

Chimera Con Rules

How to Read a Card

Getting Started

At the start of each round, players will draw 6 creature cards. From these cards, creatures must construct their Chimera. A Chimera consists of three body parts: the head, the body, and the rear. Create a chimera with one of each of these cards.

I Didn't Draw a Head?

In the case where you don't draw a particular body part, or the body part you have will not fit on that creature type, lay down the other two pieces of the Chimera. If you cannot play two body parts, then redraw your hand.

Once you have a partial Chimera, draw cards from the top of the deck face up until you draw a card which you can attach to your Chimera. Reshuffle the deck. If multiple players have to do this, wait until all players have drawn before reshuffling.

Very Large Head?

Some creature cards have a size associated with them. These usually take the form of the **Large** and **Very Large** keywords. In this case, you must construct your creature a bit more particularly. If you have a body part lower on the creature's body that is smaller than a higher body part, then your creature is considered **Unsupported**. For instance, if you have a **Large** Body card, then your rear card must be **Large** or larger.

An **Unsupported** Chimera does not gain the **Health**, **Might**, **Speed**, nor **Magic** stats from any body parts which are not supported. Additionally, it cannot benefit from the **Airborne** tag.

Choosing the Merchant

Once you have created your Chimera, draw 3 cheat cards and determine which player's Chimera has the greatest speed. That player goes first and becomes the first **Merchant**. If two players have the same speed, player with the lowest health breaks the tie. Should both of these methods fail, each player rolls a d6 until one player rolls a higher number than the other.

Taking a Turn

Draw

At the start of your turn, you may draw 2 cards of any type. If you draw both cards from the creature card deck, you may draw an additional creature card.

Substitute

You may now replace one body part of your Chimera. This step is optional. When you replace a body part, add the old body part to the **Market Pile**. If the body part is of a different creature family, the body part, skip the Action phase of your turn.

Action

Now you may take one action. There are two types of actions: **Standard Actions** and **Special Actions**. Functionally, these actions work the same way from a turn's perspective but have different interactions with each other. Notably, **Special Actions** gain a type synergy bonus. (see **Action Types**)

Discard

Before you end your turn, you may discard cards from your hand. You may not have more than 5 of each type of card in your hand at the end of a turn and must discard extra cards into the **Market Pile**.

You may also choose to discard additional cards beyond what is required to have those additional cards skip **Market Phase** and directly enter the **Discard Pile**. This ends your turn.

Market Phase

At the end of the **Merchant's** second turn, the game enters **Market Phase**. During this phase, all cards in the **Market Pile** are able to be taken by other players. Starting with the player with the highest **Magic**, each player may take one card from the **Market Pile** and add it to their hand. After each player has decided whether to take a card from the **Market Pile** or not, any player may decide to **Get Greedy**.

Getting Greedy

When a player decides to **Get Greedy**, they can swap their hand (excluding the card they just picked) with the remaining **Market Pile**. If two players want to **Get Greedy** at the same time, they may both roll **Magic**.

Once all players are satisfied, the remaining **Market Pile** gets moved directly to the **Discard Pile** and the next player becomes the new **Merchant**.

But Wait? What about Cheating?

Cheating does not happen on any particular turn. You can play a cheat card at any time unless a card otherwise specifies.

There are two types of cheat cards: Legal Cheats and Illegal Cheats. Legal Cheats can be played with no repercussions. Illegal Cheats, on the other hand, require a roll of the dice. Roll 1d6. On a '1', the cheat fails, and you take the **Discard Phase** immediately, even if it is not your turn. The failed cheat immediately goes into the **Market Pile**.

A successful cheat, after being used, makes it way into the **Discard Pile**.

Actions

There are many actions that you can take in ChimeraCon. Some you can take regardless of your creature, and certain actions have restrictions

Mutate

You may use your action to substitute a body part for another body part, regardless of creature family.

Standard Action

You may use your action to take a **Standard Action**. Standard actions usually take the form of **Might** versus **Speed** attacks. (See **Attacking**).

Special Action

You may use your action to take a **Special Action**. When you take a special action, you may add an additional die for each creature of the same type.

For instance, if you are using a Dragon's Breath Attack, and you have a Basilisk's Body and a Leviathan's Tail, you would gain one additional die since Dragon's Breath is a dragon ability, and Leviathan is also a dragon. You gain no Serpent bonus because the ability is not a Serpent Ability

These abilities may have stat requirements. When this happens, roll the stat required. If it is also an attack, this is the same stat. If you do not meet or exceed this requirement number, the ability fails.

Stats

Each Chimera has a total of 4 major stats. **Health, Might, Speed, and Magic**. The total for that stat is the total of adding the head, body, and rear's stat together.

Health

Health is a representation of your life total. When your Chimera reaches 0 **Health**, they are eliminated from the round. When only one character remains, the round is over and the remaining player gains 1 point.

Might

Might is a representation of physical strength. Most attacks use **Might** as a base for offense. This is primarily used in **Basic Actions**.

Speed

Speed is a measure of your quickness and ability to dodge attacks. This is primarily used as a defensive stat.

Magic

Magic is a measure of your ability to manipulate the battlefield through elements other than raw force. **Magic** is both used as a defensive stat representing mental fortitude, and as an offensive stat dealing with **Special Actions**.

Side Note: Swapping & Health

When taking damage, keep track of the damage dealt, not the damage remaining. When you swap body parts, you keep the same amount of damage dealt, but have a larger **Health** pool.

Attacking and Taking Damage

When a creature elects to use an attack ability, two stats will be shown on the ability. Usually, attacks take the form of **Might vs Speed**. When this occurs, both players roll an amount of d6s equal to their appropriate stat, with the attacker using the first stat and the defender using the second stat.

If the attacker's number is higher than the defender's number, the attack hits and deals an amount of damage equal to the difference.

For instance, if the attacker rolls 16 and the defender rolls 11, the defender takes 5 damage.

Counterattack

When an enemy uses a **Basic Action** attack against you, and you successfully defend it, the enemy takes an amount of damage equal to the difference.

Status Effects & Keywords

Poisonous

When a creature is hit with an attack with the **Poisonous** keyword, their **Might** and **Speed** stats are halved.

Negative

When a creature is hit with an attack with the **Negative** keyword, they are unable to recover hit points by any means. Additionally, swapping body parts with the **Negative** condition active deals damage to the user equal to the new creature's **Health**.

Elemental

The **Elemental** tag on an attack means that the attack's damage cannot be reduced in any way unless a card explicitly says it circumvents **Elemental** damage.

Petrify

When a body part is affected by the **Petrify** status, it no longer can use its card text, but its **Health** stat doubles. The body part retains its **Petrified** status even when it enters the **Market Pile**.

Aerial

An attack with the **Aerial** tag can attack creatures that are **Airborne**. Additionally, **Aerial** attacks cannot be **Counterattacked**.

Airborne

An **Airborne** creature can choose to use an action to go **Airborne**. While **Airborne**, one can only be hit by **Aerial** attacks, but can only attack others with **Aerial** attacks. While a creature is **Airborne**, the controlling player cannot play **Cheat** cards.