

## Kimera, The War Machines of Mars.

At the beginning of the Red Age, the former slaves of the Seafarers began to war with one another. Lacking the magical ability of their ancient masters, the Young Races looked for a new way to do battle, a way that would multiply and extend the powers of a single wizard. First came the Mekhans, who built the first Kolossus Kimera, allowing a single mystic craftsman to arm dozens of his fellows with devastating warchassis. The other races quickly developed their own versions of the Kolossus. The winged Erinyes created the soaring Hermes Kimera, the ferocious Vendekost perfected the destructive Sinister, the proud Temoi cavalry abandoned its living mounts for Kiron, the reptilian Karn darkened the skies with Drako, and the mysterious Ximm released the withering horror of the Siroko.

The Temoi discovered the process of tapping the magic currents of the dead seas, carving runes into their Kimera. The Ximm, ever makers of beautiful and deadly things, crafted gems that unleashed the celestial power of Martian Astrology.

### Traits

#### Prowess

Heavy Melee	Training
Free Melee	Ferocity
Intensity	Power channeled from mana

#### Acumen

Evade	Avoidance Defense
Intercept	Blocking Defense
Acuity	Power derived from insight

#### Spirit

Discipline	Power gained through focus
Armor	Hardened Carapace
Recovery	Stability and Regeneration

### Design & Development

Each trait, rune or gem is numbered from 0 to 6. Purchasing a new level of a trait costs 3x the new level. Cost is 2x the new level for a Rune or Gem.

The total of all traits and all levels of Runes and Gems is the Kimera's Potence rating. Defeating a Kimera grants its Potence in new skill points, divided among the winning team.

### Balance

Balance is equal to the sum of the highest trait in each of the 3 categories of Prowess, Acumen, and Spirit.

### General Card Use Rules:

- When multiple symbols are called for to initiate an attack or effect, the symbols must each be on a separate card.
- A Card is never played for more than 1 symbol or the card's Value.
- Once a card has been played for a symbol or value, it is not used for any other present symbol or value until it is discarded. (Healing is an exception to this))
- If a card value exceeds the Rider's trait, use the trait instead of the card value.

### Kimera Types & Special Abilities

#### Drako

##### Move: Air

Special: Coiling Grip: Any card is a Grapple

Special: Rake: +2 Free Melee

Special: Energy Breath: +1 Intensity

#### Kolossus

##### Move: Ground

Special: Parry: Any card is an Intercept

Special: Block: +2 Intercept

Special: Regeneration: +1 Balance gained in the recovery phase, may exceed Recovery trait.

#### Kiron

##### Move: Ground

Special: Thundering: Any card is a Charge

Special: War-Shod: +2 Heavy Melee

Special: Blitzkrieg: +1 Initiative (added each round in the Maneuver step of the Tactical phase)

#### Hermes

##### Move: Air

Special: Any card is a Bolt, Wrack, or Trial

Special: Mentor Spirit: +2 Discipline

Special: Mana Fountain: +1 Intensity

#### Sinister

##### Move: Ground

Special: Battle-grace: No balance cost for Free melee or failed attacks.

Special: Main Gauche: +2 Free Melee

Special: Bloodlust: +1 Intensity

#### Siroko

##### Move: Air

Special: Phasing-Win all ties in comparisons of Initiative and Damage.

Special: Phasing: +2 Evade

Special: Phasing: No balance cost for Evade

## Turn Sequence:

### 1. Recovery Phase

1. Full Recovery
2. Partial Recovery
3. Free Recovery

### 2. Initiative Phase

1. Leadership
2. Preparation

### 3. Tactical Phase

1. Resource
2. Maneuver
3. Leadership

### 4. Battle Phase

1. Fight!
  1. Declaration
  2. Commitment
  3. Resolution
  4. Damage

### 5. End Phase

## 1. Recovery Phase

### Full Recovery

By foregoing all attack opportunities until the next recovery phase, rider may regain his Balance, adding the value of any cards discarded to his current Balance.

### Partial Recovery

A rider may discard a single card and add its value to his current Balance and still attack. Note that the value of the card does not affect the amount of Balance recovered.

### Free Recovery

A rider who discards no cards at all in the recovery Phase still regains 1 Balance per turn.

## 2. Initiative Phase

### Step One: Leadership

A team's leader (see below) is allowed to say a single number in this Step, presumably to help his teammate coordinate their attacks, but he may say any number he likes for any reason.

### Step Two: Preparation

Riders convert an amount of Balance to Initiative. This is done secretly and simultaneously by turning a die to show the face of the desired amount of Initiative. A rider with a Balance of 0 may not declare an attack.

## 3. Tactical Phase

### Step One: Resource

Riders, in descending initiative order, must draw or discard until each Rider's hand holds cards equal to his Discipline rating. When the deck runs out, shuffle the discard pile and draw from the top.

### Step Two: Maneuver

Riders reveal their Initiative for the turn.

## Step Three: Leadership

Each Commander with at least 1 teammate draws cards equal to his Initiative and places them face up in front of him. Each side may only have 1 leader. In any order the leader wishes, each team member (including the leader) may take any number of these cards, replacing any drawn cards with an equal number of cards from his hand. The leader is not required to allow any teammate(s) access.

## 4. Battle Phase

In descending order of Initiative, Riders attack. Ties between opposing riders resolve with D6+Discipline rolls. Highest roll goes first, continue rolling until there is a winner. That rider goes first. Ties between allied Riders are broken by the team Leader.

### Balance

Riders with 0 Balance may not declare an attack.

### Determining Superiority

Siroko uses an abstracted movement and range system that compares each Rider's Move Type and Initiative to determine Superiority.

A superior Kimera has not only a clear path to the inferior, but is also positioned in such a way that the defender cannot threaten an immediate counterattack.

A Rider may only attack when he has Superiority over his target.

To determine Superiority, compare Initiative with your intended target.

Slower and Heavier Ground Kimera need to exceed the initiative of an intended target in order to attack. Riders of Air Kimera need to equal or exceed Initiative to attack, due to the advantage of maneuverability.

### Range

Range is abstracted by Initiative. Use the tables below to determine what attacks are possible.

#### Ground Kimera Superiority Table

VS Air	Bolt	Wrack	Melee	Trial
=	N	N	N	N
1 higher	Y	Y	N	N
2+ higher	Y	Y	Y	Y
VS Ground	Bolt	Wrack	Melee	Trial
=	N	N	N	N
1 higher	Y	Y	N	N
2+ higher	Y	Y	Y	Y

#### Air Kimera Superiority Table

VS Air	Bolt	Wrack	Melee	Trial
=	Y	N	N	N
1 higher	Y	Y	N	N
2+ higher	Y	Y	Y	Y
VS Ground	Bolt	Wrack	Melee	Trial
=	Y	N	N	N
1 higher	Y	Y	N	N
2+ higher	Y	Y	Y	Y

### Area of Effect

Area attacks are resolved differently than other attacks, but must still have an inferior Kimera as the center of effect.

### Waiting

A Rider may choose to wait, or 'hold' until after he sees the actions of others. Holding costs 1 Initiative each time an opportunity is passed.

### Types of Attacks

There are 5 types of attacks. Melee is any sort of combat that involves a physical blow struck by a Kimera. There are 2 kinds of Melee attacks, Heavy and Free.

### Heavy Melee

Heavy Melee attacks require only an initiate symbol (>) and 2 cards for value. Heavy Melee uses the Heavy Melee trait.

### Free Melee

Free Melee attacks do not require an initiating card, but instead cost 1 balance. Free Melee attacks use the Free Melee trait. Free Melee attacks may not benefit from edges or weapons.

### Bolts, Wracks, Trials

Ranged attacks use the Acuity trait. They require the appropriate symbol along with an > initiate symbol to initiate. AE attacks require an AE symbol as well. Bolts count double the defender's Armor for purposes of damage.

## Resolving an Attack

### Step One: Declaration

The Rider declares the target of his attack.

### Step Two: Commitment

The Rider expends 1 Initiative, turning his die to show the new number.

### Step Three: Resolution

1. The Attacker plays a card or cards showing the symbols for his attack **OR** declares a Free Melee and pays 1 Balance, along with 2 cards used for value.
2. The Defender either plays an intercept card **OR** declares an Evade and pays 1 Balance, along with 2 cards used for value.
3. If the Defender has the higher value, the attack is unsuccessful, and the Attacker loses 1 Balance.
4. If the Attacker has the higher value, the defender takes damage if Off-Balance, otherwise he loses Balance equal to the Attacker's Intensity. Suppression attacks reduced Initiative
5. In the case of a tie, attacking Ground Kimera win. In ties between Air Kimera, the defender wins. In a tie between an attacking Air Kimera and a defending Ground Kimera, the Ground Kimera wins.
6. Play resumes with the Rider with the highest Initiative.

## Step Four: Damage

### Negative Balance

Balance does not go negative. Rather, when a strike would reduce Balance below 0, the Kimera is marked as Off-Balance.

If a Kimera is Off-Balance when it is struck, draw cards equal to the attacker's Intensity.

These cards (the 'hits') are played face-up. If the Attacker's Intensity is higher than the Defender's armor, the attacker chooses 1 card as the damage effect.

If the number of hits is less than or equal to the Armor value of the damaged Kimera, the damaged Kimera's rider chooses 1 card as the damage effect.

Air Kimera lose all ties in comparisons of Intensity to Armor, whether on attack or defense, even when struck by another Air Kimera.

A defending Ground Kimera wins all ties in comparisons of Hits to Armor, even when struck by other Ground Kimera.

### Negative Initiative

A rider with 0 Initiative loses 1 Balance per Suppression attack, regardless of the actual damage done. Suppression attacks never result in wounds.

When a damage card is selected, place it with any other damage effects on the Kimera Scroll. The value of the card is the healing value needed to remove the effect. All Damage effects are cumulative.

## Damage Effects

<b>Crack</b>	Carapace Damaged: <i>Armor -2</i>
<b>Stagger</b>	Kimera Disrupted: <i>Lose all ties</i>
<b>Sever</b>	Limb Damaged: <i>-1 Heavy Melee, -1 Free Melee</i>
<b>Crush</b>	Gem Damaged: <i>Level -2</i>
<b>Expose</b>	<i>No Defense for Next Attack</i>
<b>Sunder</b>	<i>Weapon or Shield Destroyed</i>
<b>Rend</b>	Spark Damaged: <i>Intensity -2</i>
<b>Bash</b>	Driver Stunned: <i>Evade -2</i>
<b>Scar</b>	Facet Damaged: <i>Rune -2</i>

## 5. End Phase

After all Initiative has been expended, or when no Rider wishes to attack, the round ends.

All grappled Kimera get a chance to break out. Grappled and Grappler(s) play additional Grapple cards. In the case of a tie, the grappled and the grapplers begin spending Balance 1 point at a time. Balance expenditure cannot go below 0. If the defender wins or ties Balance expenditure, he escapes.

All remaining Initiative is lost, edges, shields, and weapons are discarded, and the next round begins.

## Special Effects

### Charging

Playing a Charge symbol allows a Rider to turn up to 2 Balance into Initiative. This can be done in the in the declaration step of the Battle phase, or in the Leadership step of the Tactical phase. This Initiative lasts until the end of the turn.

### Grappling

Grappling occurs not only when one Kimera grips another, but whenever 2 Kimera become locked into such close combat that each can focus on nothing other than the opposition.

To grapple, play a Grapple symbol along with an > Initiate symbol. If the attacker wins the Fight, both the attack and defender go to 0 Initiative until the Grapple is broken.

- Any ranged attacks that strike a Kimera engaged in a Grapple strike all Kimera engaged in a Grapple.
- Kimera may only grapple 1 target at a time. Any number of Kimera may Grapple the same target.
- A Kimera may release a Grapple voluntarily by not playing any Grapple cards in the End Step of the Battle Phase.

Grapples can be maintained across a round. When this occurs:

- Kimera engaged in the Grapple may not recover Balance, even Free Recovery is denied them. Kolossus Kimera are an exception, and gain 1 balance regardless of conditions.
- Kimera engaged in a Grapple stay at 0 Initiative until the Grapple is broken.

### Area Effect

Area Effect attacks can be any 'shape', or even a spray of projectiles. Area Effects require the play of an Area Effect symbol in addition to the initiating attack symbol, these must be on 2 separate cards.

AE attacks are targeted and resolved in the same way as other attacks, but hit all targets with the same Initiative Number. Targets other than the initial Kimera are called 'secondary' targets.

Unless 2 (or more) Kimera are Grappled, AE attacks never hit friendly targets.

Area Effect damage on secondary targets is always chosen by the victim. Area Effect attacks halve their Intensity (round down) on secondary targets.

### Healing

Healing is resolved by discarding an initiate symbol and a card or cards with value equal or greater than the value of a damage card (or Cards). Healing ignores Superiority. Any number of cards can be played by the Healer, and any number of damage effects can be removed, so long as the total value of cards discarded equals or exceeds the total value of damage effect cards.

A Lingering heal 'waits' for the target to be damaged, and then compares the lingering heal value to the incoming damage. If the incoming damage value is greater, the damage takes effect and the heal card is discarded. Otherwise, the heal and the damage card are discarded and no damage occurs.

Place a Lingering heal card face down on the receiving Kimera's Scroll.

Generating a Heal can be done on the Rider's turn, and costs 1 Initiative.

### Edges

Activating an Edge Costs 1 Initiative and 1 card in the Maneuver step of the Tactical Phase. Place the card on the Kimera's Scroll. A Rider may only activate 1 edge per Gem that grants an Edge.

Attacking Kimera with an Active Edge deal 1 suppression damage in addition to normal damage with all melee attacks.

### Shields

Activating a shield costs 1 Initiative and 1 card in the Maneuver step of the Tactical Phase. Place the card on the shielded Kimera's scroll. A rider may only have 1 shield at a time. A Rider may only activate 1 shield per Gem that grants a shield.

A Defending Kimera with a shield subtract 1 from the Intensity of incoming damaging attacks, and 2 from the intensity of incoming suppression attacks. This can reduce Intensity to 0.

### Weapons

Activating a Weapon costs 1 card and 1 Initiative in the Maneuver step of the tactical phase. Place the card on the wielder's Kimera Scroll. This card remains until used or the Rider fails to pay the Initiative cost of the weapon. A Rider may only activate 1 weapon per Gem that grants a weapon.

Attacking Kimera with a weapon may override the normal procedure for damage, and instead use their Weapon card as the damage card.

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## Humans and Kimera

When Humans first arrived on Mars, they began to form mercenary companies, working for whichever of the Young Races was paying the most. The Young Races assumed that controlling their human mercenaries would be simple... until they learned that the newest Martian race was unbelievably savage and determined in battle.

A Kimera can only be attuned to one rider, and until that rider is dead, no one else can command it. Gradually, humans controlled more and more of the war machines of Mars, until the beginning of the Green Age, the present day, when the Young Races are degenerate shadows of their former greatness.

Without the Kimera, the humans would have been helpless against the might of the Young Races' magic. In the end, like the Seafarers, the Young Races destroyed themselves.

## RUNES

Mystical runes can be inscribed on the armor of a Kimera, each has a passive effect, increasing the capabilities of the magical machine.

A 'bonus' effect increases the Kimera's effective Trait. Bonus effects can be combined with the Sovereign rune to increase card values beyond 6.

A 'skill' effect allows a Kimera to exceed the normal limit of 2 cards played on an attack or defense. Each +1 allows an additional card to be played, and each card has a value no higher than the total of bonus traits. For example, a Kimera with Heavy Melee Skill +2 can play 2 additional cards on a Heavy Melee attack. Each skill card adds 2 to the value of the attack.

### Rending

- 1: +1 Heavy Melee Bonus
- 2: +1 Heavy Melee Skill
- 3: +2 Heavy Melee Bonus
- 4: +2 Heavy Melee Skill
- 5: +3 Heavy Melee Bonus

### Savagery

- 1: +1 Free Melee Bonus
- 2: +1 Free Melee Skill
- 3: +2 Free Melee Bonus
- 4: +2 Free Melee Skill
- 5: +3 Free Melee Bonus

### Power

- 1: +1 Intensity Bonus
- 2: +2 Intensity Bonus
- 3: +3 Intensity Bonus
- 4: +4 Intensity Bonus
- 5: +5 Intensity Bonus

### Deflection

- 1: +1 Intercept Bonus
- 2: +1 Intercept Skill
- 3: +2 Intercept Bonus
- 4: +2 Intercept Skill
- 5: +3 Intercept Bonus

### Celeric

- 1: +1 Evade Bonus
- 2: +1 Evade Skill
- 3: +2 Evade Bonus
- 4: +2 Evade Skill
- 5: +3 Evade Bonus

### Insightful

- 1: +1 Acuity Bonus
- 2: +1 Acuity Skill
- 3: +2 Acuity Bonus
- 4: +2 Acuity Skill
- 5: +3 Acuity Bonus

### Focus

- 1: +1 Discipline Bonus
- 2: +2 Discipline Bonus
- 3: +3 Discipline Bonus
- 4: +4 Discipline Bonus
- 5: +5 Discipline Bonus

## Adamant

- 1: +1 Armor Bonus
- 2: +2 Armor Bonus
- 3: +3 Armor Bonus
- 4: +4 Armor Bonus
- 5: +5 Armor Bonus

## Endurance

- 1: +1 Recovery Bonus
- 2: +2 Recovery Bonus
- 3: +3 Recovery Bonus
- 4: +4 Recovery Bonus
- 5: +5 Recovery Bonus

## Sovereign

- 1: +1 Balance
- 2: +1 Card Values
- 3: +3 Balance
- 4: +2 Card Values
- 5: +5 Balance

## GEMS

Gems allow a Kimera to execute ranged attacks or to summon magical equipment.

Effects cannot be 'downgraded' an AE attack must be made AE, if an AE symbol is not available, the attack cannot be made.

### Pyrrhic Gem

- 1: Wrack
- 2: Bolt
- 3: Trial
- 4: Edge
- 5: AE Bolt

### Abyssal Gem

- 1: Shield
- 2: Suppression Wrack
- 3: Weapon
- 4: Suppression Bolt
- 5: Edge

### Phoebian Gem

- 1: Suppression Wrack
- 2: Edge
- 3: Suppression Bolt
- 4: Weapon
- 5: AE Suppression Bolt

### Thundering Gem

- 1: Suppression Bolt
- 2: Weapon
- 3: Bolt
- 4: Edge
- 5: AE Suppression Bolt

### Eldritch Gem

- 1: Shield
- 2: Wrack
- 3: Trial
- 4: Bolt
- 5: AE Wrack

### Zealous Gem

- 1: Edge
- 2: Resist Suppression
- 3: Shield
- 4: Weapon
- 5: Heal

### Heroic Gem

- 1: Weapon
- 2: Shield
- 3: Heal
- 4: Edge
- 5: Trial

### Sanative Gem

- 1: Heal
- 2: Shield
- 3: Lingering Heal
- 4: Heal AE
- 5: Suppression Trial

### Etheric Gem

- 1: Shield
- 2: Trial
- 3: Suppression Wrack
- 4: Grapple
- 5: Bolt