A·S·H·E·S
REBORN

Organized Play Rulebook
V.3

Plaid Hat Games

WELCOME TO ASHES ORGANIZED PLAY!

Fate has been broken.

The Phoenixborn of Argaia are at war again.

This document is in effect beginning on October 10, 2022.

Version 3 Additions

- Chained List update- added Summon Sleeping Widows

Introduction

This document will help you, the Tournament Organizer (TO), set up and run an Ashes Organized Play (AOP) Event! Be sure to visit plaidhatgames.com for the latest Rulebook, FAQ, deck list registration forms, match slips, and any other Ashes resources.

Formats

The standard format for AOP is the Constructed format, following the Deck Building rules in the Ashes Rulebook. Alternative formats can include using Preconstructed decks only, setting up a Draft, or any other custom format the TO wishes to host. TOs should inform players beforehand what format of play will be used.

Components

Players should come to the event prepared with a legal 30-card deck, 10 dice, their chosen Phoenixborn, all necessary conjurations, and a set of game tokens. Dice power reference cards may be brought, but are not required to play. Card sleeves are not required for Organized Play as long as a player's deck has no marks or inconsistencies that could distinguish one card from another. The TO may elect to require sleeves be used by a player if their deck fails to meet the TO's standards and sleeves that are used by players must be in good condition with no wear and tear. Players should also complete the deck list registration form prior to attending. As the TO, it may be helpful to provide these forms for competitors at the event site. Once a player has submitted their form, changes may not be made to their deck.

Tournament Setup

AOP Events use the Swiss-Style Tournament format to facilitate the best play experience for attendees. Swiss tournaments feature a set number of rounds for all players to play, based on the number of attendees. Each player's win-loss record will determine their final placement. It is recommended, but not necessary, that at least 8 participants attend to run a Swiss tournament.

The number of tournament rounds is determined by the number of participants.

- **For 3-4 players** - run 2 rounds.

- **For 5-8 players** - run 3 rounds.

- **For 9-16 players** - run 4 rounds.

- **For 17-32 players** - run 5 rounds, and optionally run a 4 player Top Cut (see below).

- **For 33 or more players** - run 6 rounds, and optionally run an 8 player Top Cut (see below).

Players should be randomly paired for the first round. In each subsequent round, the TO should randomly pair players with the same win-loss record, starting with the group of players with the best record. If there is an odd number of players with a shared win-loss record, one of those players should be paired with a player in the next highest group. Players are never to face the same opponent in Swiss rounds, so any randomized pairing that results in a duplicate pairing should be revised by the TO. Searching online for "swiss tournament generator" should yield several options to automate this process.

Byes

When running a tournament with an odd number of players, one player will receive a bye each round. The player with the bye does not play during that round, and the round is counted as a win for that player. The first bye should be given randomly, and all subsequent byes are given to the player with the weakest tournament record who hasn't received a bye already. When recording the bye, the player's "opponent" scored 0 **blood points** (see below, under Recording Results).

Gameplay

Once players are seated with their opponent for the upcoming round, they should reveal their Phoenixborn, dice pool, and conjuration count to their opponent. Then, players will select their First Five. The TO should check all players' First Fives to confirm there are no duplicates or **Chained** cards included in it. The round is now ready to begin! Start the timer and inform players to roll their dice and begin play. Rounds are to be 50 minutes in length. Be sure to prominently display the round timer, or make periodic announcements of remaining time in the round.

Sudden Death

After time is called, the Sudden Death penalty will be applied to each player at the start of their turn, starting with the First Player's next turn. At the start of this turn and each subsequent turn, the player whose turn it is discard a total of 2 cards from their hand, spellboard, or off the top of their draw pile. For each card they cannot discard, place I wound token on their Phoenixborn. Players may not trigger effects off of these discards or wounds.

Recording Results

After each match, players should update their match slips by recording the winner, loser, and how many blood points each player scored. Winning players score 25 blood points, and losing players score blood points equal to the number of wound tokens on their opponent's Phoenixborn at the end of the game. The TO should confirm the validity of the results, then collect all match slips to determine the next round pairings.

Final Placements

After all Swiss rounds have been completed, tally up the total number of wins for each player to determine their final placement, or the entrants eligible for the Top Cut. If any players have a tied number of wins, use the following as tiebreakers:

1. **Head to Head:** If there are two tied players that have faced each other, whoever won their game places higher.

2. **Opponents' Wins (Strength of Schedule):** If two tied players have not faced each other, or more than two players are tied, count up the total number of wins of each opponent a player faced. Players that faced opponents with more total wins place higher.

3. **Blood Points:** If tied players faced opponents with the same total wins, players who scored more blood points place higher

If players are still tied, the TO may randomize their placement, or apply any other fair technique.

Top Cut

With more than 16 players, the TO may advance the top players to a single elimination top cut bracket. After running the Swiss rounds, rank players by their record and select the top players equal to the size of the top cut. Seed these players starting with the highest ranking player facing the lowest ranking player, and so on. The single elimination rounds will run until one player remains undefeated! The TO may opt to ignore the time limit and Sudden Death rules for the final match, if desired.
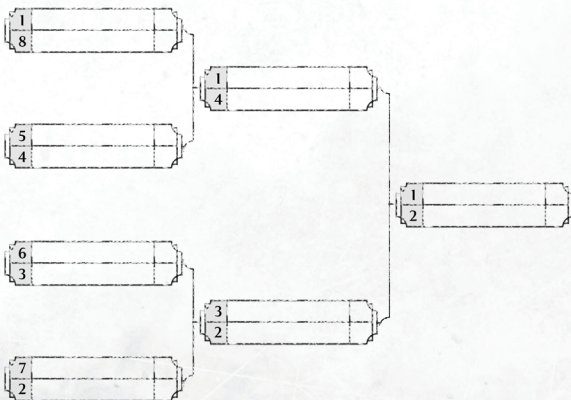
Slow Play

Players are expected to play in a timely fashion with the intent of finishing each game by the time limit. Players are prohibited from stalling the game's progress by way of excessive thinking time, delaying resolution of effects, or any other manner. The TO should be actively monitoring the progress of all games to ensure they are being played at an appropriate pace. If a player suspects their game will not be completed within the time limit at its current pace, or if their opponent is not playing in a timely fashion, they may ask for the attention of the TO. If the TO agrees that slow play is happening, they will issue a warning. If a player issued a warning for slow play repeats this behavior, they may be issued an immediate game loss by the TO.

The Chained List

Ashes Organized Play is committed to regulating the Ashes competitive metagame through a system of restrictions on certain cards. TOs are encouraged to enact the following rules to help realize this goal. There exist certain cards and card combinations that violate one or more of the core gameplay philosophies of Ashes when included in a player's First Five. Thus, each card on this list cannot be included in a player's First Five or be played during the first round of the game. For conjurations on the Chained List, they cannot be brought into play during the first round of the game.

- **Exhortation**
- **Explosive Growth**
- **Massive Growth**
- **Psychic Vampire**
- **River Skald**
- **Summon Shining Hydra**
- **Three-Eyed Owl**
- **Summon Sleeping Widows**