

Ashes Rules Reference

v2.1; last updated January 29, 2019

ARR, a freebooter I be, navigating the stormy sea of Ashes rulings.

This is an **unofficial, fan-made document** that serves as a comprehensive rules reference for [Ashes: Rise of the Phoenixborn](#). It aims to compile all official Ashes rules in a single document.

The ruleset in Ashes is effectively defined across six distinct sources:

- The [Ashes Rules](#), as bundled with the game and available for download from Plaid Hat's website
- The [Ashes FAQ](#), available for download from Plaid Hat's website (version 3.0, at the time of this writing)
- The [Ashes Rules for Organized Play](#) (AOP Rules), available for download from Plaid Hat's website (version 2.0 at the time of this writing)
- The [Ashes Organized Play Draft Rules](#) (AOP Draft Rules), available for download from the Plaid Hat's website (version 1.0 at the time of this writing)
- **Various reference cards**, bundled with the core game and certain expansions
- **Specific card effects**. By definition, card effects are rules. Because card effects are very consistently worded and applied, it is often possible to extrapolate general definitions and rules from them (this is particularly necessary due to the Ashes FAQ's current format, which resolves mainly around answers to specific card interactions).

All rulings and definitions in this document are explicitly tied to one of the above six sources via footnote. Rules which explicitly apply to organized play are marked with **[AOP]**.

Additionally, playtesters often weigh in on rulings questions in the [Ashes Slack channel](#) to clarify card interactions. Rules derived from these rulings—and all other rules that are not supported by the above six sources—are clearly marked in this document as **[Provisional]**.

Green linked text is an internal link; e.g. [5.0.0 Playing Cards and Activating Abilities or Spells](#).

I created this document, in part, to serve as the basis for an online rules reference to be published on [Ashes.live](#). As such, all headings are labeled with three numbers for easier reference in a non-paginated environment; e.g. **4.2.1 Main actions**.

Large portions of this document are copied verbatim from the six primary sources at left (or with only minor reformatting and rewording for clarity), and is thus ©Plaid Hat Games, all rights reserved. For all other text, I am releasing it under a [CC0 license](#) in hopes that this document may serve to help make the game I love even better.

Changelog

- **v2.1:** Added Dismount and Magic Play Cost rules
- **v2.0:** Updated for Ashes FAQ 3.0; numerous terms across the document revised for clarity
- **v1.1:** Moved dice abilities to reference page and renumbered sections accordingly; typos fixed
- **v1.0r:** Fixed green formatting for internal links
- **v1.0:** Initial release!

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

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1.0.0 [AOP] Card Errata¹

This errata replaces text printed on physical cards for use in official play and tournaments.

1.1.0 Base Game

1.1.1 Enchanted Violinist

- Cost changed to  and 1 .
- Ability changed to "**Song of Sorrow:** After an opponent discards 1 or more cards from their draw pile, you may spend 1  to place 1 wound token on a target unit."

1.1.2 Redirect

- Redirect now reads "You may play this spell when your Phoenixborn would be dealt damage and you have at least one unit in play. Do not deal that damage to your Phoenixborn. Instead deal that damage to a target unit you control."

1.1.3 Spiked Armor

- **Spiked Skin 2** now reads "When this unit is dealt damage by one or more attacking or countering units, deal 2 damage to each unit that is attacking or countering this unit."

1.1.4 Sympathy Pain

- Sympathy Pain now reads "You may play this spell after your Phoenixborn has received damage. Deal 3 damage to a target unit or Phoenixborn."

1.2.0 The Roaring Rose

1.2.1 Nightshade Swallow

- **Deathstrike** now reads "When this unit deals 1 or more damage to a unit it is attacking or countering, destroy that unit."

1.3.0 The Children of Blackcloud

1.3.1 Blood Chains

- Blood Chains now reads "Choose a unit you control and destroy it. If you do, place X exhaustion tokens on a target unit. X = the chosen unit's life value minus the number of wound tokens on the chosen unit."

¹ Ashes FAQ, p. 1 "Card Errata"

1.4.0 The Goddess of Ishra

1.4.1 Sun Sister

- **Resurrect** now reads "When this unit would leave play, you may search your discard pile for an ally with a title other than this unit's title and place it into your hand."

2.0.0 Components

In Ashes, you are a Phoenixborn: a powerful magic wielder battling other Phoenixborn in a duel of wits and magical prowess. Your deck of cards represents the spells and allies you have at your disposal, while your dice pool represents the wellspring of power you use to cast your spells and summon your allies to the fight.

See [5.0.0 Playing Cards and Activating Abilities or Spells](#) for definitions of card types and the rules defining how to play cards.

2.1.0 Phoenixborn

Your Phoenixborn is a special card that remains in play at all times. Your Phoenixborn includes three primary values that affect the game:

- **Battlefield value:** the leftmost value is the number of unit cards you may have on your battlefield
- **Life value:** the middle (unlabeled) number is your Phoenixborn's life value. If your Phoenixborn ever has a number of wound tokens that is equal to or greater than her life value, you lose the game (see [9.0.0 Winning and Losing the Game](#)).
- **Spellboard value:** the rightmost value is the number of uniquely named Ready Spells you can have on your spellboard.

A Phoenixborn is not a unit.²

2.1.1 Battlefields and Spellboards³

You have a battlefield and a spellboard as part of your play area. Playing cards or activating effects may cause cards to be placed on your battlefield or spellboard.

There are a limited number of slots on your battlefield and spellboard, limiting the number of cards that can be played there. The number of slots on your battlefield and spellboard is determined by the spellboard and battlefield values on your Phoenixborn.

Slots in your battlefield are unique by card (one unit card per slot). Slots in your spellboard are unique by card name (see [5.2.5 Ready Spells and Focusing](#)).













As long as a card is on your battlefield or spellboard, it is considered under your control.

2.2.0 Dice⁴

All dice types have three symbols on them:

- **Power symbol:** the power symbol is always an animal and occurs on one of the six die faces. Power symbols can be spent to activate dice abilities (see [12.2.0 Dice Power Abilities](#)). Power symbols can also be spent to fulfill class symbol costs of the same dice type or basic symbol costs (so a Charm power symbol can be spent to fulfill a Charm class symbol cost or a basic symbol cost).
- **Class symbol:** the class symbol occurs on three of the six die faces. Class symbols can be spent to fulfill basic symbol costs.
- **Basic symbol:** the basic symbol is shared by all dice types and occurs on two of the six die faces.

There are currently six types of dice, distinguishable by color and their symbols:

Type	Color	Set	Power symbol	Class symbol
Ceremonial	Black with red symbols	Base set		
Charm	Pink with yellow symbols	Base set		
Illusion	Purple with blue symbols	Base set		
Natural	Blue with lime green symbols	Base set		
Divine	White with gold symbols	The Laws of Lions		
Sympathy	Teal with beige symbols	The Song of Soaksend		

Dice placed on a card are returned to their owner's exhausted pool when the card they were on leaves play.⁵

² Ashes Rules, p. 13 "Phoenixborn vs. Unit"

³ Ashes Rules, p. 12 "Battlefields and Spellboards"

⁴ Ashes Rules, p. 10 "Paying Costs" specifies how dice symbols can be spent. The rest of this is just observations of the physical dice.

⁵ Ashes FAQ, p. 17 "General Questions: What happens to dice..."

2.3.0 Tokens

Various card and game effects result in tokens being placed on cards. When a card is discarded, all tokens on that card are returned to their respective piles.⁶

"Moving" and "placing" tokens are different effects and are mutually exclusive (in other words "moving" a token does not result in "placing" a token). "Moving" a token is not itself "removing", but you must remove a token to move it.⁷

2.3.1 Wound Tokens⁸

Wound tokens can be placed on cards due to damage or through card effects. When a Phoenixborn or unit has a number of wound tokens equal to or greater than its life value that unit or Phoenixborn is immediately destroyed (see [7.0.0 Damage and Destruction](#) and [9.0.0 Winning and Losing the Game](#)).

Wound tokens do not decrease a Phoenixborn or unit's life. Life is constant unless changed by an ability, dice power, or card effect.

Note: Wound tokens are placed as a result of damage, which means that dealing and receiving damage and placing wound tokens are not the same and are affected by different card effects.

2.3.2 Exhaustion Tokens⁹

Card effects, attacking, and countering an attack can all place exhaustion tokens on cards in play. When an exhaustion token is added to a card that card is considered to be exhausted. A unit that is exhausted has no ability text and cannot attack, block, or counter. A Phoenixborn that is exhausted has no ability text (**Note:** *an exhausted Phoenixborn can still guard*¹⁰). A spell that is exhausted has no effect text.

Note: Some cards have inexhaustible effects or abilities. These effects or abilities remain even if the card has been exhausted.

2.3.3 Status Tokens¹¹

Status tokens are only brought into play by card effects. Cards affected by status tokens will define how those tokens affect the game in their effect text.

⁶ Ashes Rules, p. 12 "Discarding Cards"

⁷ Ashes FAQ, p. 17 "Tokens"

⁸ Ashes Rules, p. 12 "Damage and Wound Tokens"

⁹ Ashes Rules, p. 12 "Exhaustion Tokens"

¹⁰ Ashes Rules, p. 9 "Attack a Unit"

¹¹ Ashes Rules, p. 12 "Status Tokens"

3.0.0 Game Setup¹²

1. Choose a preconstructed deck to play with. Or build a deck to play with (see [10.0.0 Deck Building](#)). Or draft a deck to play with (see [11.0.0 Drafting](#)).
2. Place your Phoenixborn in your play area with stats side face up.
3. Choose your First Five by taking 5 cards of your choosing from your deck and adding them to your hand. You may not include more than one copy of a card in your First Five.
 - a. **[AOP]** *In a tournament, players may select their First Five after seeing the other player's Phoenixborn, dice selection, and the size of their conjuration pile (so steps 3 and 5 would take place after step 7).*¹³
4. Place your conjuration pile face down in your play area.
5. Shuffle the rest of your deck and form a face down draw pile in your play area.
6. Take the dice power reference cards that correspond to the dice you are using and a phases of play reference card, if needed.
7. Place all 10 of your dice in your exhausted pool.
8. Make 3 separate piles of tokens within reach of all players (damage, exhaustion, and status tokens).

3.1.0 Play Area¹⁴

Your play area must include space for your Phoenixborn, draw pile (deck of white-backed cards), discard pile, conjuration pile (deck of black-backed cards), battlefield, spellboard, active dice pool, exhausted dice pool, and optional reference cards.

Here is one suggested layout (**note:** this layout differs slightly from that suggested in the core Ashes rules in order to avoid obscuring the Phoenixborn behind the draw pile):¹⁵

Conjuration pile	Phoenixborn	Battlefield			
Discard pile	Draw pile	Spellboard	Active dice	Reference cards	Exhausted dice pool

3.1.1 [AOP] Play Area Setup¹⁶

In a tournament, players must set up their play area so that the location of the draw pile, discard pile, conjuration pile, exhausted dice, active dice, battlefield, and spellboard

¹² Ashes Rules, p. 4 "Game Setup"

¹³ AOP Rules, p. 5 "Selecting Your First Five"

¹⁴ Ashes Rules, p. 5 "Play Area"

¹⁵ For the official play area suggested by the rules see [3.1.1 \[AOP\] Play Area Setup](#)

¹⁶ AOP Rules, pp. 4-5 "Setup of the Play Area"

are clearly recognizable to their opponents. There is no officially prescribed setup. However, if any player informs the Organizer that an arrangement is not clearly recognizable and the concern is reasonable to the Organizer, the Organizer must ask that player to use a different arrangement of their player area. The following arrangement is assumed to be clearly recognizable:¹⁷

Battlefield				
Discard pile	Draw pile	Spellboard		
Conjuration pile	Phoenixborn	Active dice pool	Reference cards	Exhausted dice pool

4.0.0 The Game Round¹⁸

Ashes is played over a series of rounds. Each round is divided into 3 phases that must be resolved in order.

1. Prepare Phase
2. Player Turns Phase
3. Recovery Phase

4.1.0 Prepare Phase¹⁹

During the Prepare Phase each player simultaneously resolves the following 3 steps in order.

1. **Roll Dice:** Roll all of the dice in your exhausted pool and place them in your active pool.
 - a. On the first round of the game, the player who rolls the most basic symbols during this first roll receives the First Player Token. If there is a tie, those players must reroll until that tie is broken.
 - i. **[AOP]** *In a tournament, the player who rolls the most basic symbols may choose to keep the First Player Token or give it to their opponent.*²⁰
2. **Discard Cards:** You may discard any number of cards from your hand.
3. **Draw Cards:** Draw cards until you have 5 cards in your hand.
 - a. If your draw pile is empty, your Phoenixborn receives 1 damage for each card that you should have drawn but could not.

¹⁷ Ashes Rules, p. 5 "Play Area"

¹⁸ Ashes Rules, p. 5 "Round Order"

¹⁹ Ashes Rules, p. 5 "Prepare Phase"

²⁰ AOP Rules, p. 5 "Determining Which Player Receives the First Player Token"

4.1.1 Draw damage²¹

Unless specified otherwise via card effect, a Phoenixborn does not receive damage if you must draw a card outside of the Prepare Phase and cannot.

As with all simultaneous effects outside of the Player Turns Phase, the player with the First Player Token decides the order in which players resolve damage from being unable to draw (see [5.7.1 Resolving Simultaneous Effects](#)).²²


4.2.0 Player Turns Phase²³

During the Player Turns Phase you and your opponents will alternate taking turns, starting with the player who has the First Player Token. On your turn you must take 1 main action and may choose to take 1 side action. These may be taken in any order.

After you have taken both a main action and side action (*or have taken a main action and chosen not to take a side action*) play passes clockwise to the next player. Play continues to pass clockwise until all players have consecutively chosen **Pass** as their main action. When that happens, the Player Turns Phase is over and players move on to the Recovery Phase.

Note: *If a player passes and 1 or more of her opponents do not, the Player Turns Phase continues and the player who passed may pass again or take any other main action (if able) on her next turn.*²⁴

4.2.1 Main actions²⁵

- **Pay a  cost:** Some cards require a main action to play or activate that card (see [5.0.0 Playing Cards and Activating Abilities or Spells](#)).
- **Attack a Phoenixborn:** Attack an opponent's Phoenixborn with one or more of your units (see [6.0.0 Attacking](#)).
- **Attack a Unit:** Attack an opponent's unit with one or more of your units (see [6.0.0 Attacking](#)).
- **Pass:** If you cannot take any other main action, you must choose to pass as your main action. You may also choose to pass even if there are other main actions you could perform. When you pass, your main action is to do nothing.²⁶

²¹ Ashes Rules, p. 5 "Prepare Phase"

²² Ashes FAQ, p. 14 "Recovery and Prepare Phases"

²³ Ashes Rules, p. 5 and p. 6

²⁴ Ashes Rules, p. 9 "Pass"

²⁵ Ashes Rules, p. 5 "Player Turns Phase"

²⁶ Ashes Rules, p. 9 "Pass"

4.2.2 Side actions²⁷

- **Pay a ✨ cost:** Some cards require a side action to play or activate that card (see [5.0.0 Playing Cards and Activating Abilities or Spells](#)).
- **Meditate:** Discard cards to change the facings of one or more dice (see [8.0.0 Meditation](#)).
- **Activate a Dice Power Ability:** Pay the activation cost of a Dice Power Ability and resolve its effect (see [12.2.0 Dice Power Abilities](#)).

4.3.0 Recovery Phase²⁸

During the recovery phase resolve the following 4 steps in order.

1. **Recover:** Remove a number of wound tokens from each unit in play up to that unit's recover value.
2. **Remove Exhaustion:** Remove 1 exhaustion token from each card in play that has 1 or more exhaustion tokens on it.
3. **Exhaust Dice:** Each player may move any number of dice from her active pool to her exhausted pool.
4. **Pass First Player Token:** The player that has the first player token passes it to the player on her left.
 - a. Effects that trigger "at the end of the round" happen now.²⁹

After resolving these 4 steps the round is over. Begin a new round starting with the Prepare Phase.

5.0.0 Playing Cards and Activating Abilities or Spells³⁰

All cards must be played from your hand. **Note:** *A possible exception to this is face down cards (see [5.2.8 Face Down Cards](#)).*

You may additionally activate effects on cards that you control (that is, cards on your battlefield or spellboard, your Phoenixborn, and cards attached to cards in any of those areas).³¹ **Note:** *The one exception to this is cards with a [Between Realms](#) ability (see [5.3.1 Between Realms](#)).*

If you cannot pay its associated cost, you cannot play a card or activate an effect.³²

5.2.0 Playing Cards

All cards that you can play from your hand include a name, type, and placement at the very top of the card.³³ All cards are uniquely identified by their name.³⁴ The type of card determines when you can play the card, and whether you resolve its effects upon playing it.³⁵ The placement for a card dictates where you place the card in the play area after playing it.³⁶

The cost to play a card is listed vertically as a series of one or more cost icons in the upper right corner of the card next to the card art.³⁷

Most cards additionally include a text box immediately beneath their artwork containing the card's effects.³⁸ Card effects are the rules for how a card interacts with and changes the game.³⁹ If the card is an Action Spell or Reaction Spell, you resolve the card effects when you play it.⁴⁰ For all other cards, you resolve their effects either when you activate the effect, or when specified by the effect text.⁴¹

To play a card:⁴²

1. **[Provisional] Reveal the card**⁴³
2. **Pay the cost** (see [5.5.0 Paying Costs](#))
 - a. Resolve any effects that trigger on payment or placing dice in your exhausted pool now.
3. **Choose targets** (if necessary; see [5.6.0 Choosing Targets](#))
 - a. Resolve any effects that trigger on targeting now.
4. **Place the card in play or discard it**, according to its placement
 - a. *For an Action Spell or Reaction Spell:* resolve all printed card effects now (see [5.7.0 Resolving Effects](#)).
 - b. *For an Ally, Alteration Spell, or Ready Spell:*

³³ Derived from Ashes Rules, pp. 2-3 "Phoenixborn", "Spell Cards", "Unit Cards"

³⁴ This is not explicitly stated in the Ashes ruleset. But it's true (and useful for deckbuilding rules).

³⁵ Derived from Ashes Rules, pp. 10-11 "Examples: How to Play a Card"

³⁶ Derived from Ashes Rules, p. 10 "Playing a Card"

³⁷ Ashes FAQ, p. 14 "Costs and Targeting: Examples of Costs"

³⁸ Derived from Ashes Rules, pp. 2-3 "Phoenixborn", "Spell Cards", "Unit Cards"

³⁹ Ashes Rules, p. 17 "Glossary: Effect"

⁴⁰ Ashes Rules, p. 10 "Playing a Card"

⁴¹ Derived from Ashes Rules, pp. 10-11 "Playing a Card" and "Examples: How to Play a Card"

⁴² Derived from Ashes Rules, pp. 10-11 "Playing a Card" and "Examples: How to Play a Card"; and Ashes FAQ p. 14 "Costs and Targeting"

⁴³ By a strict reading of the Ashes Rules, you are not actually obligated to tell your opponent what you are playing until after paying the costs and choosing targets (the card doesn't leave your hand until you place it as directed by its placement, and no mention is made of declaring what you are playing prior to paying costs). In the interest of ensuring your opponent can verify that you are paying the correct costs and choosing targets where necessary (and to not be a jerk to people who don't have all the cost/target combinations memorized), I am including this as an explicit step for playing cards.

²⁷ Ashes Rules, p. 5 "Player Turns Phase"

²⁸ Ashes Rules, p. 6 "Recovery Phase"

²⁹ Ashes FAQ, p. 14 "Recovery Phase"

³⁰ Derived from Ashes Rules, p. 10 "Playing a Card"

³¹ Ashes Rules, p. 18 "Glossary: In Play"

³² Derived from Ashes Rules, p. 10 "Paying Costs"

- i. Resolve any effects that trigger on a card coming into play now (see [5.4.0 Activation Timing for Triggered Abilities and Spells](#)).

5.2.1 Action Spell⁴⁴

- An Action Spell's effects are resolved when it is played.

5.2.2 Reaction Spell⁴⁵

- A Reaction Spell can only be played as directed by its card effects (Reaction Spells each have unique triggering game events that must occur before they can be played; see [5.4.0 Activation Timing for Triggered Abilities and Spells](#)).
- Each player may only play 1 Reaction Spell per player turn.
- Players may play Reaction Spells during other player's turns as well as their own.
- A Reaction Spell's effects are resolved when it is played.

5.2.3 Ally unit⁴⁶

- An Ally is considered a unit.
- Ally cards stay in play until they are destroyed or otherwise removed from play by an effect.

5.2.4 Alteration Spell

- An Alteration Spell is attached to a unit when it is played. To attach an alteration spell to a unit, place that alteration spell underneath the chosen unit card.⁴⁷
- Alteration Spells do not **target** the unit they are attached to when played, but they do **affect** it.⁴⁸
- Alteration Spells alter the unit they are attached to through their effects and/or the value bonuses to attack, life, and recover values printed on the bottom of the card.
- You may attach an Alteration Spell you play to any card that is in play of the type listed in the placement section of the spell, even if that card is controlled by an opponent.⁴⁹
- A player controls any Alteration Spell attached to a unit on their battlefield (regardless of who played the Alteration Spell).⁵⁰

⁴⁴ Ashes Rules, p. 10 "Action Spell"

⁴⁵ Ashes Rules, p. 10 "Reaction Spell"

⁴⁶ Ashes Rules, p. 11 "Ally Unit" and p. 18 "Glossary: Unit"

⁴⁷ Ashes Rules, p. 11 "Alteration Spell"

⁴⁸ Ashes FAQ, p. 3 "Q: Can my opponent use Golden Veil to cancel my Regress..." and p. 17 "Expanded Glossary: Affect"

⁴⁹ Ashes FAQ, p. 4 "Q: Can I play Reflections in the Water on an opponent's unit?"

⁵⁰ Ashes FAQ, p. 18 "Expanded Glossary: Control"

5.2.5 Ready Spells and Focusing⁵¹

- When a player puts a Ready Spell into play on a spellboard, if there are already 1 or more copies of that Ready Spell on that spellboard, then the spell becomes focused. The new copy of the spell is placed below the current copy. The new copy does not take up an additional spellboard slot.
- When a Ready Spell is focused, each copy of the spell may be activated and receives exhaustion tokens separately.
- Some Ready Spells have effects that say **Focus 1** or **Focus 2**. A spell's **Focus 1** effect becomes active when the spell is focused once (meaning you have 2 copies of the spell on your spellboard). A spell's **Focus 2** effect becomes active when the spell is focused twice (meaning you have 3 copies of the spell on your spellboard).

5.2.6 Conjunction⁵²

- A Conjunction is considered a unit.
- Conjunctions start the game in your conjunction pile and can be brought into play through card effects.
- When a Conjunction is discarded, it is returned to its owner's conjunction pile.⁵³ (**Note:** *The owner of a card is the player who started the game with that card in their deck, which is not necessarily the player who currently controls that card.*⁵⁴)
- Conjunctions have a conjunction limit printed in the lower right corner of the card. The conjunction limit is the number of identically named Conjunction cards that you must include in your conjunction pile if your deck, conjunction pile, or Phoenixborn includes one or more cards with an effect that can put that Conjunction into play.⁵⁵ (**Note:** *the conjunction limit only affects the number of conjunctions in your conjunction pile; you may have more copies in play—e.g. by taking control of an opponent's card.*⁵⁶)

5.2.7 Conjured Alteration Spell⁵⁷

- Conjured Alteration Spells are considered to be Alteration Spells when they are in play.
- Unlike other Alteration Spells, Conjured Alteration Spells start the game in your conjunction pile and can be brought into play through card effects.
- When a Conjured Alteration Spell is discarded, it is returned to its owner's conjunction pile. (**Note:** *the*

⁵¹ Ashes Rules, p. 11 "Ready Spell" and "Focusing a Ready Spell"

⁵² Ashes Rules, p. 17 "Glossary: Conjunction"

⁵³ Ashes Rules, p. 12 "Discarding Cards"

⁵⁴ Ashes FAQ, p. 18 "Expanded Glossary: Owner"

⁵⁵ Ashes Rules, p. 14 "Deck Building" and Ashes FAQ, p. 8 "Conjunction Piles"

⁵⁶ Ashes FAQ, p. 8 "If I control 2 Dread Wraiths..."

⁵⁷ Conjured Alteration Spell reference card, included with The Frostdale Giants

owner of a card is the player who started the game with that card in their deck—see [5.2.6 Conjunction](#).)

- Conjured Alteration Spells have a conjunction limit printed in the lower right corner of the card. The conjunction limit is the number of identically named Conjured Alteration Spell cards that you must include in your conjunction pile if your deck, conjunction pile, or Phoenixborn includes one or more cards with an effect that can put that Conjured Alteration Spells into play. (**Note:** the conjunction limit does not affect the number of copies you can have in play—see [5.2.6 Conjunction](#).)

5.2.8 Face Down Cards⁵⁸

Some abilities and effects will place cards face down underneath other cards in play.

When one of these abilities or effects instructs you to place a card under another card, place that card face down underneath the card you were instructed to place it under. This face down card is not considered to be attached to the card it is placed under and is not considered to be in play. It still has a name, card type, placement, and play cost; you may not, however, use a face down card placed under another card unless instructed to do so by another ability or effect.

The player who controls the card that a face down card is placed under may look at that face down card at any time. When a face down card is put into play, it must be played as directed by the card's placement.


If a card with face down cards under it leaves play, the face down cards are also discarded.⁵⁹

5.3.0 Activating Abilities and Spells

An ability is an effect on a unit or Phoenixborn that is prefaced with an ability name in bold followed by a colon (e.g. "**Unit Guard:** this unit may guard a unit that is being attacked.").⁶⁰ Spells in play can also include effects that must be activated to resolve (e.g. Ready Spells).⁶¹

There are two types of abilities and spells you can activate in play, with different requirements for when they may be activated:

- **Activated Abilities and Spells:** An activated ability is an effect preceded by a cost and a colon. An activated ability can only be used whenever you could take a

main or side action.⁶² An activated spell is a spell you may activate whenever you could take a main or side action (e.g. Ready Spells that require  as a cost).⁶³

- **Triggered Abilities and Spells:** Triggered abilities and spells may be used when a game event happens, as indicated in the body of the text on the card (see [5.4.0 Activation Timing for Triggered Abilities and Spells](#)).⁶⁴

If the triggering game event has not occurred or you cannot pay the relevant costs, you cannot activate an effect.⁶⁵

If an effect in play specifies a triggering game event without conditional language or a cost, you must resolve that effect when the triggering game event occurs. These effects usually follow a format similar to "When X, do Y" or "After X, do Y".⁶⁶

Identically-named abilities with numerical values on the same card stack (e.g. granting Overkill 2, to a card with Overkill 2 results in a unit with Overkill 4).⁶⁷

To activate an ability or spell:

1. **[Provisional] Declare your intent to activate the effect**⁶⁸
2. **Pay the cost** (see [5.5.0 Paying Costs](#))
 - a. Resolve any effects that trigger on payment or placing dice in your exhausted pool now.
3. **Choose targets** (if necessary; see [5.6.0 Choosing Targets](#))
 - a. Resolve any effects that trigger on targeting now.
4. **Resolve the effect** (see [5.7.0 Resolving Effects](#))

5.3.1 Between Realms⁶⁹

Some cards have text in a blue box marked with an infinity symbol.

Text found inside a blue box on a card is considered "active" and can be used while that card is in its owner's hand or discard pile. Between Realms effects are not inexhaustible and cannot be used while the card they are found on is exhausted.

⁶² Ashes FAQ, p. 17 "Expanded Glossary: Activated Ability"

⁶³ Ashes FAQ, p. 17 "Expanded Glossary: Activated Spell"

⁶⁴ Ashes FAQ, p. 18 "Expanded Glossary: Triggered Ability" and "Expanded Glossary: Triggered Spell"

⁶⁵ Derived from Ashes Rules, p. 10 "Paying Costs"

⁶⁶ Derived from Ashes FAQ, p. 8 "Q: Must Odette use Retribution when she guards?"

⁶⁷ Ashes FAQ, p. 17 "General Questions: What happens if a unit gains two or more abilities of the same name with numerical values?"

⁶⁸ Similar to playing cards, there is no mandated timing for declaring which ability you are activating in the Ashes rules. Common sense dictates that you should declare it prior to paying costs, however, so your opponents can verify that you are indeed paying the correct cost and choosing the correct targets.

⁶⁹ Between Realms reference card, included in The Path of Assassins

⁵⁸ Face Down Cards reference card, included with The Path of Assassins

⁵⁹ Ashes FAQ, p. 17 "General Questions: What happens to facedown cards..."

⁶⁰ Ashes Rules, pp. 2-3 "Phoenixborn" and "Unit Cards" and p. 17

"Glossary: Ability"

⁶¹ Derived from Ashes Rules, p. 11 "Ready Spell"

5.3.2 Dismount⁷⁰

Some abilities and effects will allow players to dismount a face down ally. To dismount an ally, place it face up onto its owner's battlefield with 1 exhaustion token on it. After that ally comes into play, its controlling player may remove all tokens from that ally. If they do, place 1 wound token on that ally.

Note: *Because the ally enters play with an exhaustion token, exhaustible "comes into play" effects on the ally do not trigger.*

5.4.0 Activation Timing for Triggered Abilities and Spells

Triggered abilities and spells define the game event that allows them to be activated within their card text. (This Rules Reference notes several common game events—e.g. "end of the round" in [4.3.0 Recovery Phase](#)—however, these game events are defined by card effects rather than the rules and are included here only because they are common sources of confusion.)

There are three specific language patterns used across cards in Ashes that indicate when an ability or spell may be activated:

1. Effects that trigger when something "would" happen are resolved prior to their triggering game event.⁷¹
2. *The triggering game event is resolved now.*
3. Effects that trigger "when" something happens can be activated now (but wait to resolve until all effects on the card that contains their triggering game event have fully resolved; see [5.7.0 Resolving Effects](#)).
4. Effects that trigger "after" something happens can be activated now (but wait to resolve until all effects on the card that contains their triggering game event have fully resolved and all effects that triggered "when" that game event occurred have fully resolved; see [5.7.0 Resolving Effects](#)).⁷²

5.4.1 [Provisional] Simultaneously Triggered Effects or Spells⁷³

The Ashes rules provide no defined structure for declaring simultaneous responses to the same triggering game event (to *resolve* effects that would occur simultaneously, see [5.7.1 Resolving Simultaneous Effects](#)).

⁷⁰ Dismount reference card, included with The Ghost Guardian and The King of Titans

⁷¹ Derived from Ashes FAQ, p. 7 "Q: If my opponent's Frostback Bear deals damage to my Phoenixborn and I play Redirect..."

⁷² Derived from Ashes FAQ, p. 4 "Q: If I play my Stormwind Sniper and my opponent plays Ice Trap..."

⁷³ Derived from a playtester ruling in the Slack channel

If multiple players wish to activate effects or play cards in response to the same game event, or if there is a reasonable expectation given the cards in play that this might be the case:

- Starting with the active player (the player whose turn it is, or the player with the First Player Token if outside of the Player Turns Phase), each player clockwise around the table has a chance to activate as many abilities and spells or play a Reaction Spell in response to the current game event as they like before passing to the next player.
- Once all players have declared what they are activating or playing, the active player decides the order in which the effects and cards resolve per normal rules (see [5.7.1 Resolving Simultaneous Effects](#)).

As noted in [5.4.0 Activation Timing for Triggered Abilities and Spells](#), effects that trigger when a game event "would" happen, "when" a game event happens, and "after" a game event happens all resolve at different times. It is only necessary to use this structure for activating effects and playing cards for effects triggering in the exact same timing window.

5.5.0 Paying Costs

All costs must be one of these five costs, or be accompanied by the phrase "As an additional cost":⁷⁴


- **Exhaust** (☹): To pay an exhaust cost, you must place an exhaustion token on this card.
- **Main Action** (⊗): To pay a main action cost, you must spend your main action for the turn.
- **Side Action** (☆): To pay a side action cost, you must spend your side action for the turn.
- **Discard** (♠): To pay a discard cost, you must choose and discard a number of cards from your hand equal to the number shown.
- **Magic** (♠, ⚔, or one of the dice symbols listed under [2.2.0 Dice](#)): To pay a magic cost, you must exhaust dice of the appropriate type and number by moving them from your active pool to your exhausted pool.



A cost may include any or all of these costs, and nothing else is considered to be a cost.⁷⁵

Costs are formatted in different ways depending on what they are for:

⁷⁴ Ashes Rules, p. 10 "Paying Costs"; Ashes FAQ, p. 18 "Expanded Glossary: Costs"

⁷⁵ Ashes FAQ, p. 10 "Expanded Glossary: Costs"

- The cost to **play a card from your hand** is found on the top right of the card underneath the name of the card.
- The cost to **activate an ability** is found between colons after the name of the ability in the card's text box.
- The cost of **activating a spell** is found before the colon in the card's text box.
- The cost for **triggered abilities or spells** is found in the body of the text preceding the word "to" or preceding a sentence that begins with "If you do..." or "For each ___ spent...". For costs found in the body of the text the cost may appear as an icon or may be written out (e.g. 1 , or "place 1 exhaustion token").

Note: The language used by triggered abilities and spells can be found on other cards but does not count as a cost in these cases (e.g. *Blood Chains* reads "Choose a unit you control and destroy it. If you do...". This does not count as a cost despite following cost formatting because the cost to play *Blood Chains* is  ♦ 1  as printed in the upper right corner of the card.)

[Provisional] There is no explicit timing defined in the Ashes rules for when you should pay costs. The Ashes Rules seem to imply that you pay costs immediately upon declaring that you will play a card or activate an ability or spell. However, the Ashes FAQ states that you cannot resolve a triggered ability or spell until all effects on the card that contained the triggering game event have resolved. There was a tentative playtester ruling in the Slack channel that you declare you are playing something, and then do not pay costs, choose targets, or resolve effects until the effects can resolve (and if you can no longer pay for it due to the game state changing in the interim nothing happens), but it did not make it into the Ashes FAQ 3.0 because the playtesters are evidently still divided. The main alternative to this approach is that you pay costs immediately upon declaring you will activate an ability or spell or play a card, and then wait to choose targets and resolve effects until after all effects on the card with the triggering game event resolve. If playing in a tournament, it is up to the TO how to handle this timing.

5.5.1 Parallel Costs⁷⁶

Some cards have two or more costs found in the Play Cost area in an area connected together by a centered vertical bar.

Other cards have two or more costs found in their text with an "or" between those costs.









These costs are called Parallel Costs.

⁷⁶ Parallel Costs reference card, included with The Masters of Gravity

To pay a Parallel Cost, you only need to pay one of the "costs" found in the connected area or adjacent to the word "or". All other costs found in the Play Cost area must still be paid to play a card with a Parallel Play Cost, and all other costs to activate an effect with a Parallel Activation Cost found in its text must still be paid to activate that effect.

5.5.2 Magic Play Cost⁷⁷

Some card effects reference magic play costs. The magic play cost of a card is the sum of the magic costs that must be spent to play the card from your hand. Action, exhaust, and discard costs are not included in magic play costs. "X" equals "0" for the purpose of calculating magic play costs.

For example: *Hammer Knight* costs 1  ♦ 1  ♦ 1  and has a magic play cost of 3. *Spear Master* costs 3  ♦ 1  and has a magic play cost of 3. *Transmute Magic* costs 1  ♦ X  and has a magic play cost of 1. *Small Sacrifice* costs  and has a magic play cost of 0.

5.6.0 Choosing Targets

A card is considered to target something when it uses the word "target" in its effect text in reference to a game element or player (usually with a phrase like "choose a target X" or "do Y to a target X").⁷⁸

When activating an effect or playing a card, you must choose all targets for that card after paying its costs and before resolving its effects, even if the effects applying to those targets are optional.⁷⁹

5.7.0 Resolving Effects

There are two "golden rules" to keep in mind when resolving effects:

1. When a card effect contradicts the rulebook, the card effect takes precedence.⁸⁰
2. **[Provisional]** Different words mean different things. (E.g. "moving" a token is different from "placing" a token and "dealing" damage is different from "receiving damage" or "placing wounds".)⁸¹

If a card has left play before that card's effect would resolve, even if the card's effect has already been activated or triggered, the effect does not resolve.⁸²

⁷⁷ Magic Play Cost reference card, included with The Ghost Guardian

⁷⁸ Derived from Ashes FAQ, p. 3 "Q: What effects can Golden Veil cancel?"

⁷⁹ Derived from Ashes FAQ, p. 3 "Q: Can I play Golden Veil on my opponent's Rin's Fury..."

⁸⁰ Ashes Rules, p. 13 "Card Effects and Timing"

⁸¹ This is unstated in the rules, but heavily implied by the card-specific rulings in the Ashes FAQ.

⁸² Ashes FAQ, p. 14 "Costs and Targeting"

When resolving an effect you resolve as much of the effect as possible, then ignore the rest.⁸³

When resolving effects, perform the following actions:⁸⁴

- When multiple effects are printed on a card, those effects are resolved in order, from top to bottom.
- If a card deals damage and includes other effects, all immediate effects must resolve prior to the damage and destruction resolution process resolving.
- All effects on a card must resolve in their entirety before effects that would trigger as a result of those effects' resolution can resolve (including damage and destruction resolution, if a card both deals damage and includes other effects).

5.7.1 Resolving Simultaneous Effects

The player whose turn it is decides the execution order of "simultaneous" effects (or, if it is no player's turn, the player with the first player token).⁸⁵ **[Provisional]** In the interest of brevity, this document considers this player the "active player".⁸⁶

[Provisional] Effects are considered to be simultaneous if they are activated with the same timing in response to the same game event (see [5.4.0 Activation Timing for Triggered Abilities and Spells](#)), are triggered by effects that are resolving simultaneously, or are explicitly listed as simultaneous in the rules.⁸⁷

6.0.0 Attacking⁸⁸

You can spend your main action to attack either a Phoenixborn or a unit on an opponent's battlefield.

A player must have at least 1 unexhausted unit that is able to make an attack in order to declare an attack action. After an attack action has been declared, at least 1 unit must be declared as an attacker if the player that declared the attack action has 1 or more unexhausted units that are able to attack.⁸⁹

⁸³ Ashes FAQ, p. 4 "Q: Can a player with a full battlefield still use the Summon Gilder ready spell..." and p. 14 "Costs and Targeting"

⁸⁴ Ashes FAQ, p. 14 "Costs and Targeting"

⁸⁵ Ashes Rules, p. 13 "Card Effects and Timing"

⁸⁶ This is not a defined game term, but it really should be. Particularly considering it is used—but not defined—in the Ashes FAQ, p. 9 "In what order do I resolve the effects of Meteor?"

⁸⁷ This is not explicitly defined by the rules, so in a tournament it is up to the Organizer to determine what constitutes "simultaneous" effects. Some things, such as attacking damage, are explicitly noted to be "simultaneous", however.

⁸⁸ Ashes Rules, pp. 6-9 "Attack a Phoenixborn" and "Attack a Unit"

⁸⁹ Ashes FAQ, p. 17 "Declaring an Attack Action"

When you declare an attack, first state the type of attack ("I am attacking a Phoenixborn" or "I am attacking a unit"), and then resolve the following steps in order:

1. **Declare Attackers:** You (*the attacking player*) choose one or more of your unexhausted units to attack with by pushing them forward on your battlefield.
2. **Choose Target**
 - *If attacking a Phoenixborn:* Choose an opponent's Phoenixborn to attack. All of your attacking units will attack this targeted Phoenixborn individually.
 - *If attacking a unit:* Choose a single unit to target on an opponent's battlefield. All of your attacking units will attack the targeted unit with their attack value combined.
3. **Declare Blockers or a Guard**
 - *If attacking a Phoenixborn, declare blockers:* The defending player may declare up to 1 **blocker** for each attacking unit. To declare a blocker, the defending player places 1 of her unexhausted units in front of an attacking unit to show that her unit is blocking that attacker. Each attacking unit cannot be blocked by more than 1 unit.
 - *If attacking a unit, declare a guard:* The defending player may choose to have her Phoenixborn **guard** the unit being targeted by moving her Phoenixborn in front of that unit. The Phoenixborn is now the target of the attack. **Note:** A Phoenixborn can guard even if it is exhausted. An unexhausted unit the defending player controls with the Unit Guard ability can be declared as a guard in the same way. Only a single unit can be declared as a guard for any given attack.
4. **Resolve Damage**
 - *If attacking a Phoenixborn:*
 - i. One at a time, in an order of the attacking player's choosing, resolve each attacking unit's damage. **If the attacking unit is unblocked**, deal an amount of damage equal to its attack value to the defending player's Phoenixborn, then place 1 exhaustion token on the attacking unit. **If the attacking unit is blocked**, the defending player may now choose to counter with his blocking unit.
 - A. **If the defending player chooses not to counter with his blocking unit**, the attacking unit will deal damage equal to its attack value to the blocking unit. Then place 1 exhaustion token on the attacking unit. The blocking unit does not become exhausted if it did not counter.
 - B. **If the blocking unit counters**, both units are now considered to be **in battle**. Units in battle will simultaneously deal an amount of damage equal to their attack values on each other. Then place 1 exhaustion token on each unit involved in that battle that was not destroyed.
 - *If attacking a unit:*

- i. *If the final target of the attack is a Phoenixborn:* total each unblocked attacking unit's attack values and deal that amount of damage to the target Phoenixborn. Then place 1 exhaustion token on each attacking unit.
 - ii. *If the final target of the attack is a unit and that unit is unexhausted:* the defending player may now choose to counter with that unit.
 - A. ***If the defending unit does not counter or cannot counter*** because it is exhausted, total each of the attacking unit's attack values and deal that amount of damage to the target unit. Then place 1 exhaustion token on each attacking unit. The defending unit does not get an exhaustion token if it did not counter.
 - B. ***If the defending unit counters***, the attacking player's units and the defending player's unit are now considered to be **in battle**. Total each of the attacking unit's attack values and deal that amount of damage to the defending player's unit. Simultaneously the defending player's countering unit will deal an amount of damage equal to its attack value to the attacking units. If the defending player is countering multiple units, the defending player may choose how to split up her unit's damage among the attacking units. Then place 1 exhaustion token on each unit involved in that battle that was not destroyed.
- The attacker declares what units are attacking *before declaring the specific target of the attack*. This matters because there are several cards that trigger before or after declaring attackers, and if you say something like "I am declaring an attack on your Frostback Bear" the defender has an informational advantage when deciding if they want to trigger responses to attackers being declared.
 - When attacking a Phoenixborn, attackers all deal their damage *individually*. When attacking a unit, attackers all deal their damage *as a group*. This can matter for effects and cards that trigger on damage being dealt or received.
 - "Blocking" and "guarding" are *different things*. This matters because some effects will prevent an attack from being blocked (can't defend against the unit when it attacks a Phoenixborn) while others prevent an attack from being guarded (can't defend against the unit when it attacks a unit).
 - Units are only "in battle" if the defending unit *counters*. This matters for effects that explicitly trigger when a unit is "in battle".
 - Nowhere in the rules does it state that an exhausted unit cannot deal attack damage (*only that an exhausted unit cannot be declared as an attacker*). This means that if a unit is declared as an attacker it will deal its attack damage even if it becomes exhausted between attackers being declared and resolving damage (but it will end up with multiple exhaustion tokens at the end of the attack if it survives, because an exhaustion will still be placed as a result of attacking).⁹²

Because units attack in a group when attacking a unit, when declaring an attack a unit main action, all units declared as attackers must have the Battle Advantage ability in order for Battle Advantage to trigger during that battle. The same is true for the Bypass and Stalk abilities. For example, if all units have the Bypass ability, then the summed attack value cannot be guarded against. In another example, if two attacking units have the Battle Advantage ability but one attacking unit does not, the summed attack value does not have Battle Advantage.⁹⁰

When a unit is declared as a blocker of an attacking unit, the blocking unit becomes the target of the attack. An attacking unit can only deal damage to the target of the attack. If a blocking unit is destroyed before the attack is resolved, the attacking unit does not deal damage in battle. Effects that trigger on dealing damage are not resolved.⁹¹

6.1.0 Implications of Attacking

There are several implications to the rules about attacking that players often initially overlook:

⁹⁰ Ashes FAQ, p. 14 "Battle Advantage, Stalk and Bypass"

⁹¹ Ashes FAQ, p. 14 "Blocking"

7.0.0 Damage and Destruction⁹³

Whenever an effect, attack, or counter deals damage, places wound tokens, or destroys one or more units and/or Phoenixborn, those units and/or Phoenixborn must follow the damage and destruction resolution process (commonly abbreviated as DDR or DDRP). "Inflicting" damage is synonymous with dealing it.⁹⁴

Typically, the damage and destruction resolution process is initiated immediately upon damage being dealt. However, if a card deals damage and includes other effects you must instead use the following steps:⁹⁵

1. Deal damage when specified by the card (effects are resolved in order from top to bottom).
2. Resolve all other immediate effects on the card.
3. Perform the damage and destruction resolution process for all damage dealt by the card.

⁹² Ashes FAQ, p. 12 "Q: If I declare my River Skald as an attacker..."

⁹³ Ashes FAQ, p. 17 "Damage, Wound Tokens and Destruction"

⁹⁴ Ashes FAQ, p. 18 "Extended Glossary: Inflict"

⁹⁵ Ashes FAQ, p. 14 "Costs and Targeting" and p. 17 "Damage, Wound Tokens and Destruction"

4. Resolve effects triggered by effects on the card.

If multiple units and/or Phoenixborn must follow the damage and destruction resolution process as the result of an effect or due to damage otherwise being dealt simultaneously, the player whose turn it is (or the player that has the first player token if it's no player's turn) decides the order that those units and/or Phoenixborn follow the damage and destruction resolution process.

There are three steps to the damage and destruction resolution process. If an effect places wound tokens, the steps are resolved in order starting at **step 2**. If an effect destroys a unit or Phoenixborn, the steps are resolved in order starting at **step 2b**.

Effects that trigger during one of these steps are completely resolved before moving on to the next step. If a triggered effect deals damage, the damage from that effect is completely resolved, using the damage and destruction resolution process, before moving on to the next step.

- **Step 0:** A unit or Phoenixborn is dealt damage. This will start the damage and destruction process after all effects of a card or ability have resolved.
 - **Step 0b:** Effects that trigger on dealing damage resolve now.
- **Step 1:** A unit or Phoenixborn receives damage
 - **Step 1b:** Effects that trigger on receiving damage resolve now.
- **Step 2:** Place wound tokens on the unit or Phoenixborn equal to the damage that they have received, and, if there are now a number of wound tokens on that unit or Phoenixborn equal to or greater than that unit or Phoenixborn's life value, it is immediately destroyed.
 - **Step 2b:** Effects that trigger on a unit's destruction or a Phoenixborn's destruction happen now.
- **Step 3:** A destroyed Phoenixborn's controller loses the game (see [9.0.0 Winning and Losing the Game](#)). A destroyed unit is discarded.
 - **Step 3b:** Effects that trigger on a unit leaving play happen now.

7.1.0 Discarding Cards⁹⁶

When a card that is in play is discarded or otherwise removed from play, remove all tokens that are on that card, placing those tokens back in their respective piles. Discard any cards that were attached to that card. Discard any cards that are face down underneath that card.⁹⁷ Move any dice on that card to their owner's exhausted pool.⁹⁸

⁹⁶ Ashes Rules, p. 12 "Discarding Cards"

⁹⁷ Ashes FAQ, p. 17 "What happens to facedown cards when the card they are under leaves play?"

⁹⁸ Ashes FAQ, p. 17 "General Questions: What happens to dice that have been placed on a card when that card leaves play?"

When a card is discarded, place it in its owner's discard pile. When a conjuration is discarded, return it to its owner's conjuration pile.

"Discarding" a card is the final step in the damage and destruction resolution process, but "discarding" and "destroying" are different things and can trigger different effects (e.g. something that triggers on destruction will not trigger if that card is simply discarded).⁹⁹

7.1.1 Respark¹⁰⁰

Some cards can be resparked. During the Player Turns Phase, when a card that can be resparked would be discarded from play, its owner may pay that card's respark cost to add that card to his hand instead of to the discard pile.

Note: Cards that have been discarded by meditating cannot be resparked.

7.2.0 Example Effect Triggers for Damage Resolution

A large majority of card effects trigger off some stage of the damage and destruction resolution process. Here is a complete listing of the possible timing windows surrounding damage and destruction resolution (these are not explicitly defined in the rules, because timing windows are established by cards):

1. **"Would deal damage" or "would be dealt damage":** resolve effects triggered before the damage is dealt now.
2. *The effect or attack/counter deals damage now (DDR step 0).*
3. **"Deals damage" or "dealt damage":** activate effects triggered after damage is dealt now (resolving these effects must wait until all other effects from the card dealing damage are resolved, if the card deals damage and includes other immediate effects).
4. *Damage and destruction resolution process begins now.*
5. **"Would receive damage":** resolve effects triggered before damage is received now.
6. *Unit/Phoenixborn receives damage now (DDR step 1).*
7. **"Received damage":** resolve effects triggered on damage received now (DDR step 1b).
8. *Place wound tokens now (DDR step 2).*
9. **"Would be destroyed":** this is not in use at the time of this writing but would logically occur here.
10. *Unit/Phoenixborn is considered destroyed.*
11. **"Destroyed":** resolve effects triggered on unit/Phoenixborn destruction now (DDR step 2b).

⁹⁹ This isn't explicitly called out in the rules, but heavily implied by the card-specific rulings in the Ashes FAQ.

¹⁰⁰ Ashes Rules, p. 12 "Respark"

12. **"Would leave play"**: resolve effects triggered before a card leaves play now.
13. *Discard destroyed unit; destroyed Phoenixborn loses the game now (DDR step 3).*
14. **"Leaves play"**: resolve effects triggered on unit leaving play now (DDR step 3b).

8.0.0 Meditation¹⁰¹

The steps for the Meditate side action are as follows:

- **Step 1**: Discard one card at a time until you choose to stop from your draw pile, your hand, or a ready spell from your spellboard.
 - **Step 1b**: Effects that trigger or changes in game state as a result of discarding cards trigger now.
- **Step 2**: Change the facing of an amount of dice in your active dice pool equal to the number of cards discarded in step 1 to a side of your choice.

9.0.0 Winning and Losing the Game

If a player's Phoenixborn has a number of wounds on it equal to or greater than its life, that Phoenixborn is destroyed. When a player's Phoenixborn is destroyed he is out of the game. When there is only 1 player remaining, that player wins.¹⁰²

When a player's Phoenixborn is destroyed, immediately remove from the game all cards in that player's draw pile, discard pile, conjuration pile, and hand. Also remove all dice in that player's exhausted and active dice pools. Any cards or dice that player owns but is not in control of remain in the game. These cards are removed from the game when they would be returned to the control of their owner or when they would leave play. These dice are removed from the game when they would be placed in their owner's active or exhausted dice pool.¹⁰³

10.0.0 Deck Building¹⁰⁴

To build a deck, you must do the following:

1. Choose a Phoenixborn.
2. Choose exactly 30 cards to be included in your deck. You may only include up to 3 copies of any 1 card in your deck (by name).
 - a. You can only include Phoenixborn unique cards in your deck if you chose the associated

Phoenixborn. The Phoenixborn unique icon is located in the lower right corner of cards unique to that Phoenixborn.

3. Choose 10 dice to be included in your dice pool. You may choose a variety of dice types to be in your dice pool.
4. Some effects or abilities on cards are capable of bringing a conjuration unit into the game. Each conjuration unit has a conjuration limit value placed in the lower left corner of that unit's card. If you have one or more effects or abilities in your deck that can bring out a conjuration unit, you must collect a number of copies of that conjuration unit equal to that conjuration unit's conjuration limit. Do this for each different conjuration your deck is capable of producing by forming a conjuration pile out of these conjurations and keeping it separate from your deck.
 - a. The conjuration pile is considered part of your deck, so you must check your conjuration pile for card names to be included in your conjuration pile.¹⁰⁵

11.0.0 Drafting

11.1.0 Drafting with the Base Set¹⁰⁶

Instead of playing with a pre-built deck or bringing a custom built deck to a game of Ashes, you and your friends may draft your decks. 2 - 4 players can participate in a draft using the Ashes base set. By adding additional Ashes sets more players can join in on a draft.

11.1.1 Set-Up

1. Gather each Phoenixborn in your collection and place each into a separate pile with 3 copies of each of their corresponding Phoenixborn unique cards under them.
2. Gather all of the conjuration cards in your collection and put them to the side for later use.
3. Gather 1 copy of each remaining card in your collection and shuffle them into one big draft deck.
4. Gather 10 copies of each dice type in your collection and place them in separate piles.
 - a. If drafting with 5 or more players you will either need to have a number of dice types in your collection equal to the number of players drafting, or you will need to have more than 10 copies of each dice type so that there are enough dice available so that each player drafting can draft a full 10 dice.
5. Randomly determine a first player and give them the First Player Token.

¹⁰¹ Ashes FAQ, p. 14 "Meditation"

¹⁰² Ashes Rules, p. 13 "Winning and Losing the Game"

¹⁰³ Ashes FAQ, p. 17 "Destroyed Phoenixborn"

¹⁰⁴ Ashes Rules, p. 14 "Deck Building"

¹⁰⁵ Ashes FAQ, p. 14 "Conjuration Piles"

¹⁰⁶ Ashes Rules, p. 16 "Drafting"

11.1.2 Draft

1. Starting with the first player and continuing clockwise around the table, each player chooses 1 Phoenixborn along with their corresponding Phoenixborn unique cards. Then the first player passes the first player token to his left.
2. Deal each player 9 cards from the draft deck. Each player will choose 1 of the cards they were dealt and pass the other 8 cards to the player on their left. Each player will choose 1 of the cards they were passed and pass the remaining 7 cards to the player on their left. Players will continue choosing and passing in this way until each player has chosen 9 cards.
3. Starting with the first player and continuing clockwise around the table, each player chooses 2 dice at a time, of any type, until all players have chosen 10 dice. Then the first player passes the First Player Token to his left.
4. Reveal a number of cards from the draft deck equal to the number of players drafting and place them face-up. Starting with the first player, each player may take 1 of the face-up cards, putting 1 of their cards face-up in its place (*making it available to be chosen by 1 of the other drafting players*).
5. Each player collects 2 additional copies of each of the 9 cards they drafted.
6. Players should now have 1 Phoenixborn, 10 dice and 30 cards – a complete Ashes deck.
7. Some effects or abilities on cards are capable of bringing a conjuration unit into the game. Each conjuration unit has a conjuration limit value. If you have one or more effects or abilities in your deck that can bring out a conjuration unit, you must collect a number of copies of that conjuration unit equal to that conjuration unit's conjuration limit. Do this for each different conjuration your deck is capable of producing, by forming a conjuration pile out of these conjurations and keeping it separate from your deck.
8. Players can now use their drafted deck in a game or tournament.

11.2.0 [AOP] Drafting with a Large Group¹⁰⁷

The drafting rules included in the Ashes Rules are perfectly serviceable but are not well suited to drafting with more than 4 players and include some limitations that can be avoided if participants own their own Ashes sets.

These rules refer to organizing your cards by Phoenixborn-decks. This refers to the pre-built decks that each standard Phoenixborn has. The core box comes with six Phoenixborn-decks (*one for each Phoenixborn in the set*). Each expansion comes with a single Phoenixborn-deck, which is all of the cards included in that expansion.

For this draft, divide players into groups of 4-8 players.¹⁰⁸

11.2.1 Required Materials

For each group (generally provided by the host):

- Unique Phoenixborn-decks equal to the number of players plus two
- Three extra sleeves for each player (*if cards are sleeved*)

No single group should use multiple copies of any single Phoenixborn-deck (meaning if there are more than 4 players in a group, you must include expansion decks).

Each player should bring:

- A set of dice (10 of each dice type, or at least as many dice as they will possibly want to use)
- A set of Phoenixborn cards and their associated unique cards (or at least whichever Phoenixborn they will possibly want to use)
- Tokens

11.2.2 Set-Up

You will need to do these steps for each group of players. Participating players should be randomly divided into groups of between 4 and 8 players each. The groups should be as large as possible while keeping the number of players in each group as close to the same as possible.

Once you know how many groups you have, follow these steps for each group. Keep in mind, there should not be any duplicate Phoenixborn-decks in a single group (*although you can use the same Phoenixborn-deck in multiple groups*).

1. Sort all of your cards by Phoenixborn-deck, if they aren't already sorted that way.
2. Remove the Phoenixborn cards and their unique cards from each Phoenixborn-deck and put them back in the box. These won't be used (*because each player will provide their own Phoenixborn and associated unique cards*).
3. Take all of the conjuration and conjured spell cards and two copies of each other card. Put these cards aside in a reserve pile. These may be used later, depending on how the draft goes. (*Each Phoenixborn-deck should now have exactly 9 cards.*)
4. Randomly select a number of these Phoenixborn-decks equal to the number of players in the group plus two. Then, shuffle the selected decks into a large pile. This will give you a large deck of cards, which is the draft deck.

¹⁰⁷ AOP Draft Rules

¹⁰⁸ See AOP Draft Rules, p. 3 for suggested group divisions

- Return any Phoenixborn-decks not selected to the box. These decks will not be used. Players should not know which Phoenixborn-decks were selected.

11.2.3 Draft

- Deal 11 cards to each player from the draft deck.
- Return any cards not dealt to the box. These cards will not be used. Players should not know which cards were returned.
- Each player chooses 1 of the cards they were dealt and passes the other 10 cards to the player on their left. Each player then chooses 1 of the cards they were passed and passes the remaining 9 cards to the player on their left. Players continue choosing and passing in this way until each player has chosen 11 cards.
- Once each player has 11 cards, the host should give each player 2 additional copies from the reserve pile of each of the 11 cards that player chose. Each player will now have 33 cards.
- The remainder of the draft is completed privately and separately. Players should now privately select which Phoenixborn they will be using. Players may select any Phoenixborn from their own collection.
- After selecting a Phoenixborn, a player should privately add three copies of that Phoenixborn's unique to the 33 cards they have already collected. The player will now have 36 cards (*and 1 Phoenixborn card*).
- Each player should then privately return 6 cards to the box. Other players should not know which cards that player is returning. (*A player may return some or all of the Phoenixborn unique cards if they wish. If so, they return those cards to their own collection.*) These returned cards will not be used.
- The player will now have 30 cards (*and 1 Phoenixborn card*).
- Each player should then privately select 10 dice from their own collection. Return any dice not selected. These returned dice will not be used.
- Each player will now have a complete Ashes deck of 1 Phoenixborn, 30 cards, and 10 dice.
- Each player should then privately collect any conjuration or conjured spell cards their deck is capable of producing and build a conjuration pile from those cards. Players may use their own cards or the host's cards for their conjuration pile.
- Players are now ready to use their drafted decks in a game or tournament.

11.3.0 [Provisional] Drafting with Two Players¹⁰⁹

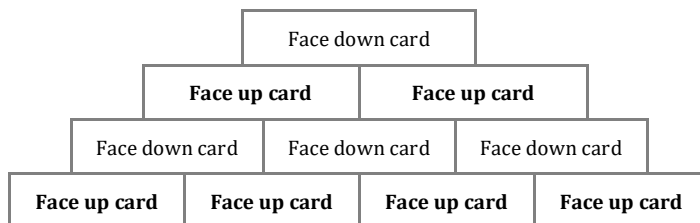
This is a fan-made variant for drafting with two players inspired by 7 Wonders Duel.

¹⁰⁹ <https://www.boardgamegeek.com/thread/1657893/2-player-draft-w-new-rules>

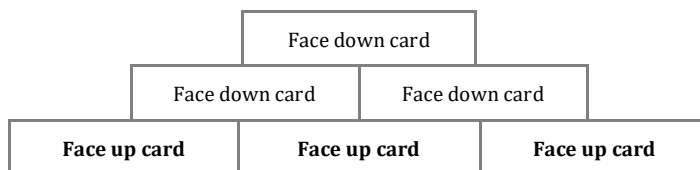
11.3.1 Set-Up

- Similar to the AOP Draft Rules above, sort your cards by Phoenixborn-deck (leaving Phoenixborn and Phoenixborn unique cards in the box), and then randomly select 4 of them.
- Shuffle your 36 card draft deck, and randomly discard 14 cards without looking at them.
- Deal the remaining 22 cards into 3 pyramids.

One pyramid laid out like this:



Two pyramids laid out like this:



11.3.2 Draft

- Decide who goes first and give them the First Player Token, then alternate choosing cards from any of the 3 pyramids. A card can only be taken when it has no other cards on top of it. When a face-down card has no other cards on top of it, turn it face-up.
- Once each player has 11 cards, each player should gather 2 additional copies from the reserve pile of each of the 11 cards that player chose. Each player will now have 33 cards.
- If drafting from a single collection:*
 - Pass the First Player Token. Starting with the player with the First Player Token, each player chooses 1 Phoenixborn along with their corresponding Phoenixborn unique cards. Both players will now have 36 cards (*and 1 Phoenixborn card*).
 - Pass the First Player Token again. Starting with the player with the First Player Token, each player chooses 2 dice at a time, of any type, until both players have chosen 10 dice.
- If both players own their own collection:*
 - The remainder of the draft is completed privately and separately. Players should now privately select which Phoenixborn they will be using. Players may select any Phoenixborn from their own collection.
 - After selecting a Phoenixborn, a player should privately add three copies of that Phoenixborn's unique to the 33 cards they have already collected.

The player will now have 36 cards (*and 1 Phoenixborn card*).

- c. Each player should then privately select 10 dice from their own collection. Return any dice not selected. These returned dice will not be used.
5. Each player should then privately return 6 cards to the box. Other players should not know which cards that player is returning. (*A player may return some or all of the Phoenixborn unique cards if they wish. If so, they return those cards to their own collection.*) These returned cards will not be used.
6. Each player will now have 30 cards (*and 1 Phoenixborn card*) and 10 dice.

12.0.0 Quick Reference¹¹⁰

Symbol	Name	Action
	Main Action	Spend your main action for the turn
	Side Action	Spend your side action for the turn
	Exhaust	Place an exhaustion token on this card
	Discard	Choose and discard a number of cards from your hand equal to the number shown
	Basic Magic	When paying a magic cost, may be used as
	Ceremonial Power	When paying a magic cost, may be used as , , or
	Ceremonial Class	When paying a magic cost, may be used as or
	Charm Power	When paying a magic cost, may be used as , , or
	Charm Class	When paying a magic cost, may be used as or
	Illusion Power	When paying a magic cost, may be used as , , or
	Illusion Class	When paying a magic cost, may be used as or
	Natural Power	When paying a magic cost, may be used as , , or
	Natural Class	When paying a magic cost, may be used as or
	Divine Power	When paying a magic cost, may be used as , , or
	Divine Class	When paying a magic cost, may be used as or
	Sympathy Power	When paying a magic cost, may be used as , , or
	Sympathy Class	When paying a magic cost, may be used as or

12.1.0 Game Round

1. Prepare Phase

- Roll Dice
- Discard Cards
- Draw Cards

2. Player Turns Phase

- Starting with the first player, alternate taking turns (phase ends when all players consecutively pass their main action):
 - Main Action (required):**
 - Pay a cost
 - Attack a Phoenixborn
 - Attack a unit
 - Pass
 - Side Action (optional; before or after main):**
 - Pay a cost
 - Meditate
 - Activate a dice power

3. Recovery Phase

- Recover
- Remove Exhaustion
- Exhaust Dice
- Pass First Player Token

12.2.0 Dice Power Abilities¹¹¹

◊ 1 : Choose an ally in your discard pile. Add that ally to your hand, then deal damage equal to that ally's attack value to your Phoenixborn.

◊ 1 : Place the die used to cast this ability onto a target unit you control. While this die is on that unit, that unit is considered to have +1 to its Attack Value and Life Value. Put all dice placed this way into your exhausted pool at the end of the round.

◊ 1 : Move 1 die from an opponent's Active Dice Pool to that opponent's Exhausted Dice Pool.

◊ 1 : Deal 1 damage to a target unit.

◊ 1 : Place the die used to cast this ability on a target unit. When the unit this die has been placed on would receive damage, you may place this die in your exhausted pool to prevent up to 2 damage to that unit. If this die is still on a unit at the beginning of your next turn, place it in your exhausted pool.

◊ 1 : Draw 1 card, then place 1 card from your hand on the top or bottom of your draw pile.

¹¹⁰ Ashes Rules, p. 20 "Symbol Guide"

¹¹¹ Dice reference cards, included in the base set and some expansions