

# Welcome to Ashes Reborn!

This document aims to point out the key differences between Ashes Rulebook 1.0 and 1.5. Please refer to the 1.5 Rulebook for a complete, in-depth look at all the rule changes in Ashes Reborn.

## Omitted Mechanics

Respark, Between Realms, and the Dismount rules are no longer in Ashes.

## Dice Powers

Many of the dice powers in Ashes have been updated. We have included new Dice Power Reference Cards in this set for all of the dice powers that have been updated.

## Attack Action

- When attacking a Phoenixborn, you may still declare any number of attacking units.
- When attacking a Unit, you may now only declare one unit as an attacker. This means that units will only ever be in 1v1 battles.
- Battle: An attacker is in battle with the unit or Phoenixborn it is dealing attack damage to.
- Units that are blocking or guarding must always counter. If a blocking unit is destroyed before the battle they are in initiates, the attacking unit will attack its original target Phoenixborn.
- Units that are the target of an attack may optionally counter.
- Phoenixborn may only guard once per round. This is indicated by rotating your Phoenixborn 90° when declaring it as a guard. Phoenixborn are rotated upwards during the recovery phase.

## Alteration Spells

Alteration spells now target the card they are attaching to (allowing them to be canceled).

## Moving Tokens

When moving a token from one card to another, remove that token from one card, and place it on the other. Moving tokens is no longer a distinct operation.

## Start and End of Round

- At the end of the round, each player (one at a time, starting with the First Player) resolves all effects they control that occur at the end of the round, in the order of their choice. After all such effects are resolved, the player with the first player token passes it to their opponent and the next round begins.
- During the draw step, players may not have enough cards in their draw pile to fill their hand back up to 5 cards. Follow the rules on fatigue damage in these cases.

Fatigue Damage: Starting with the First Player, players alternate placing 1 wound on their Phoenixborn until all players have placed wounds equal to the number of cards they should have drawn but could not.

*See Back Page for More...*

## Revised Card List

### The Rise of the Phoenixborn

Jessa Na Ni  
Fear  
Living Doll  
Leech Warrior  
(*Blood Shaman*)  
Blood Archer  
Final Cry  
Redirect  
Undying Heart  
Blue Jaguar  
Butterfly Monk  
Reflections in the Water  
Root Armor  
Seaside Raven  
Three-Eyed Owl  
Enchanted Violinist  
Hidden Power  
Sympathy Pain  
Strange Copy  
Maeoni Viper  
Silver Snake  
Gilder  
Empower  
Golden Veil  
Coal Roarkwin  
Chant of Revenge  
Expand Energy  
Protect (*Cover*)  
Iron Rhino  
Anchornaut  
Iron Worker

Hammer Knight  
Spiked Armor  
(*Close Combat*)  
Noah Redmoon  
Summon Masked Wolf  
False Demon  
Stormwind Sniper  
Summon Sleeping Widows  
Shadow Counter  
(*Shadow Strike*)  
Bring Forth  
(*Resummon*)

### The Frostdale Giants

Rin's Fury  
Frostback Bear  
Frost Fang

### The Children of Blackcloud

Brennen  
Blackcloud  
Blackcloud Ninja  
Fire Archer  
Chant of the Dead  
(*Chant of Worship*)  
Chant of Protection  
(*Safeguard*)  
Blood Chains  
Regress  
Choke  
Poison (*Fester*)

### The Roaring Rose

Glow Finch  
Orchid Dove  
Nightshade Swallow  
Beast Tamer  
Remorse  
Amplify

### The Duchess of Deception

Victoria Glassfire  
Illusionary Cycle  
(*Copycat*)  
Shadow Hound  
Shadow Spirit  
To Shadows  
Secret Door  
Particle Shield  
Vanish  
Body Inversion  
Figures In The Fog

### The Law of Lions

Odette  
Diamondcrest  
Emperor Lion  
Law of Assurance  
Holy Knight  
Shield Mage  
Power Through  
Meteor

### The Song of Soaksend

Squall Stallion  
Guilt Link  
River Skald

### The Masters of Gravity

Echo Greystorm  
Gravity Training  
Law of Fear  
Sonic Swordsman  
Light Swordsman  
Polarity Mage

### The Boy Among Wolves

Summon Indiglow Creeper  
Join The Hunt  
Hunt Master  
Mark of the Red Flower  
(*Invigorate*)

### The Goddess of Ishra

Astrea  
Mark of the Goddess  
Light Bringer  
Summon Steadfast Guardian  
Steadfast Guardian  
Royal Charm  
Imperial Ninja  
Sun Sister  
Devotion

### The Demons of Darmas

Harold Westraven  
Dark Transformation  
(*Consume Soul*)  
Vampire Bat Swarm  
Master Vampire  
Dark Reaping  
Transmute Magic  
Adrenaline Rush

### The Spirits of Memoria

Sembali  
Grimtongue  
Veil of Reversal  
(*Purify*)  
Law of Banishment  
(*Law of Grace*)  
Gates Thrown Open  
Chained Creations  
Celestial Knight  
Spectral Assassin  
Angelic Rescue

### The King of Titans

Cerasaurus Mount  
Sacred Ground  
Pain Shaman  
Archasaurus Mount  
Shining Hydra  
Shining Hydra Head

### The Ghost Guardian

Ancestral Army  
Pale Steed Mount  
Spectral Charger Mount  
Nightmare Mount  
Summon Ancestor Spirit  
Ancestor Spirit  
Augury  
Hex Bane  
(*Memorialize*)  
Dark Presence  
Hollow  
Battle Seer

### The Grave King

Vengeance  
Summon Fallen  
Chant Of Sacrifice  
Law of Repentance  
(*Revival Pact*)  
Grave Knight  
Immortal Commander  
Reaping Angel  
Reclaim Soul

### The Protector of Argaja

Mind Maze  
Summon Majestic Titan  
Majestic Titan

Summon  
Nightsong Cricket  
Summon Mind Fog Owl  
Essence Druid  
New Ideas  
Cognitive Dissonance  
(*Return to Soil*)

### Dice Power References

Ceremonial Dice Power  
Charm Dice Power  
Illusion Dice Power  
Divine Dice Power  
Sympathy Dice Power

## Retired Card List

### The Path of Assassins

Jericho Kill  
Double Edge  
Summon Lucky Rabbit  
Lucky Rabbit  
Summon Turtle Guard  
Turtle Guard  
Magic Purity  
Prepare  
Squire  
Battle Mage  
Spear Master  
Elephant Rider  
Hand Tricks

### The Demons of Darmas

Harvest Soul

### The Goddess of Ishra

Infatuated

### The Spirits of Memoria

Angel's Embrace

### Promos

Dimona Odinstar  
Rayward Knight  
Lulu Firststone  
Phoenix Barrage  
Orrick Gilstream  
Gobi Sunshield

The following mechanics have been thoroughly revised for clarity and consistency. The full description of these revisions are in the 1.5 Rulebook.

### Resolving Effects (pp. 14-15)

In summary, cards with multiple effects are resolved one at a time and may be interrupted by triggered abilities, such as reaction spells. Targets are no longer chosen all up front, but rather chosen as each targeting effect begins resolving. If a spell cancels the effects of a card, it cancels the effect that triggered the cancel effect, as well as any other abilities that were going to resolve in that card's activation.

### Simultaneous Effects (p. 17)

The word 'would' is no longer a part of the used language for triggered abilities. Triggered abilities will resolve 'when' or 'after' a game event occurs. If more than one player wishes to resolve a triggered effect off of the same trigger, the active player resolves all of their effects from that trigger, then passes the opportunity to the next player.

## Coming March 2021



### Damage Resolution (p. 16)

Damage is prevented in the timing window "After damage is dealt" and it will modify the amount of damage that is received. When a unit is destroyed, it is immediately removed from play, followed by resolving any effects that trigger 'when this unit is destroyed' and then 'after a unit is destroyed'. Then, place the removed cards into your discard pile. This allows for units to leave the battlefield before resolving triggered effects that may place more units onto the battlefield, like Summon Sleeping Widows.

