

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).



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|-----------------|--------------------|
| 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.

BEHAVIOR Phase I	
1-2	1: Reveal.
3-4	⚙️: Attack, if able. If not, Reveal.
5-6	⚙️: Reveal. Attack with revealed aspect.
7-9	⚡: Target opposing player's most basic dice in the pool one level. Reveal.
10-11	⚡: Raise 1 basic rage die one level. ⚙️: Reveal.
12	⚡: Place 1 Red Rains token on the Chimera. ⚙️: Reveal.

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.

ULTIMATE Ready Spell ◊ Phase I	
1	2
After placing 1 Red Rains token on the Chimera, if there are Red Rains tokens equal to or greater than the Chimera's Ultimate value, resolve the following: <ul style="list-style-type: none"> ◊ Remove Red Rains tokens from the Chimera equal to its Ultimate value. ◊ Discard all cards in the Chimera's battlefield that are not own. ◊ Deal 1 damage to all units and Phoenixborn in players control. ◊ Remove this card and the top behavior card from the game. Note: Increase the Chimera's Ultimate value by 1 for each exhaustion token on the Chimera or this card.	
3	

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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