="text-align: right;">5-C-061</p>	<p>3 {POR} Ground-shattering Portal</p> <p>Quick-Hit (-) P:3 gate earthquake</p> <p>Advance or retreat up to two targets Gladiators.</p> <p>Destroy a Zone flip all other Zone.</p> <p><i>Was that necessary?</i></p> <p style="text-align: right;">5-C-062</p>	<p>3 {POR} The Grass is Always Greener...</p> <p>Quick-Hit (-) P:4 gate</p> <p>Switch hands with an opponent</p> <p>[Cards are returned to their original owner's Scrapheap]</p> <p><i>You're not better; you just have a better AArsenal.</i></p> <p style="text-align: right;">5-C-063</p>

<p>3 {POR}{por} Endless Void</p> <p>Zone (-) P:3 M: 2 anomaly gate</p> <p>While face up, the Wave does not end by players passing consecutively.</p> <p>{PASS} Flip all Zones</p> <p><i>It's not the fall, it's the sudden stop at the... hey, where is the end?</i></p> <p style="text-align: right;">5-R-064</p>	<p>2 {POR}{por} Change of Scenerey</p> <p>Quick-Hit (-) P:3 gate</p> <p>Search Arsenal for a Zone and play it.</p> <p><i>Let's see you fight on my hometurf.</i></p> <p style="text-align: right;">5-C-065</p>	<p>2 {POR} Loyal Minion Trainer</p> <p>Minion (-) P:3 M:2 outworlds trainer L:2 A:0</p> <p>{OR} When a {POR} Minion attacks, {SET}, Minion gains +1 {ADMG}</p> <p>{DR} Intercept an attack against a {POR} Minion from any Field</p> <p><i>"I trained him since he was a larva, and I'd give my life for him."</i> --An OutWorld trainer</p> <p style="text-align: right;">5-U-066</p>
<p>3 {POR} The Sweet Science</p> <p>Quick-Hit (OR) P:3 anomaly</p> <p>Target Gladiator cannot deal {DDMG} or {RDMG}</p> <p><i>Do you like it?</i></p> <p style="text-align: right;">5-R-067</p>	<p>3 {POR} Parry and Thrust</p> <p>Quick-Hit (DR) P:1 anomaly</p> <p>When Gladiator attacks take -1 {ADMG} and immediately play any {R} or {DR} card or special ability</p> <p><i>Parry and Thrust is one of the knows spatial anomalies that are in the OutWorlds space sector</i></p> <p style="text-align: right;">5-U-068</p>	<p>3 {POR} No Contest</p> <p>Quick-Hit (R) P:1 anomaly</p> <p>When your opponent controls all of the unset Gladiators in play opponent cannot make your {+} actions {-}</p> <p><i>Sometimes in the Arenas you just fight for the fight.</i></p> <p style="text-align: right;">5-C-069</p>
<p>2 {POR} Living Legend</p> <p>Pump: Gladiator (+) P:4 M:2 utility</p> <p>Play on a Gladiator you control; Pumped Gladiators attacks cannot be Protected or Intercepted</p> <p><i>"My god, is really him..."</i> --Fan</p> <p style="text-align: right;">5-U-070</p>	<p>3 {POR} Losing Streak</p> <p>Pump: Gladiator (R) P:3 M:1 utility</p> <p>Play on a Gladiator your opponent controls</p> <p>{DR} Pumped Gladiators {ADMG} is reduced by 2</p> <p>{R} When Pumped Gladiator is attacked deal +2 {XDMG}</p> <p><i>"Hang on, this will get better. Someday, some how."</i></p> <p style="text-align: right;">5-U-071</p>	<p>2 {POR} The Keepers Pet</p> <p>Pump: Gladiator (+) P:4 M:2 utility</p> <p>Play on a Gladiator you control; Pumped Gladiator can only be attacked by a Character with an equal level.</p> <p><i>I really don't know how he can be a 4VP Gladiator. He sucks!!!</i></p> <p style="text-align: right;">5-C-072</p>

<p>2 {POR} Glancing Blow</p> <p>Quick-Hit (DR) P:2 anomaly</p> <p>Target defender takes -1 {ADMG}.</p> <p><i>Take that!!</i></p> <p style="text-align: right;">5-U-073</p>	<p>3 {POR} Unanimous Decision</p> <p>Quick-Hit (OR) P:1 anomaly</p> <p>When you control all of the unset Gladiators in play opponent cannot make a Gladiator attack {-}.</p> <p><i>“Captain stop, we can do that!!!”</i> <i>“Yes we can!”</i></p> <p style="text-align: right;">5-U-074</p>	<p>1 {PSI} Fumbled Rage</p> <p>Quick-Hit (R) P:1 mind-raid</p> <p>After a Character deals {RDMG}: That Character takes 1 {XDMG} unless its controller scraps 2 cards from hand</p> <p><i>Will you stop now or I have to stop you?</i></p> <p style="text-align: right;">5-C-075</p>
<p>1 {PSI}{war} Hustle and Bustle</p> <p>Quick-Hit (+) P:2 confusion</p> <p>+1 {ADMG}</p> <p>Defender's controller draws 3 cards and gains {4 CP}</p> <p><i>Confused? Or not yet?</i></p> <p style="text-align: right;">5-C-076</p>	<p>1 {PSI} Numbness</p> <p>Pump: Character (+) P:1 M:1 madness</p> <p>{R} After Pumped Character's controller draw a card: They scrap 1 card from hand</p> <p><i>“Has anyone seen who was the trunk that hit me?”</i> <i>-- Unknown Gladiator</i></p> <p style="text-align: right;">5-C-077</p>	<p>2 {PSI} Relic Hunter</p> <p>Minion (+) P:3 M:1 alien L:1 A:0</p> <p>{+} {2 CP} {SET}: Look through your arsenal and take a <relic> card into hand</p> <p>{+} Discard a <relic> card from hand: gain 3 {CP}</p> <p><i>BaltazarKor isn't the only Relic Hunter in the Universe. But he often thinks so.</i></p> <p style="text-align: right;">5-U-078</p>
<p>4 {PSI}{psi} Hypostatizer Orb</p> <p>Pump: Gladiator (-) P:8 M:6 relic unique</p> <p>{OR} Scrap X cards from hand, Scrap: +X {ADMG}</p> <p><i>One of the most wanted relics in the known universe. It is only problem is that no one knows where it is.</i></p> <p style="text-align: right;">5-U-079</p>	<p>4 {PSI} Wrath</p> <p>Quick-Hit (-) P:4 madness</p> <p>Destroy target Character unless its controller scraps 5 cards at random from their hand or scraps 10 cards from the top of their Arsenal</p> <p><i>Feel my wrath...</i></p> <p style="text-align: right;">5-C-080</p>	<p>2 {PSI} The Kid's Amulet</p> <p>Pump: Gladiator (-) P:2 M:4 relic unique</p> <p>{OR} Search in your Arsenal for DOOMBRINGER, {SET}: DOOMBRINGER cost - {4 CP} to enter play</p> <p>{OR} If the Pumped Gladiator is THE KID, search in your Arsenal for DOOMBRINGER, {SET}: DOOMBRINGER cost - {6 CP} to enter play</p> <p><i>I am the Doombringer. The destroyers of life.</i></p> <p style="text-align: right;">5-U-081</p>

<p>2 {PSI}</p> <p>Doombringer Destroyer of Life</p> <p>Minion (+) P:10 M:4 human alien L:14 R:9 A:2</p> <p>Team Diamond</p> <p>DOOMBRINGER counts as a 3VP {BIO} {WAR} Gladiator</p> <p>At the beginning of a Wave, {3CP}: Choose a Discipline. DOOMBRINGER ignores all {DMG} done to him by that Discipline this Wave</p> <p><i>Where I tread, I leave only dust and darkness.</i></p> <p>5-R-082</p>	<p>1 {PSI}</p> <p>Called Out</p> <p>Pump: Gladiator (+) P:2 M:~ madness</p> <p>Place CALLED OUT on an Unset Gladiator your opponent controls, {SET}: Advance Pumped Gladiator; Pumped Gladiator cannot retreat; attacks against Pumped Gladiator cannot be intercepted</p> <p><i>"My friends, it's now or never, we have to win this!"</i> --Captain Impressive, Diamond Leader</p> <p>5-R-083</p>	<p>1 {PSI}</p> <p>Intimidation</p> <p>Pump: Gladiator (+) P:2 M:~ mind-raid</p> <p>Place INTIMIDATION on an Unset Gladiator your opponent controls, {SET}: Gladiator cannot intercept or protect</p> <p><i>Are you talking with me?</i></p> <p>5-C-084</p>
<p>1 {PSI}</p> <p>Punked Out</p> <p>Pump: Gladiator (+) P:2 M:~ madness</p> <p>Place PUNKED OUT on an Unset Gladiator your opponent controls, {SET}: Retreat Pumped Gladiator; Pumped Gladiator cannot advance</p> <p><i>Are you crazy?</i></p> <p>5-C-085</p>	<p>3 {PSI}</p> <p>Second Wind</p> <p>Quick-Hit (R) P:4 focus</p> <p>After a Gladiator attacks a set Gladiator {While not Raging} you control, Unset attacked Gladiator</p> <p><i>"Wait take a breather, and charge again"</i> --Kronnax, the Headgog</p> <p>5-U-086</p>	<p>2 {PSI}</p> <p>Scapegoat</p> <p>Quick-Hit (R) P:2 mind-raid</p> <p>After Gladiator you control takes {XDMG}: Transfer {XDMG} to the Gladiator worth the most VP you control</p> <p><i>He did it!</i></p> <p>5-R-087</p>
<p>1 {PSI}</p> <p>Overexertion</p> <p>Quick-Hit (R) P:2 phobia</p> <p>If an opponent plays 3 or more {+} cards and / or abilities consecutively that opponent loses the Flow.</p> <p><i>Freakshow's on fire...</i></p> <p>5-U-088</p>	<p>1 {PSI}</p> <p>Scouting Report</p> <p>Quick-Hit (+) P:3 clairvoyance</p> <p>Before the Maintain step, choose an opponent, opponent must reveal 3 cards from hand at random</p> <p><i>I know what you're thinking.</i></p> <p>5-U-089</p>	<p>0 {UNI}</p> <p>Sponser</p> <p>Raskelon Dkharthad</p> <p>Size: +0 CP: +0</p>

<p>1 {UNI}</p> <p>Break In</p> <p>Quick-Hit (-) P:4 infamy</p> <p>If you have ARKZILIPUL and BULLSEYE on your Team, you may look at your opponent's hand, select one card, and put that card into your hand. Your opponent may then search his arsenal for one card with the same title.</p> <p>If you have ARKZILIPUL or BULLSEYE in play and the other in your Funeral Pyre, you may look at your opponent's hand and force him to discard 2 cards.</p> <p>5-R-091</p>	<p>0 {UNI}</p> <p>Sponser</p> <p>House of Pol-Tec</p>	<p>1 {UNI}</p> <p>Ophidian Academy Surge</p> <p>Zone (+) P:1 M:3 arena unique</p> <p>{MYS} and {PSI} cards cost -1 {CP} to enter play.</p> <p>While {CYB} and {BIO} cards cost +1 {CP} to enter play.</p> <p><i>We forge great fighters in and out of the Arenas.</i></p> <p>5-C-093</p>
<p>1 {UNI}</p> <p>Ophidian Academy Demonhelm</p> <p>Zone (+) P:1 M:3 arena unique</p> <p>{POR} and {BIO} cards cost -1 {CP} to enter play.</p> <p>While {WAR} and {MYS} cards cost +1 {CP} to enter play.</p> <p><i>We forge great fighters in and out of the Arenas.</i></p> <p>5-C-094</p>	<p>0 {UNI}</p> <p>Sponser</p> <p>Kelnite Purity Campaign</p>	<p>1 {UNI}</p> <p>Wager</p> <p>Pump: Gladiator (-) P:X M:0 infamy</p> <p>X = Pumped Gladiator's VP</p> <p>Target an opponent's Gladiator. If that Gladiator is sent to the Funeral Pyre before Pumped Gladiator, gain {CP} equal to defeated Gladiator's VP. If Pumped Gladiator is sent to the Funeral Pyre before target Gladiator, target's controller gains {X CP}</p> <p><i>You lose the bet, you lose your money; you lose the fight, you lose your life.</i></p>
<p>2 {UNI}</p> <p>Do the Wave!</p> <p>Quick-Hit (-) P:2 perk</p> <p>Unset any number of <fan> cards.</p> <p><i>"When the crowd does the wave, you know something is wrong..."</i></p> <p>5-U-097</p>	<p>0 {UNI}</p> <p>Sponser</p> <p>Varrahold Arenas</p>	<p>4 {UNI}</p> <p>Fixed Fight</p> <p>Quick-Hit (-) P:5 bookie</p> <p>Discard one of your own Gladiators. Split the VP</p> <p><i>Designed by Xarz'ycus specifically to implement an agonizing, slow death upon lesser beings.</i></p> <p>5-U-099</p>

<p>4 {UNI} Malicious Disqualification</p> <p>Quick-Hit (-) P:6 infamy</p> <p>Discard an opponent's Gladiator. No one gains the VP for this Gladiator.</p> <p><i>"I swear I have no idea how an illegal virus ended up in my pocket."</i> 5-U-100</p>	<p>0 {UNI}</p> <p>Sponser</p> <p>Tigbars of Justich</p>	<p>1 {UNI} Retractable Weapons Rack</p> <p>Zone: {WAR} (-) P:4 M:1 arena storage</p> <p>While flipped up, all {WAR} Pumps are - {X CP}, Minimum 1 CP</p> <p>[X Equals the level of the summoning {WAR} Gladiator]</p> <p><i>"Well, it's either this or rent a Supply Bot from that runt, Berserker."</i> -Lady Lotus 5-U-102</p>
<p>3 {UNI} Arena Door</p> <p>Zone (+) P:4 M:3 arena</p> <p>While ARENA DOOR is face up, Disciplines of Characters in the Funeral Pyre count towards additional Discipline needed for playing cards</p> <p><i>I'm nervous... I really would like to know what's behind door nr° 3</i> 5-C-103</p>	<p>0 {UNI}</p> <p>Sponser</p> <p>New Ruege Arms Production</p>	<p>1 {UNI} Ophidian Academy Tigbar</p> <p>Zone (+) P:1 M:3 arena unique</p> <p>{WAR} and {CYB} cards cost -1 {CP} to enter play.</p> <p>While {POR} and {PSI} cards cost +1 {CP} to enter play.</p> <p><i>We forge great fighters in and out of the Arenas.</i> 5-C-105</p>
<p>0 {UNI} Xandus Muir Ophidian Agent</p> <p>Minion (+) P:2 M:1 human agent unique L:2 A:0</p> <p>{SET}: During a Wave may {SET} one Gladiator.</p> <p><i>I'm no Agent P, but I'm the best you can got.</i> 5-U-106</p>	<p>0 {UNI}</p> <p>Sponser</p> <p>Seventh Vanguard</p>	<p>1 {WAR} Death and Destruction Bonus</p> <p>Zone (+) P:3 M:2 demon wars</p> <p>After a Wave starts: Play DEATH AND DESTRUCTION BONUS</p> <p>The Player with the most cards in his Scrapheap needs 1 less VP to win the game</p> <p><i>During Demon Wars was often to have Death and Destruction penalties bonus matches.</i> 5-R-108</p>

<p>4 {WAR}{por}{psi} Thirst for Destruction</p> <p>Quick-Hit (?) P:9 demon wars unique</p> <p>Each Player gets 1 Cheer for every 15 cards in their Scrapheap</p> <p>{YAY}: {+}</p> <p>(Place THIRST FOR DESTRUCTION in your Funeral Pyre. It counts as 2 VP)</p> <p><i>One general feeling during the Demon Wars was the general thirst for destruction that all the major Demon Lords had.</i></p> <p style="text-align: right;">5-D-100</p>	<p>2 {WAR} Clean Hit</p> <p>Pump: Gladiator (OR) P:2 M:~ maneuver</p> <p>When Pumped Gladiator attacks {ADMG} dealt to target defender cannot be modified</p> <p><i>Can you do it?</i></p> <p style="text-align: right;">5-C-110</p>	<p>2 {WAR} Cover Fire</p> <p>Quick-Hit (+) P:2 maneuver</p> <p>When Gladiator you control attacks, attack cannot be intercepted</p> <p><i>Hang on I will cover you.</i></p> <p style="text-align: right;">5-C-111</p>
<p>2 {WAR} Disarmament</p> <p>Zone (+) P:4 M:~ subterfuge</p> <p>All players scrap all <weapon> cards in play; (play all effects from scrapping weapons) cannot play <weapon> cards while DISARMAMENT is face-up</p> <p><i>"I hate no weapons matches."</i></p> <p style="text-align: right;">5-U-112</p>	<p>2 {WAR}{war} Trainer</p> <p>Minion (-) P:3 M:2 training technique L:2 A:1</p> <p>Set, search Arsenal for a card with <technique></p> <p><i>I can't be with you in battle, unless I'm invited</i></p> <p style="text-align: right;">5-C-113</p>	<p>2 {WAR}{war} Greater than the sum...</p> <p>Pump: Gladiator (-) P:3 M:2 technique</p> <p>If Pumped Gladiator gains bonus from two or more <weapon>, {SET}, to gain +X {ADMG}</p> <p>(X = the number of attached weapons)</p> <p><i>With a simple modification, five swords can become one really big sword.</i></p> <p style="text-align: right;">5-U-114</p>
<p>3 {WAR}{war} Killer Rage</p> <p>Quick-Hit (OR) P:X subterfuge</p> <p>Target Gladiator must be {Raging}</p> <p>After target Gladiator attacks, -5 {LIFE}, Gladiator does not set.</p> <p>[X = Gladiator's VP]</p> <p><i>I'm not through with you yet.</i></p> <p style="text-align: right;">5-C-115</p>	<p>4 {WAR} Two-handed Axe</p> <p>Pump: {WAR} Gladiator (-) P:5 M:4 weapon ancient</p> <p>+5 {ADMG}</p> <p>Pumped Gladiator may not have any other <weapon> attached. Attacks are now {-}</p> <p><i>The only weapon you'll ever need.</i></p> <p style="text-align: right;">5-R-116</p>	<p>4 {WAR} Illegal Weapon</p> <p>Pump: Gladiator (-) P:4 M:4 weapon infamy</p> <p>{OR} Scrap, Pumped Gladiator gains +4 {ADMG}. If this attack does not destroy target defender, - 5 {CP} or sent Pumped Gladiator to the Funeral Pyre [Opponent receives the Gladiators VP]</p> <p><i>Use of illegal weapons is fine, as long as there are no surviving witnesses to report it.</i></p> <p style="text-align: right;">5-U-117</p>

<p>3 {WAR} Stranglehold</p> <p>Quick-Hit (OR) P:3 technique</p> <p>+2 {ADMG}</p> <p>Target defender may choose to set defending Character to reduce this attack by 2 {ADMG}</p> <p><i>Submit...submit!</i></p> <p style="text-align: right;">5-U-118</p>	<p>2 {WAR} Expensive Arena Floor</p> <p>Zone (-) P:3 M:1 training</p> <p>If this EXPENSIVE ARENA FLOOR is destroyed, all players lose {3 CP}</p> <p><i>Maim and kill each other all you want, but if one of you scuffs the floor, you'll be sorry.</i></p> <p style="text-align: right;">5-U-119</p>	<p>3 {WAR} Necessary Defense</p> <p>Quick-Hit (DR) P:4 shield subterfuge</p> <p>When target Character about to receive {ADMG}, target Character takes {0 DMG}</p> <p><i>It could've been worse.</i></p> <p style="text-align: right;">5-C-120</p>
<p>3 {WAR} Magnificent Gun</p> <p>Pump: {WAR} Gladiator (-) P:3 M:1 weapon</p> <p>{OR} {SET} MAGNIFICENT GUN, +1 {ADMG}</p> <p>{-} Scrap, MAGNIFICENT GUN, +2 {CP}</p> <p><i>When used by famous gladiators, they're sometime worth more than their original cost.</i></p> <p style="text-align: right;">5-U-121</p>	<p>1 {WAR} Trash Talk</p> <p>Pump: Gladiator (+) P:1 M:1 weapon</p> <p>Pumped Gladiator gets -1 MAX {RAGE}</p> <p><i>Are you here to fight or just to say obscenities?</i></p> <p style="text-align: right;">5-C-122</p>	<p>3 {WAR} Winning Streak</p> <p>Pump: Gladiator (-) P:3 M:1 weapon</p> <p>Play on a Gladiator you control; Pumped Gladiator cannot be destroyed by {XDMG}</p> <p><i>"I'm a Gladiatorial God!!!"</i> --Unknown Gladiator</p> <p style="text-align: right;">5-C-123</p>
<p>1 {CYB} {WAR} Captain Impressive Diamond Leader</p> <p>Gladiator 3VP human L:12 R:6* A:1 Team Diamond</p> <p>{R} AdrenaloX-16: Every Time CAPTAIN IMPRESSIVE takes {ADMG}, {2CP}: raise CAPTAIN IMPRESSIVE {ADMG} by 1 and lower his {LIFE} by 1</p> <p>*{RAGE} = 8 if the opposing team has two or more <alien> Gladiators</p> <p><i>I am the youngest champion in Grakkan History. I am that Impressive</i></p> <p style="text-align: right;">5-C-124-f</p>	<p>2 {CYB} {WAR} Captain Impressive Diamond Leader</p> <p>Gladiator 4VP human L:12 R:6* A:2 Team Diamond</p> <p>{R} AdrenaloX-16: Every Time CAPTAIN IMPRESSIVE takes {ADMG}, {2CP}: raise CAPTAIN IMPRESSIVE {ADMG} by 1 and lower his {LIFE} by 1</p> <p>*{RAGE} = 8 if the opposing team has two or more <alien> Gladiators</p> <p style="text-align: right;">5-C-124-b</p>	<p>3 {CYB} {WAR} Captain Impressive Diamond Leader</p> <p>Gladiator 5VP human L:12 R:7* A:3 Team Diamond</p> <p>{R} AdrenaloX-16: Every Time CAPTAIN IMPRESSIVE takes {ADMG}, {2CP}: raise CAPTAIN IMPRESSIVE {ADMG} by 1 and lower his {LIFE} by 1</p> <p>*{RAGE} = 10 if the opposing team has two or more <alien> Gladiators</p> <p><i>Focus. That's the key to victory</i></p> <p style="text-align: right;">5-U-125-f</p>

<p>4 {CYB} {WAR} Captain Impressive Diamond Leader Gladiator 6VP human L:12 R:7* A:3 Team Diamond</p> <p>{R} Adrenalox-16: Every Time CAPTAIN IMPRESSIVE takes {ADMG}, {2CP}: raise CAPTAIN IMPRESSIVE {ADMG} by 2 and lower his {LIFE} by 1</p> <p>*{RAGE} = 10 if the opposing team has two or more <alien> Gladiators</p> <p>5-U-125-b</p>	<p>1 {PSI} The Kid Demon Keeper Gladiator 1VP human L:4 R:3 A:1 Team Diamond</p> <p>{DR} Change Mind {SET}: When a Character declares an attack on one of The KID's teammates, change the target of the attack to another teammate</p> <p><i>"These aren't the Droids you're looking for." "What?" "Nevermind..."</i></p> <p>5-C-126-f</p>	<p>2 {PSI} The Kid Demon Keeper Gladiator 2VP human L:4 R:5 A:2 Team Diamond</p> <p>{DR} Change Mind {SET}: When a Character declares an attack on one of The KID's teammates, change the target of the attack to another teammate</p> <p>5-C-126-b</p>
<p>1 {MYS} Galeforce Boom-boom Babe Gladiator 1VP human alien L:4 R:2 A:1 Team Diamond</p> <p>{+} Gust {SET}: Knock one opposing Gladiator from the Action Field back to the Support Field.</p> <p><i>The crowd's chanting of "Boom-boom" was deafening.</i></p> <p>5-C-127-f</p>	<p>2 {MYS} Galeforce Boom-boom Babe Gladiator 2VP human alien L:4 R:2 A:2 Team Diamond</p> <p>{+} Gust {SET}: Knock one opposing Gladiator from the Action Field back to the Support Field.</p> <p>5-C-127-b</p>	<p>1 {PSI}{MYS} Lalox The Great Commander Gladiator 3VP alien L:10 R:7 A:2</p> <p>{-} Calling Forth Pay {2 CP}, move target Minion to the same Field as LALOX</p> <p><i>Lalox was once a slave master over a group of humans. After, he was the leader of an army.</i></p> <p>5-C-128-f</p>
<p>2 {PSI}{MYS} Lalox The Great Commander Gladiator 4VP alien L:10 R:7 A:2</p> <p>{-} Calling Forth Pay {2 CP}, move target Minion to the same Field as LALOX</p> <p>{-} Summoning Pay {2 CP}, move target Character to the same Field as LALOX</p> <p>5-C-128-b</p>	<p>3 {PSI}{MYS} Lalox The Great Commander Gladiator 5VP alien L:10 R:7 A:3</p> <p>{-} Summoning Pay {2 CP}, move target Character to the same Field as LALOX</p> <p>{-} Revival of the Small {SET}, unset a Minion in the same Field as LALOX</p> <p><i>He considered his final job, Gladiator Agent on Dogma, a demotion and an insult.</i></p> <p>5-U-129-f</p>	<p>4 {PSI}{MYS} Lalox The Great Commander Gladiator 6VP alien L:10 R:7 A:3</p> <p>{-} Summoning Pay {2 CP}, move target Character to the same Field as LALOX</p> <p>{-} Revival of the Great {SET}, unset a Character in the same Field as LALOX</p> <p>5-U-129-b</p>

<p>1 {PSI}{CYB} Senwin Oldos Son of Winds</p> <p>Gladiator 3VP construct human L:9 R:7 A:1</p> <p>SENWIN OLDOS takes -1 {DMG} from Minions</p> <p>After SENWIN OLDOS deals {ADMG}: Target Defender's controller scraps 1 card at random from their hand</p> <p><i>Senwin Oldos is a former student of Striking Dragon.</i></p> <p style="text-align: right;">5-C-130-f</p>	<p>2 {PSI}{CYB} Senwin Oldos Son of Winds</p> <p>Gladiator 4VP construct human L:9 R:7 A:2</p> <p>SENWIN OLDOS takes -1 {DMG} from Minions</p> <p>After SENWIN OLDOS deals {ADMG}: Target Defender's controller scraps 1 card at random from their hand</p> <p style="text-align: right;">5-C-130-b</p>	<p>3 {PSI}{CYB} Senwin Oldos Son of Winds</p> <p>Gladiator 5VP construct human L:9 R:7 A:2</p> <p>SENWIN OLDOS takes -1 {DMG} from Minions</p> <p>After SENWIN OLDOS deals {ADMG}: Target Defender's controller scraps 2 cards at random from their hand</p> <p><i>But today he decided to expand his knowledge becoming the new disciple of Queen Alexandra</i></p> <p style="text-align: right;">5-U-131-f</p>
<p>4 {PSI}{CYB} Senwin Oldos Son of Winds</p> <p>Gladiator 6VP construct human L:9 R:7 A:3</p> <p>SENWIN OLDOS takes -2 {DMG} from Minions</p> <p>After SENWIN OLDOS deals {ADMG}: Target Defender's controller scraps 2 cards at random from their hand</p> <p style="text-align: right;">5-U-131-b</p>	<p>1 {PSI} Zadga The Sidewinder</p> <p>Gladiator 2VP spectral L:6 R:2 A:1</p> <p>{R} Sidewind After a Positive action, {1 CP}: Advance or Retreat</p> <p><i>The Sidewinders are a space agency contracted to capture maximum security PSI renegades.</i></p> <p style="text-align: right;">5-C-132-f</p>	<p>2 {PSI} Zadga The Sidewinder</p> <p>Gladiator 3VP spectral L:6 R:2 A:1</p> <p>{R} Sidewind After a Positive action, {1 CP}: Advance or Retreat</p> <p>{R} Snake Stance When you roll a D6, Scrap a {PSI} card from hand: +1 or -1 on that roll</p> <p style="text-align: right;">5-C-132-b</p>
<p>1 {POR} S'Karthkhu Dread Knight</p> <p>Gladiator 1VP creature horrid L:6 R:1 A:1</p> <p>S'KARTHKHU's attacks against non-<demons> cannot be protected</p> <p><i>He works for Arkzilipul and seeks out to destroy his former friend of PK</i></p> <p style="text-align: right;">5-C-135-f</p>	<p>2 {POR} S'Karthkhu Dread Knight</p> <p>Gladiator 2VP creature horrid L:6 R:1 A:1</p> <p>S'KARTHKHU's attacks against non-<demons> cannot be protected</p> <p>+1 {ADMG} if you control 4 or more <horrors></p> <p style="text-align: right;">5-C-135-b</p>	<p>1 {MYS}{POR} Penmbr Auhn Mayor of Dogma Team Dogma</p> <p>Gladiator 3VP demon L:10 R:2 A:1</p> <p>{-} From The Inside {SET}, remove a {BIO} Pump from another Character</p> <p><i>The mayor of the moon of Dogma, Penmbr has big-city dreams, and seeks to use the Ophidian League to obtain this goal.</i></p> <p style="text-align: right;">5-C-134-f</p>

<p>2 {MYS}{POR} Penmbr Auhn Mayor of Dogma</p> <p>Gladiator 4VP demon L:10 R:2 A:2</p> <p>Team Dogma</p> <p>{-} From The Inside {SET}, remove a {BIO} Pump from another Character</p> <p>{-} Inside Out {SET}, remove a Pump from another Character</p> <p>5-C-134-b</p>	<p>3 {MYS}{POR} Penmbr Auhn Mayor of Dogma</p> <p>Gladiator 5VP demon L:10 R:2 A:2</p> <p>Team Dogma</p> <p>{-} Inside Out {SET}, remove a Pump from another Character</p> <p>{+} Possession {SET}: choose a Minion controlled by another Player with 1 remaining {LIFE}, and take control of it (put it on your side of the Arena, in the action field)</p> <p><i>Penmbr, love to be known as The Mayor!!!</i></p> <p>5-U-135-f</p>	<p>4 {MYS}{POR} Penmbr Auhn Mayor of Dogma</p> <p>Gladiator 6VP demon L:10 R:2 A:3</p> <p>Team Dogma</p> <p>{-} From The Inside {SET}, remove a {BIO} Pump from another Character</p> <p>{+} Possession {SET}: choose a Minion controlled by another Player with 2 remaining {LIFE}, and take control of it (put it on your side of the Arena, in the action field)</p> <p>5-U-135-b</p>
<p>1 {WAR}{PSI} Silhouette Vivarine Auhn</p> <p>Gladiator 2VP demon spectral L:8 R:3 A:1</p> <p>Team Dogma</p> <p>{-} Eye-Flash Pay {1 CP}, look at your opponent's hand</p> <p><i>Though one of the greatest Gladiators on the moon of Dogma, she finds more joy in wagering on fights rather than participating in them.</i></p> <p>5-C-136-f</p>	<p>2 {WAR}{PSI} Silhouette Vivarine Auhn</p> <p>Gladiator 3VP demon spectral L:8 R:3 A:1</p> <p>Team Dogma</p> <p>{-} Eye-Flash Pay {1 CP}, look at your opponent's hand</p> <p>{R} Sharing Resources When another Gladiator declares an attack, {SET} or pay 2 CP, detach a {WAR} Pump from SILHOUETTE and attach it to the attacking Gladiator</p> <p>5-C-136-b</p>	<p>1 {WAR} Shadowed Mitchell Auhn</p> <p>Gladiator 1VP demon spectral L:6 R:2 A:1</p> <p>Team Dogma</p> <p>{R}: Hidden Attack When an opponent uses a Quick-draw effect, pay {1 CP} draw a card.</p> <p><i>The dark appearance of Shadowed is just a costume, which covers the pale, friendly appearance of Mitchell, which is itself a disguise, hiding the black, demon nature he inherited at birth.</i></p> <p>5-C-137-f</p>
<p>2 {WAR} Shadowed Mitchell Auhn</p> <p>Gladiator 2VP demon spectral L:6 R:2 A:2</p> <p>Team Dogma</p> <p>{R}: Hidden Attack When an opponent uses a Quick-draw effect, pay {1 CP} draw a card.</p> <p>{R}: Unforeseen Danger When an opponent draws a card, pay {1 CP} draw a card.</p> <p>5-C-137-b</p>	<p>0 {UNI} Dreena Diamond Lady Diamond</p> <p>Manager 0VP M:2 human manager L:7 R:2 A:0</p> <p>Team Diamond</p> <p>{SET}: In each Wave, draw a card for each <Team Diamond> card in any Field.</p> <p>{SET}: Draw a card for each of yours Gladiator in the Action Field</p> <p><i>Dreena Diamond is the daughter of the late great Handler-Extraordinaire.</i></p>	<p>0 {UNI} Vire Volt Disgusting Manager</p> <p>Manager 0VP M:2 alien manager L:7 R:6 A:1</p> <p>Team Dogma</p> <p>{SET}: Gain {2 CP} for each <Team Dogma> card in any Field.</p> <p>{SET}: Gain {1 CP} for each of yours Gladiator in the Support Field</p> <p>“If I could make my sister join the Ophidian League, Silhouette do you think that with some good publicity you’re not there?” --Vire Volt, Disgusting Manager</p> <p>5-U-139</p>

0 {CYB}

Johnny Alpha

Patched-Up Droid

Gladiator

2VP **M:3** construct | reinforcement

L:7 R:2 A:1

Team Diamond

JOHNNY ALPHA can have {CYB}
cards played on him for 1 {CP} less
(min of 0)

*“Dreena, I still remember my matches
during the Demon Wars with your
father. We were one of the greatest
Dinamic Duos.”*

--Johnny Alpha
5-U-140

<p>0 {CYB}</p> <p>Johnny Alpha Patched-Up Droid</p> <p>Gladiator 2VP M:3 construct reinforcement L:7 R:2 A:1</p> <p>Team Diamond</p> <p>JOHNNY ALPHA can have {CYB} cards played on him for 1 {CP} less (min of 0)</p> <p><i>“Dreena, I still remember my matches during the Demon Wars with your father. We were one of the greatest Dinamic Duos.”</i></p> <p><i>--Johnny Alpha</i> 5-U-140</p>		

Ophidian 2350 CCG: OutWorlds Revelations

The **OutWorld Revelations** is a 140-card expansion set and has as his main theme some characters from the OutWorlds. The set is based in the **Fallen from Grace** Fan Fiction, the **Grakkan's Union & Grakkan's Union Revised** Fan Fiction and various official Storylines that took place in the OutWorlds region. The set also brings more **Ophidian League Gladiators** that weren't part of any Fiction, but are showcased on the Ophidian League Bios on the Main site.

New Card Types

Managers

This card type works like the Reinforcements, but they will have OVP, and may be played at the beginning of the first wave. The Managers have Life, Rage & ADMG values, but they mostly do not interfere in the Wave. Their special abilities may change the n° of cards in the hand, the n° of CP, and other skills, like giving some additional abilities for the Team of the manager (for Teams see above).

Sponsors Cards

You may play 1 Sponsor at the start of the game, after playing your Gladiators. This card is not part of your deck, and cannot be discarded, nor placed out of play. Some sponsors will override the standard rules of CP, VP, Cheer, Hand Sizes, Bonus Cards, and Victory Conditions.

New Mechanisms

Team affiliation

Some Gladiators cards will include a new keyword that will indicate that they belong to a Gladiator Team.

Example: The Gladiators Freakshow, Striking Dragon, Ryla & PK have the keyword indicating that they belong to the Team Machine, as seem in The Saga showcased in the Main site.

SPECIAL THANKS

Thanks to all the Playtesters & Designers (Andrew Powers, Chris Heffernan, Gary Meinel, Joseph Warner, Raffi Tasci and Troy Griner), who designed and tested those cards and did their best to break them before they ever hit play. Thanks, all of you!

Thanks to the Rules Team for ironing out the details and resolving rules conflicts before they happened.

Thanks to the Fans for their support of this great game.

Final Note:

To receive all Ophidian 2350 CCG Universe information & gossips in your e-mail join our official mailing list Ophidian 2350 Compendium at <http://groups.yahoo.com/group/ophidiancompendium>
And if you still don't know where you can read all the Ophidian 2350 Fan Fiction go to our Fiction site at <http://www.geocities.com/ophidianstories> and enjoy the Ophidian 2350 Stories

Also try to find out The Ophidian Agency Preview Set that will be released in the Ophidian 2350 CCG Events during major Convention.