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 costs to activate a spell or ability, the text on that card isn't considered to be blank from becoming exhausted until after fully resolving its effects.

◇ 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.

◇ Face down cards are private information unless specifically referenced or otherwise stated.

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 as a new copy without any tokens on it, alteration spells attached to it, and it is not attacking, blocking or guarding.

◇ 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.

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 Argaia
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 ◇ Psychic Vampire ◇ 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

Individual Card FAQs

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.

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 1 receive that damage?

A: The unit receives full damage. Since the damage was dealt to your Phoenixborn, but received by the unit, Armored 1 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 1 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 1 does not trigger.

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 1?

A: Golden Veil can cancel the entirety of the Exchange Link 1 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 entirely independent from the old unit, thus the new unit 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.

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