Deviation from Rules and FAQs

"If that destroys the unit, after it is destroyed..."

This phrase appears on [Enchanted Violinist](#), [Return to Soil](#), and [Void Pulse](#).

It is problematic within the Ashes Reborn framework for reasons best explained by others, but the implementation within Ashteki follows the pattern:

'if x, then y (conditionally)'

This means that reactions to x occur before y can be triggered. This conflicts with the FAQ on Void Pulse which states that players should resolve x and then allow resolution of y as a reaction to x, therefore the active player may do x and y before their opponent gets to react. This approach is atypical and a problem within the coding framework, so the interpretation has been left as 'if x, then y (conditionally)'

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