

# Chimera Cards

## Chimera

The Chimera is a shared opponent of the players and can be standard or heroic difficulty. Within that difficulty they range from levels 1 to 3, which are played against consecutively in a campaign. Standard difficulty Chimera are a good place to start, especially if you are new to Ashes. Heroic difficulty Chimera will test the skills of even the most veteran players! The Chimera must receive wound tokens equal to or greater than its life value for you to win the game.

**1. Name**

**2. Type**

**3. Chimera Difficulty**  
*(Standard/Heroic)*  
and Level (1, 2, 3)

**4. Player Count**

**5. Threat Value**  
*The number of aspect cards*  
*the Chimera deploys each*  
*round.*

**6. Life Value**  
*The number of wound*  
*tokens it takes to defeat*  
*the Chimera.*

**7. Ultimate Value**

*The number of Red Rains*  
*tokens required for the*  
*Chimera to resolve its*  
*Ultimate card effects and*  
*progress to its next phase.*

**8. Starting Setup**

*The arrangement of aspect*  
*cards the Chimera will*  
*deploy for the first round*  
*of the game.*



## Aspect

Aspect cards represent different aspects of the Chimera that it will deploy to its battlefield throughout the course of its battle against you. Aspects are a type of unit and are considered to be all other types of unit (like ally or conjuration).



- |                 |                    |
|-----------------|--------------------|
| 1. Title        | 6. Life Value      |
| 2. Subtype      | 7. Blood Value     |
| 3. Type         | 8. Targeting Icon  |
| 4. Placement    | 9. Ability         |
| 5. Attack Value | 10. Status Ability |



## Note on Type:

While playing the game, aspects are considered to be allies, conjurations, and units, and the Chimera is considered to be a player, opponent, and its own Phoenixborn.

## Behavior

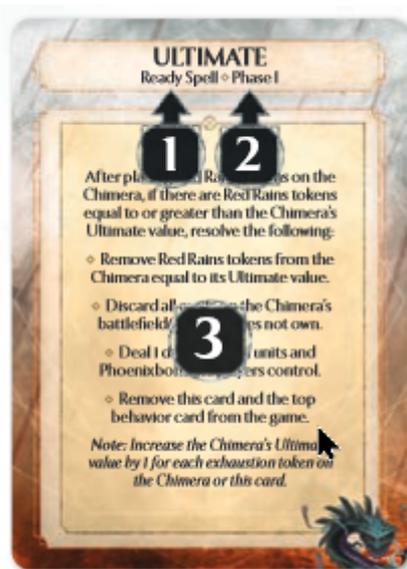
Behavior cards, along with the behavior die, dictate the Chimera's actions.



1. Phase (I, II, III)
2. Behavior Die Results

## Ultimate

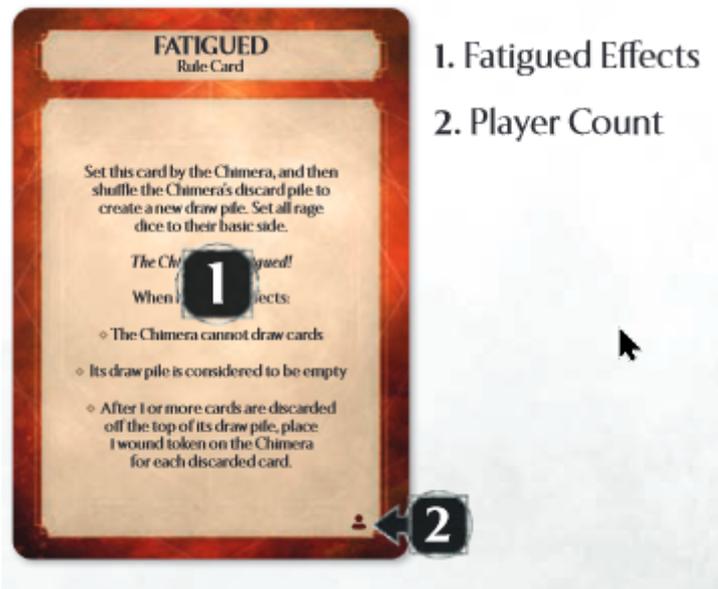
Ultimate cards list the effects that will resolve after the Chimera collects Red Rains tokens equal to its Ultimate value.



1. Type: Ready Spell
2. Phase (I, II, III)
3. Ultimate Effects

## Fatigued

This card is placed under the Chimera's draw pile during setup. When the Chimera empties its draw pile (or when it empties it twice in a 2 player game), it becomes fatigued. Follow the card's instructions.



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