

# 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.

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|--|--|
| 1. Name  | 7. Ultimate Value<br><i>The number of Red Rains tokens required for the Chimera to resolve its Ultimate card effects and progress to its next phase.</i> |
| 2. Type  |  |
| 3. Chimera Difficulty<br>(Standard/Heroic)<br>and Level (1, 2, 3)                    |  |
| 4. Player Count  | 8. Starting Setup<br><i>The arrangement of aspect cards the Chimera will deploy for the first round of the game.</i>                                     |
| 5. Threat Value<br><i>The number of aspect cards the Chimera deploys each round.</i> |  |
| 6. Life Value<br><i>The number of wound tokens it takes to defeat the Chimera.</i>   |  |



## 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 |

### Aspect Card Backs



## 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"> <li>◊ Remove Red Rains tokens from the Chimera equal to its Ultimate value.</li> <li>◊ Discard all cards in the Chimera's battlefield.</li> <li>◊ Deal 1 die to units and Phoenixborn in your control.</li> <li>◊ Remove this card and the top behavior card from the game.</li> </ul> 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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