

A · S · H · E · S

FREQUENTLY ASKED QUESTION

Clarifications

- ◇ Whenever a player uses a spell, ability, or dice power, she pays the cost of that effect, chooses all targets of that effect, and then resolves the effect.
- ◇ Any terminology referring to a card, spell, ability, or dice power "effect" refers to all of the individual effects printed on the card and not any single effect.
- ◇ When multiple effects are printed on a card, those effects are resolved in order, from top to bottom, before other effects that would trigger as a result of those effects' resolution can trigger and resolve. If the effect deals damage, the damage resolution process does not resolve until first resolving all immediate effects on the card. *(If a card were to deal damage and then another effect, you would first deal the damage, resolve the other effect and then, as part of the damage resolution process, allow for effects triggering on receiving damage and place wound tokens.)*
- ◇ If a card has left play before that card's effect would resolve, even if the card's effect has already been triggered, the effect does not resolve.
- ◇ When multiple units would seem to come into play at the same time, the player whose turn it is chooses which of those units comes into to play first, and then continues to choose units to come into play until all units that would come into play have done so, or until no more units can come into play on the battlefield where they are being placed.
- ◇ Whenever a player uses a spell, ability, or dice power, that player performs as much of the effect as she can, ignoring any effects that cannot be used.

Damage, Wound Tokens and Destruction

- ◇ Whenever an effect 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. This process is followed immediately after that effect has been completely resolved *(and before any other effect that could trigger from the resolution of that effect)*.
- ◇ If multiple units and/or Phoenixborn must follow the damage and destruction resolution process as the result of an effect, 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.
- ◇ Units and/or Phoenixborn that have been dealt damage as the result of an attack or counter must also 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.

Step 1: A unit or Phoenixborn receives damage

Step 1b: Effects that trigger on receiving damage happen 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. A destroyed unit is discarded.

Step 3b: Effects that trigger on a unit leaving play happen now.

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.

- ◇ 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.

Expanded Glossary

Cancel: An effect that prevents another spell, ability, or dice power from resolving. When a spell, ability, or dice power is canceled, the costs are still paid by the player that used it, but the canceled effects are not resolved.

Control: A card is controlled by a player if it is on a player's battlefield or spellboard or is that player's Phoenixborn. A player also controls any card that is attached to a card she controls.

In Play: A card is in play if it is controlled by any player, (*i.e. on a player's battlefield or spellboard, is a player's Phoenixborn, or is attached to a card that is in play*). Unless explicitly stated on the card or explicitly allowed by the game rules, a card must be in play for that card's text to be used.

Owner: A card's owner is the player whose deck or conjuration pile that card started the game in.

Target: A term that is used to identify that the effect of a spell, ability or dice power is directly affecting something (*including, but not limited to, an alteration spell, a unit, a player, or a Phoenixborn*).

Prepare Phase

Damage from being unable to draw during the Prepare Phase

Q: During the prepare phase, if I have no cards left in my draw pile, and I only have 3 cards in my hand, does my Phoenixborn receive the 2 damage all at once, or does it receive the damage for not drawing cards 1 at a time?

A: Your Phoenixborn would receive all the damage for not being able to draw cards in one lump sum, *i.e.* your Phoenixborn would receive one instance of 2 damage.

Q: If two or more players would have damage dealt to their Phoenixborn as a result of not being able to draw enough cards during the prepare phase, which player's Phoenixborn is dealt damage first? If all Phoenixborn would receive enough damage to be destroyed as the result of not being able to draw cards, is the game a draw?

A: The player with the first player token decides which Phoenixborn receives the damage first. The game would not be a draw. When a Phoenixborn is destroyed, its controller immediately loses the game. Therefore, the player with the first player token would decide who would win.

Q: During the prepare phase, can I play Redirect to redirect the damage my Phoenixborn would receive from not being able to draw cards?

A: No. You may only play reaction spells during the player turns phase.

Player Turns Phase

Q: Can a player pass and still take a side action?

A: Yes. Pass is a main action that can be taken if you do not wish to (or cannot) take any other main action, but you can still take a side action on your turn in addition to a Pass main action.

Q: When I take a Meditate side action, can I discard multiple cards to change the face of multiple dice?

A: Yes. You may discard any number of cards from your hand, the top of your deck, or ready spells on your spellboard, in any combination, to change the face of that many dice in your active dice pool

Q: Also, do I have to choose how many cards I will discard during that Meditate side action before I start discarding cards?

A: No. You may discard cards one at a time, choosing if you wish to discard any more cards for the Meditate side action after the card that has been discarded has been revealed. When you have discarded as many cards as you wish during the Meditate side action, you may change the face of one die in your active dice pool for each card you discarded.

When Things Enter Play

The Gaze ability

- Q:** If an opponent's Stormwind Sniper destroys my Blue Jaguar with the damage from Ambush 2, can I activate Gaze 1 to place an exhaustion token on the Stormwind Sniper?
- A:** No. Ambush 2 triggers when the Stormwind Sniper enters play. Gaze 1 triggers after a unit enters play. The Blue Jaguar would be damaged and destroyed before you have a chance to trigger Gaze 1.
- Q:** Can I use the Anchornaut's Throw 1 ability before an opponent places an exhaustion token on the Anchornaut by using the Blue Jaguar's Gaze 1 Ability?
- A:** No. All effects that trigger as the result of an event (*such as a unit entering play*) must completely resolve before effects not triggered as the result of that event can resolve. In this case, the Gaze 1 ability triggered as the result of the Anchornaut entering play, and would resolve immediately after that unit entered play. You may not activate the Anchornaut's Throw 1 ability until after the Blue Jaguar's Gaze 1 ability has triggered and resolved (*and only if the Gaze 1 ability did not place an exhaustion token on the Anchornaut*).
- Q:** If my opponent plays Strange Copy, can I trigger the Blue Jaguar's Gaze 1 ability to place an exhaustion token on the Strange Copy?
- A:** No. Strange Copy is an action spell when it comes into play on your battlefield. It only becomes a unit after it has already entered play, so you could not trigger Gaze 1.

Placement

- Q:** Can I place a Blood Puppet on another player's battlefield?
- A:** Yes. You may place a Blood Puppet on any player's battlefield when you activate Summon Blood Puppet (*as long as there is room to place it on that player's battlefield*).
- Q:** Can I play Reflections in the Water on an opponent's unit?
- A:** Yes. Unless an alteration spell restricts what it can be attached to in its card text, 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.

- Q:** Can a unit have multiple alteration spells attached to it? Can they be the same spell?
- A:** Yes to both. You may have multiple alteration spells attached to a unit, and you may have multiple copies of a single alteration spell attached to a unit.
- Q:** Can I summon a conjuration or play an ally if my battlefield is full, replacing an existing unit with the new one?
- A:** No. You may not discard units from your battlefield unless a card or ability indicates that you may do so.
- Q:** Can I remove units from the battlefield?
- A:** No. Once a unit is placed on the battlefield, it can only be removed by being destroyed or when another effect would remove it. You may not choose to remove it, even if you intend to immediately replace it with another unit.

Playing Cards

- Q:** When I play Open Memories, am I required to show my opponent the card I placed in my hand?
- A:** No. You need not reveal the card you placed in your hand when playing Open Memories.
- Q:** If I have only one die in my exhausted pool, can I play Hidden Power, exhaust a die to play the card, and then take back both dice from my exhausted dice pool?
- A:** Yes. You pay the cost to play a spell before you resolve the effects of that spell.
- Q:** When a unit on my battlefield is destroyed and my battlefield is full, can I play Summon Sleeping Widows to place a Sleeping Widow on my battlefield?
- A:** No. The Summon Sleeping Widows reaction spell's triggering text is "You may play this spell when a unit you control is destroyed." When a unit is destroyed, it has not yet been discarded. So, while you may play the Summon Sleeping Widows card, you would not place any Sleeping Widows onto your battlefield, because when it resolves there are no open slots on your battlefield to place a Sleeping Widow. Similarly, if you had one slot available on your battlefield when a unit you control is destroyed, you could play Summon Sleeping Widows to place one Sleeping Widow onto your battlefield, but not two.
- Q:** What do Magic Guard and Spell Guard protect the unit or spell from?
- A:** At the top of each card under the card's name in smaller print, a card's type and placement are listed.

The card's type is found on the left side. Magic Guard and Spell Guard protect that unit or spell, respectively, from any card that includes the word "spell" as that card's type, so long as it is played or activated by an opponent. Magic Guard and Spell Guard do not protect from the effects of a unit ability, Phoenixborn ability, or dice power.

Q: When directed to move a "token," can I move a 5-wound token or a 3-status token?

A: No. The 5-wound token side and the 3-status token side of the tokens are provided for convenience purposes only and do not count as a single token. If you would move either of these tokens, you must first divide these tokens into individual single tokens.

Q: Can I place wound tokens on spell cards (*such as when playing Transfer*)?

A: Yes. If an effect would allow you to place a wound token on a spell card, it is valid to do so. Unless another card effect would interact with that wound token, the wound token has no effect.

Card resolution

Q: What is the order of resolution for how to play a card or activate an ability or dice power?

A: When playing a card or activating an ability or dice power, you must first pay the cost. Then declare any targets that would be targeted by any of the effects of the card, ability, or dice power. If a card was played, place the card where the placement section instructs you to place it (*such as the discard pile for most Action and Reaction spells*). Then resolve all effects of the card or ability, from top to bottom, before resolving any other effects (*including resolving damage*) that trigger from the effects of the card or ability.

Q: When playing cards, using abilities, or using dice powers, am I required to perform the listed effects in any particular order?

A: Yes. When resolving the effects of a card, ability, or dice power, you resolve the effects listed in order from top to bottom of the effect you are resolving. These effects do not resolve simultaneously.

Golden Veil

Q: What effects can Golden Veil cancel?

A: Many spells, abilities, and dice powers affect a target unit. Golden Veil can cancel any spell, ability, or dice power that uses the word "target" in its effect text in reference to a unit, ally, or conjuration (*when that spell, ability, or dice power is played by an opponent*).

Golden Veil cancels all of the effects of a card and not only the single effect that would target a unit.

Q: When Golden Veil cancels the effects of a spell, ability, or dice power, do I still have to pay the cost that I would have had to pay to play that spell or activate that ability or dice power?

A: Yes. The cost to use a spell, ability, or dice power are not part of the effect. Golden Veil cancels the effects of a spell, ability, or dice power, and not the cost to play or activate it. You would still pay any costs that would ordinarily be required to play or activate the spell, ability, or dice power (*including exhausting dice or placing tokens*).

Q: When I activate Summon Gilder and my opponent uses Golden Veil to cancel the effect of dealing 1 damage to a unit they control, do I still place a Gilder conjuration onto my battlefield?

A: No. Golden Veil cancels the effects of the Summon Gilder spell. Golden Veil uses the terminology "effects" referring to all of the individual effects printed on the card and not any single effect.

Abilities in Play

Q: When does a player's turn end? Can I use the Anchnaut's Throw I ability after I have already taken a main action and a side action?

A: A player's turn is concluded once they have announced they have finished their turn, so you can use Throw I after you have taken both a main action and a side action.

Q: When I return a Living Doll to my hand from my discard pile with the ceremonial dice power, I deal 0 damage to my Phoenixorn. Does this count as having received damage for the purposes of playing Sympathy Pain?

A: No. If the amount of damage being dealt is 0, then your Phoenixborn has received no damage.

Q: Can I activate the Blood Puppet's Self Inflict ability found on the Blood Puppet conjuration if the Blood Puppet was placed on my battlefield by an opponent?

A: Yes. You control any unit on your own battlefield, regardless of who placed it there. You can activate the ability of any unit you control.

Q: Can I use Maeoni's Strike ability or the Empower spell after blockers are declared?

A: No. Effects whose trigger text reads "after a player has declared attackers" must be used before blockers or guards are declared.

Q: Can I use Strike and Empower during the same attack?

A: Yes. You may use multiple effects whose trigger text reads "after a player has declared attackers" during a single attack.

Q: Can a player with a full battlefield still use the Summon Gilder ready spell to deal one damage? If I have no Gilders remaining in my conjuration pile, can I activate Summon Gilder?

A: Yes to both. When you activate an ability or play a card you resolve as much of the effect as possible, then ignore the rest.

The Consume ability

Q: If I have a Silver Snake and another unit on my battlefield and destroy the other unit, does my Silver Snake gain a status token?

A: No, you control any unit on your own battlefield. The Silver Snake's Consume ability only triggers when a unit your opponent controls is destroyed as a result of a spell, attack, counter, ability, or dice power you control.

Q: If an opponent's False Demon receives damage during an attack and is destroyed due to the Illusion ability, does my Silver Snake gain a status token?

A: No. A Silver Snake's ability is triggered only if an opponent's unit is destroyed due to an effect you control. When the False Demon was destroyed, it was destroyed due to an ability printed on the False Demon's card, so you cannot trigger the Silver Snake's Consume ability.

Q: Would my Silver Snake gain a status token if the damage dealt to the False Demon would have been enough to destroy if not for the False Demon's Illusion ability?

A: You also do not gain a status token even if the damage would have been sufficient to destroy the False Demon. When damage is dealt to a unit with the Illusion ability, Illusion resolves and destroys the unit before the damage can resolve into wounds and destroy the unit.

The Gaze ability in play

Q: Can I use Blue Jaguar's Gaze I ability more than once during a round?

A: Yes. As long as the Blue Jaguar is unexhausted you may use its Gaze I ability whenever a unit enters your opponent's battlefield (as long as you pay the basic symbol to activate Gaze I). *(The number listed after abilities' names in bold, such as "Gaze 1" or "Ambush 2" are used to identify similar abilities when other cards with similar abilities are published. The number does not limit how often or when the ability may be used.)*

Q: If I have two Blue Jaguar units in play, may I trigger the Gaze ability on both of them to place two exhaustion tokens on a unit that was just placed on an opponent's battlefield?

A: Yes. You may activate any number of abilities during a turn (as long as that ability has had its triggering text satisfied, if applicable, and you still have the necessary actions and/or dice available to pay the required costs).

The Pain Link ability

Q: Can I activate Pain Link when a wound token is placed on my Living Doll?

A: No. Pain Link triggers when damage is dealt. If an effect places wound tokens on the Living Doll, the "receive damage" step has been skipped in the damage and destruction resolution process, so you cannot activate the Living Doll's Pain Link ability.

Q: When I attack a Living Doll with my Hammer Knight and I choose to place a wound token on that Living Doll with the Hammer Knight's Aftershock I ability, and that wound token would destroy it, can my opponent trigger the Living Doll's Pain Link ability to deal damage from the damage it was dealt by the Hammer Knight's attack?

A: No. Both the Aftershock I and Pain Link abilities could trigger from the damage the Hammer Knight deals during this combat. As the first player you may choose to trigger and resolve the Hammer Knight's Aftershock I ability first, starting an entirely new damage and destruction resolution process for the Living Doll. The Living Doll would follow this process all the way through until it is discarded, and since it is no longer in play, your opponent can no longer trigger and resolve the Living Doll's Pain Link ability.

Focusing spells

Q: How do focused ready spells work?

A: Multiple copies of a spell are treated as individual spells for the purposes of activating them. If the cost to activate a ready spell includes placing an exhaustion token on that spell, the other copies remain unexhausted, and may be activated later in the round. During the recovery phase, you would remove an exhaustion token from each copy of a focused spell.

A focused ready spell will remain focused even if the other copies of the spell are exhausted (*allowing you to continue to use effects that say "Focus 1" or "Focus 2" even when the other copies are exhausted*).

For example: *If you have two copies of Summon Blue Jaguar, you may exhaust each copy individually to summon two Blue Jaguars in a round, over two turns. During the recovery phase, you would remove an exhaustion token from each copy, allowing you to summon two more Blue Jaguars during the next round.*

Q: Can I focus spells that do not have any Focus effect text?

A: Yes. All ready spells can be focused, by playing two or more copies of that spell and placing them on top of each other in your spellboard.

Q: If all three copies of Summon Iron Rhino are on my spellboard and I discard one (due to the Meditation side action or a card effect), does it retain its "Focus 2" status?

A: No. Ready spells gain Focus 1 abilities while two or more copies of that spell are on your spellboard. If you discard copies of that spell, and there are no longer two or more copies of that ready spell on your spellboard, you can no longer use the Focus 1 ability on that spell. Similarly, a card is considered to have Focus 2 abilities only while three copies of that spell are on your spellboard.

When Things Leave Play

Q: What is the difference between "when a unit is destroyed" and "when a unit leaves play"? How do these abilities work with timing effects?

A: A unit is destroyed when an effect destroys it, or when it has a number of wound tokens on it equal to or greater than its life value. When a unit is destroyed, effects that trigger on a unit's destruction resolve, but the unit has not yet been discarded. After all such effects have resolved, the destroyed unit is then discarded. Effects that can be used when a unit leaves

play would now trigger and resolve.

Note: *A unit also leaves play when it is returned to its owner's hand or conjuration pile, is shuffled into its owner's deck, or is removed from the game.*

Attacking

Q: What is the exact step-by-step order for how an Attack a Phoenixborn action is resolved?

A: The *Ashes: Rise of the Phoenixborn* rules (*available on the Plaid Hat website*) contains a section that outlines the rules for attack, including a step-by-step graphical overview. For new players who prefer a video demonstration of this section, Rodney Smith of *Watch It Played* has published a video demonstrating the rules for how to resolve an attack on a Phoenixborn, which is available on YouTube [here](#).

Q: How much damage does Redirect redirect?

A: When a player damages a Phoenixborn during an Attack a Phoenixborn action, Redirect will redirect the damage from only a single unit. (*This occurs because each attacking unit's attack is resolved individually while performing the Attack a Phoenixborn action.*)

When a player damages a Phoenixborn during an Attack a Unit action (*because the Phoenixborn guarded the targeted unit*), Redirect will redirect all of the damage that Phoenixborn would have been dealt, totalling all damage dealt by all attacking units. (*This occurs because, when resolving the Attack a Unit action, all attacking units' attack values are totalled and the total attack value is used when dealing damage.*)

When a player damages a Phoenixborn due to the effects of a spell or ability, Redirect will only redirect the damage dealt to that Phoenixborn by that spell or ability's effect.

Q: Can I guard a unit with both my Phoenixborn and a unit with Unit Guard when my opponent attacks a unit I control?

A: No. There is only one target during an Attack a Unit action. When you declare a guard, the guarding unit or Phoenixborn becomes the new target of the attack.

Q: Can I block with a Blood Puppet that my opponent placed on my battlefield? Can I attack with a Blood Puppet on my battlefield?

A: Yes to both. Because that Blood Puppet is on your battlefield, you control that Blood Puppet. You may attack with it, block with it, or activate its Self Inflict ability.

Q: Can you attack with a unit that has an attack value of 0 or less?

A: Yes. Unless an effect increases its attack value, the attack will deal no damage.

Q: If a unit that has an attack value less than 0 attacks, will it remove wound tokens when the damage it deals is resolved?

A: When a unit's attack value is less than 0, it deals no damage, so the attack will neither add nor remove wound tokens from the unit or Phoenixborn it attacked.

End of the Round

Q: Who determines the order of simultaneous events outside of the player turns phase?

A: The player that has the first player token.

Q: Can I Respark a card that is discarded from play at the end of the round?

A: No. You cannot Respark cards that would be discarded at the end of a round.

The Consume ability at the end of the round

Q: If an opponent's unit is destroyed at the end of the round because its life value is reduced as the result of the charm dice power ability expiring or because Massive Growth is discarded due to the Fleeting ability, does my Silver Snake gain a status token?

A: No. The unit was destroyed as a result of its life value being reduced by the expiration of an effect, not a spell, attack, counter, ability, or dice power you control.

Q: Does my Silver Snake gain a status token when my opponent's unit is destroyed by Fade Away at the end of the round?

A: No. A player controls any alteration spell attached to a unit on their battlefield, so you do not control the alteration that caused the destruction of the unit.

Recovery Value

Q: Does a unit with a recovery value of less than 0 add wound tokens during the recovery phase?

A: No. You do not remove or add wound tokens during the recovery phase from a unit with a recovery value of 0 or less.

Q: Why do some units have a recovery value equal to their life value? Wouldn't those units be destroyed when they have that many wound tokens, before they can make use of that much recovery?

A: A recovery value equal to or higher than a unit's life value can be useful if that unit has its life value increased by another effect, such as the Root Armor alteration spell.

Other

Q: Is a unit's life value reduced by wound tokens?

A: No. A unit or Phoenixborn's life value is printed on its card. Life value can only be modified by card effects and abilities (*such as alteration spells or the charm dice power ability*).

For example: A Living Doll with 2 wound tokens on it still has a life value of 3.

Hidden and public information

Q: Is my conjuration pile public information?

A: No. Opponents are not allowed to look at the contents of your conjuration pile.

Q: Is a my discard pile public information?

A: Yes. An opponent may review your discard pile at any time.



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