

# A♦S♦H♦E♦S

## — R E B O R N —

### RULES CLARIFICATIONS AND FREQUENTLY ASKED QUESTIONS

#### Rules Clarification

##### Abilities and Text

- ♦ Any text in a card's text box that has the format of "X = ..." is not considered an ability. Only bold named text on a unit is considered an ability, such as Unit Guard.
- ♦ Abilities and other effect text still exist on cards that are exhausted; however that text is not active and cannot be used by that card. If a card would copy the printed abilities of a card that is exhausted, it may indeed copy those abilities.
- ♦ When paying an exhaust cost to activate a spell or ability, fully resolve the activated effects even though the exhausted card no longer has ability or effect text.
- ♦ Inexhaustible text that is granted to another card is also considered to be inexhaustible on that card.

##### Battle

- ♦ If an attacker leaves battle before resolving its attack (either through becoming exhausted, leaving play, or another effect), any blocker or guard does not counter and a Phoenixborn declared as a guard would not use its guard for the round (do not rotate it 90°).
- ♦ If a blocker or guard leaves play before its battle is resolved, the attacker will resolve a battle with the original target of its attack.
- ♦ If an unguarded unit that is the target of an attack leaves play before that battle is resolved, the battle ends without dealing damage, but the attacker is still exhausted.
- ♦ Attackers are declared in a single step and blockers or guards are declared in a (separate) single step. After all attacker or blocker/guard choices have been made, effects that trigger when units are declared as an attacker/blocker/guard are resolved in the order of Simultaneous Effects (p. 17).

##### Card Information

- ♦ If an effect has a player search their draw (or other) pile for a specified card, that player is not required to select a card, even if there is an eligible card remaining in that pile.
- ♦ If an effect has a player search their discard pile or any other area whose contents are public information, the cards must be revealed when selected.
  - ♦ e.g. searching your discard pile for an ally and placing it into your hand.

- ♦ Face down cards that were public knowledge before being placed face down underneath another card in play may be examined by any player by request.
  - ♦ e.g. cards placed underneath Mount conjurations or Canyon Shelter.
- ♦ If a card in play indicates the ability to place a conjuration into play, any player may request to see a copy of the named conjuration from the owner's conjuration pile for reference.

##### Dice

- ♦ Dice that are placed onto cards, such as with the charm and divine dice powers, are returned to their owner's exhausted pool when the card they are on is discarded or otherwise removed from play. Dice that are placed onto cards are not considered to be in any player's active or exhausted pool.
- ♦ When selecting a number of dice for an effect, choose as many as you can up to the indicated amount.

##### Miscellaneous

- ♦ If a unit would ever come into play onto a full battlefield, it is discarded instead.
- ♦ If a unit leaves play and then is placed back into play, it comes into play without any tokens on it, alteration spells attached to it, and it is not attacking, blocking or guarding. If it left and returned to play within the same turn without being placed in a discard pile, conjuration pile or hand, it is considered to be the same unit and is still subject to any other effects that had applied to it (see 'Hope Everthorn').
- ♦ You may not take main or side actions during another player's turn, even if a card effect states you may take additional actions this turn.
- ♦ A card effect cannot place a conjuration into play that has been destroyed but not yet discarded unless it refers to that specific copy (e.g. via "this unit" or "that card")





## Recommended First Fives

Here is a list of First Fives for each of the preconstructed Ashes decks. Note that these are just recommendations to start from, and feel free to modify your First Five to suit your preferences and unique matchups against different opponents. These also may differ from those found in the Rulebook, as there are many viable approaches for how to use each deck.

### Aradel- The Mist Guardian

Summon Blue Jaguar ♦ Summon Mist Spirit ♦  
Summon Butterfly Monk ♦ Shifting Mist ♦ Steady Gaze

### Astrea- The Goddess of Ishra

Summon Steadfast Guardian ♦ Summon Light Bringer ♦  
Summon Weeping Spirit ♦ Imperial Ninja ♦ Sun Sister

### Brennen- The Children of Blackcloud

Summon Dread Wraith ♦ Chant of Worship ♦  
Blackcloud Ninja ♦ Fire Archer ♦ Crimson Bomber

### Coal- The Iron Men

Chant of Revenge ♦ Hammer Knight ♦ Iron Worker ♦  
Anchornaut ♦ Strengthen

### Echo- The Masters of Gravity

Chaos Gravity ♦ Sonic Swordsman ♦  
Summon Mirror Spirit ♦ Changing Winds ♦  
Gravity Training

### Fiona- The Protector of Argai

Mind Maze ♦ Summon Nightsong Cricket ♦  
Summon Mind Fog Owl ♦ Summon Majestic Titan  
Confusion Spores

### Harold- The Demons of Darmas

Summon Vampire Bat Swarm ♦ Drain Vitality ♦  
Master Vampire ♦ Adrenaline Rush ♦ Beast Warrior

### James- The Grave King

Summon Fallen ♦ Grave Knight ♦ Rising Horde ♦  
Immortal Commander ♦ Vengeance

### Jericho- The Breaker of Fate

Summon Time Hopper ♦ Summon Turtle Guard ♦  
Swift Messenger ♦ Standard Bearer ♦ Accelerate

### Jessa- The Bloodwoods Queen

Summon Blood Puppet ♦ Blood Transfer ♦  
Blood Archer ♦ Living Doll ♦ Undying Heart

### Koji- The Boy Among Wolves

Summon Indiglow Creeper ♦ Summon Biter ♦  
Join the Hunt ♦ Hunt Master ♦ Jungle Warrior

### Leo- The Roaring Rose

Summon Orchid Dove ♦ Summon Nightshade Swallow  
♦ Memory Theft ♦ Beast Tamer ♦ Change Psyche

### Maeoni- The Snakes in Silver

Summon Silver Snake ♦ Summon Gilder  
Open Memories ♦ Empower ♦ Call Upon the Realms

### Namine- The Song of Soaksend

Summon Squall Stallion ♦ Summon Salamander Monk ♦  
Guilt Link ♦ Magic Syphon ♦ String Mage

### Noah- The Shadows of Viros

Summon Masked Wolf ♦ Summon False Demon  
Small Sacrifice ♦ Resummon ♦ Summon Sleeping Widows

### Odette- The Law of Lions

Summon Emperor Lion ♦ Summon Winged Lioness ♦  
Sword of Virtue ♦ Shield Mage ♦ Power Through

### Rimea- The Ghost Guardian

Ancestral Army ♦ Summon Ghostly Mount ♦  
Summon Ancestor Spirit ♦ Augury ♦ Hollow

### Rin- The Frostdale Giants

Summon Ice Golem ♦ Summon Frostback Bear ♦  
Frost Bite ♦ Frost Fang ♦ Ice Trap

### Saria- The Cloudsea Siren

Summon Seaside Raven ♦ Summon Three-Eyed Owl ♦  
Abundance ♦ Rose Fire Dancer ♦ Purge

### Sembali- The Spirits of Memoria

Summon Admonisher ♦ Celestial Knight ♦  
Shadow Guard ♦ Chained Creations ♦ Angelic Rescue

### Victoria- The Duchess of Deception

Summon Shadow Hound ♦ Summon Shadow Spirit ♦  
Secret Door ♦ Body Inversion ♦ Flash Archer

### Xander- The King of Titans

Summon Cerasaurus Mount ♦ Sacred Ground ♦  
Earthquake ♦ Raptor Herder ♦ Pain Shaman

### Lulu- The Gorrenrock Survivors

Summon Emberoot Lizard ♦ Summon Omen Bringer ♦  
Fighting Spirit ♦ Inflame ♦ Phoenix Barrage

### Orrick- The Messenger of Peace

Concentration ♦ Summon Ash Spirit ♦ Summon Ruby  
Cobra ♦ Sunshield Sentry ♦ Flock Shepherd

### Dimona- The Queen of Lightning

Summon Cloudburst Gryphon ♦ Rayward Knight ♦  
Crystal Archer ♦ Rayward Recruit ♦ Adept Duelist

### Hope- The Artist of Dreams

Summon Fox Spirit ♦ Summon Wishing Wing ♦  
Realm Walker ♦ Dreamlock Mage ♦ Dream Fracture



# Individual Card FAQs

## Blood Archer

- Q: If placing a wound token on my Blood Archer from the Blood Shot 1 ability would cause my Blood Archer to be destroyed, do I still get to deal 1 damage to a target unit?  
A: Yes, fully resolve the ability, even though the Blood Archer is not in play when that part of the ability resolves.

## Chained Creations

- Q: If I use Chained Creations to destroy a conjuration, can I place an exhaustion token on Resummon?  
A: No. Resummon does not specifically say what kind of conjuration it puts into play, so Chained Creations cannot exhaust it.

## Choke

- Q: If I play Choke, can I still deal 1 damage to a target Phoenixborn even if they were exhausted before I played Choke?  
A: No. Choke requires you to exhaust a Phoenixborn to deal the damage.

## Copycat

- Q: If I use Copycat to resolve a copy of Meteor, how much damage can I do?  
A: Just the base 1 damage to all units. The copy of Meteor was played without paying its play cost, so no ⚡ were spent to play it, even if one was spent to play Copycat.
- Q: When I use Copycat on Odette's Enter the Fray ability, which Phoenixborn is dealt damage in return?  
A: Yours. When using Copycat, the default assumption should be that you become the player casting the spell and your Phoenixborn is using any Phoenixborn ability being copied.
- Q: Can I play Copycat after my opponent uses Copycat to copy the same spell or ability?  
A: Yes. Copycat may be played immediately after the originally copied spell or ability is resolved.

## Dark Presence

- Q: If I use Dark Presence to give Beast Tamer the Terrifying 1 ability in addition to Tame 1, and it attacks, can it be blocked by a Turtle Guard with an attack value of 2?  
A: Yes. Abilities like Terrifying check the relevant stat value only during the declare blockers/guard step, and then are otherwise irrelevant. If the Turtle Guard has an attack value above that of the Terrifying ability when it can be declared as a blocker, it may be declared.



## Emperor Lion

- Q: If I play Law of Sight while using the Emperor Lion's Decree ability, will I draw cards that I saw on the top of my draw pile while searching for a Law?  
A: Due to the possibility of manipulating the order of your draw pile, you should shuffle your draw pile immediately after searching your draw pile for a Law and revealing it, despite the fact that shuffling is listed as the last part of Decree's effect. This will ensure the cards drawn from Law of Sight are random.

## Fade Away

- Q: Is the 'remove from game' text on Fade Away considered a second effect, or a modifier of the first effect?  
A: It is a modifier of the first effect, indicating that after the ally is destroyed, instead of discarding it, remove it from the game.

## Fade Away and Undying Heart

- Q: If Fade Away destroys an ally I control that has Undying Heart attached, do I return the ally to my hand or remove it from the game?  
A: Return it to your hand. The effect of Undying Heart returns the ally to your hand before that ally would be discarded. Fade Away attempts to remove the ally from the game instead of discarding it. Since the ally is returned to your hand (and not discarded), Fade Away does not remove the ally from play.

## Ghostly Mounts

- Q: If I summon Spectral Charger Mount and my opponent destroys it with Ice Trap, what happens to the ally that was removed from play to summon my Mount?  
A: Consider placing the Mount and the ally underneath the Mount to be a single step; thus Dismount would trigger and place the ally into your hand.

## Golden Veil

- Q: When canceling one of several effects on a card with Golden Veil, such as the exhaustion token placement on Law of Fear, what happens to the remaining effects on Law of Fear that were not currently resolving?  
A: Only currently resolving effects are canceled. Passive modifiers like Law of Fear's -1 attack effect, Bound, and Fleeting, are still in effect after the exhaustion token placement is canceled by Golden Veil.

## Hunter's Mark

- Q: If I use Enchanted Violinist's Song of Sorrow ability to destroy a unit with Hunter's Mark attached to it, do I trigger the discard effect from Song of Sorrow?  
A: Yes. Hunter's Mark modifies the amount of wound tokens placed by Song of Sorrow, but the source of the damage is still the Enchanted Violinist, allowing you to discard 1 card from the top of that opponent's draw pile.






## Imperial Ninja

- ◇ **Q:** What happens if I only can discard 1 card from my deck against an Imperial Ninja's attack?  
**A:** If you choose to discard the card from your deck, the Interrogate ability still causes you to discard the looked at card, since you discarded fewer than 2 cards.

## Iron Worker

- ◇ **Q:** If I am at or above my maximum hand limit of 5, can I still draw cards with Iron Worker's Overtime ability?  
**A:** Yes. You may draw 0-2 additional cards during the draw step, regardless of how many cards you have in your hand.

## Meteor

- ◇ **Q:** If I spent  to play this, am I required to deal the  damage?  
**A:** Yes. You may not spend a  and ignore the damage boosting effect of Meteor.

## Mind Probe

- ◇ **Q:** When I use Mind Probe, does my opponent get to see the order I return the cards back to their draw pile?  
**A:** No. You are allowed to pick up the remaining cards, determine their order secretly, and return them to your opponent's draw pile.

## Odette Diamondcrest

- ◇ **Q:** How much damage does Odette take when using Enter the Fray against a Dread Wraith?  
**A:** If you use Enter the Fray against an undamaged Dread Wraith, Odette is dealt 3 damage, because the Dread Wraith's attack is increased to 3 by the time Odette is dealt damage by her ability.
- ◇ **Q:** How much damage does Odette take when using Enter the Fray and it destroys the target unit?  
**A:** If the targeted unit is no longer in play when Odette is dealt damage from her ability, use the attack value of the unit at the time of its destruction (e.g. a Dread Wraith that has a Frozen Crown and 7 wound tokens on it when destroyed would deal 11 damage to Odette!)

## Redirect

- ◇ **Q:** What happens if I use Redirect to make a unit I control with Armored I receive that damage?  
**A:** The unit receives full damage. Since the damage was dealt to your Phoenixborn, but received by the unit, Armored I does not trigger (Damage Resolution, p. 16).
- ◇ **Q:** If I use Redirect to make my Blood Shaman receive enough damage for it to be destroyed, can I use Blood Shaman's Blood Ritual I ability?  
**A:** It depends on the source of the damage dealt to your Phoenixborn that triggered Redirect. The source of the damage does not change when Redirect is used. If the source of damage was your own spell, ability, or dice power, then yes. Otherwise, Blood Ritual I does not trigger.

## Return to Soil

- ◇ **Q:** If I use Return to Soil to destroy a Raptor Herder, can I remove it from the game with the rest of Return to Soil's effect?  
**A:** No. The destroyed Raptor Herder is not in the discard pile at the time of resolving that part of Return to Soil.



## Safeguard

- ◇ **Q:** If I play Safeguard and pass as a main action, ending the round, does Safeguard carry over into the next round?  
**A:** Yes. You will be protected by Safeguard until the start of your next turn, regardless of if the round ends between those turns.

## Shield Mage

- ◇ **Q:** What does Shield Mage's ability do?  
**A:** Since your units cannot be targeted by attacks an opponent controls, the Shield Mage's Defensive Aura ability essentially means your opponent must target your Phoenixborn for an attack instead of your units. This allows you to assign blockers more freely than if they were able to target your units for attacks.

## Strange Copy

- ◇ **Q:** If I use Strange Copy to turn my unit into a Vampire Bat Swarm, when it is destroyed, how does the Swarm ability work?  
**A:** You may spend 1  or 1  to return that unit to play as a Vampire Bat Swarm (without tokens or alteration spells). It is not considered to be the original unit until Strange Copy wears off at the end of the turn.
- ◇ **Q:** If I use Strange Copy to turn my unit into a Shield Mage while my opponent is attacking a unit I control, what happens?  
**A:** The opponent continues attacking that unit. Shield Mage's Defensive Aura ability will not be active in time to affect the declaration of this attack.
- ◇ **Q:** If I use Strange Copy to copy an exhausted unit, do I copy its exhaustible abilities even if they aren't active on that card?  
**A:** Yes. Per the Rules Clarifications above, the Strange Copy unit will have all of the source unit's printed abilities, even if the source unit is exhausted.
- ◇ **Q:** If I transform my Psychic Vampire into a different unit with Strange Copy and it survives battle damage, but then is destroyed by a reduction in life value when it transforms back into Psychic Vampire, can I trigger Lobotomize?  
**A:** No. Psychic Vampire is not dying from an opponent's effect at that point, but rather from the game state change of Strange Copy's effect wearing off.
- ◇ **Q:** Does an ally being copied into a conjuration (or vice versa) change its card type?  
**A:** No, the original unit is still considered its own card type for the purposes of cards like Chant of Revenge triggering when an ally you control is destroyed.



## String Mage

- ◇ **Q:** How does cancelling work when moving a token with Exchange Link I?  
**A:** Golden Veil can cancel the entirety of the Exchange Link I ability since it is played when a unit is targeted by the effect, but before resolving the effect (Target, p. 26).

## Transmute Magic

- ◇ **Q:** Am I required to target all players with the last effect?  
**A:** Yes. Per the effect text, you target all players at once, then a cancel effect (such as Vanish) can be declared and resolved. Otherwise, you then change dice in the order of your choice.

## Undying Heart and Fade Away

See Fade Away.

## Vampire Bat Swarm

- ◇ **Q:** If a Vampire Bat Swarm is attacking or blocking, is destroyed, and triggers Swarm to re-enter play, is it still attacking or blocking?  
**A:** No, the new Vampire Bat Swarm is not considered to be attacking or blocking (see Rules Clarifications above).

## Victoria Glassfire

- ◇ **Q:** When I use the Surprise! ability and I have fewer dice in my active pool than the number of dice re-rolled for my opponent, how many of my dice do I roll?  
**A:** Roll as many dice as you can up to the amount re-rolled for your opponent.

## The Breaker of Fate

### Accelerate

- ◇ **Q:** If I use Copycat on Accelerate, can I take side actions on my opponent's turn?  
**A:** No. Per the Rules Clarifications, players can only take main or side actions on their turn.

### Blink

- ◇ **Q:** What happens to the unit I use Blink on if, by the end of the turn, the battlefield it is returning to play onto is full?  
**A:** Per the Rules Clarifications, it is discarded.

### Stasis

- ◇ **Q:** Can Stasis be used as a reaction against Squall Stallion's Lightning Speed ability?  
**A:** No. Per its effect text, Stasis is considered a reaction spell for the purposes of Lightning Speed when played using the blue reaction text box.

## The Gorrenrock Survivors

### Canyon Shelter

- ◇ **Q:** If I have multiple copies of Canyon Shelter in play, can I activate one copy of Canyon Shelter to place a unit underneath a different copy of Canyon Shelter since focusing causes some copies to be underneath others?  
**A:** No, each copy of Canyon Shelter independently has units underneath them.

## The Messenger of Peace

### Ash Spirit

- ◇ **Q:** If I am the only player with no cards in my draw pile at the end of the round, do I have to take 1 damage from my own Ash Spirit's Smolder I ability?  
**A:** Yes, Ash Spirits can be a double-edged sword. Be careful around fiery sheep!

### Rile the Meek

- ◇ **Q:** What happens when I use Golden Veil to stop damage from Rile the Meek?  
**A:** That damage, and all subsequent instances of damage from Rile the Meek, are canceled.

## The Queen of Lightning

### Dimona Odinstar

- ◇ **Q:** Is this the first 'Mount' unit that references exhausted units?  
**A:** Yes, Dimona instead Promotes allies that have proved their worth in battle!

### Disengage

- ◇ **Q:** Does my attacking unit become exhausted after playing Disengage?  
**A:** No (see Battle above).

### Empyrean Mount

- ◇ **Q:** Does Battlemaster do anything when targeting a unit for an attack?  
**A:** No. If you want your Empyrean Mount to battle a specific unit, instead attack the Phoenixborn and use Battlemaster to choose that unit as a blocker. If you attacked the unit directly, your opponent could still declare a guard.

### Piercing Light

- ◇ **Q:** Do multiple copies of Piercing Light stack the Overkill ability?  
**A:** Yes (Stacking Abilities, Glossary).

### Rayward Recruit and Blessing of Lightning

- ◇ **Q:** Must I choose a divine die on its power side when resolving Blessing of Lightning or the Armed ability?  
**A:** No, any divine die, regardless of what face it is on, and including the die spent to play them, can be used to resolve these effects.
- ◇ **Q:** Can I use the dice spent to play these cards when resolving their effects?  
**A:** Yes, costs are paid before resolving these effects, so you may use the spent divine die.



## The Artist of Dreams

### Hope Everthorn

- ◇ **Q:** Can I use a reaction spell like Summon Sleeping Widows at the end of my turn when a unit I control is destroyed as a result of Duplicate?

**A:** Yes, and this reaction is considered to be used on your turn that is currently ending with regards to the "Limit 1 reaction per turn" rule.

- ◇ **Q:** I used Duplicate on my Vampire Bat Swarm and that copy was destroyed before the end of this turn. If I put it back into play with the Swarm ability, will it be destroyed as a result of Duplicate at the end of the turn?

**A:** Yes, when using the Swarm ability to place that Vampire Bat Swarm back into play, it is still under the effects of Hope's Duplicate ability.

### Double Down

- ◇ **Q:** When a conjuration is destroyed and I play Double Down as a result, can I place that same copy of that conjuration into play?

**A:** No, conjurations must come from the conjuration pile, and at the time of resolving Double Down, the destroyed conjuration is not yet in the conjuration pile. You must place 2 copies (or as many as you can) of that conjuration from your conjuration pile.

### Fox Spirit

- ◇ **Q:** If I activate Pounce 2 by attacking an exhausted unit with my Fox Spirit and the target of the attack changes from my opponent's guarding, what happens?

**A:** Once Pounce 2 activates, the +2 attack persists for the remainder of the turn regardless of how the opponent chooses to respond to the attack.

### Void Pulse

- ◇ **Q:** How does the sequencing of effects work with Void Pulse? Can I use the dice spindown effect to prevent my opponent from having the dice to play a reaction spell in response to their unit's being destroyed, like Final Cry?

**A:** Void Pulse's secondary effect of drawing cards and changing dice is triggered "after [the unit] is destroyed." As the active player, you must draw cards/change dice before your opponent has the opportunity to trigger any effects off of their unit's destruction, such as playing Final Cry.

