

# Objective and Winning/Losing

## Object of the Game

### Ashes: Reborn (PvP)

In Ashes, you are a Phoenixborn—a powerful magic wielder battling other Phoenixborn in a duel of wits and magical prowess. Cast spells and summon allies in an effort to destroy your opponents' Phoenixborn and win the game.<sup>[1]</sup>

### Ashes: Red Rains (PvE)

In Ashes: Red Rains, you are a Phoenixborn—a powerful magic wielder battling a god-like monstrosity known as a Chimera. Cast spells and summon allies in an effort to destroy the Chimera and win the game.<sup>[3]</sup>

## Winning and Losing the Game

### Ashes: Reborn (PvP)

If a player's Phoenixborn has a number of wound tokens on it equal to or greater than its life value, that Phoenixborn is destroyed. Their opponent has won the game!<sup>[2]</sup>

### Ashes: Red Rains (PvE)

If your Phoenixborn has a number of wound tokens on it equal to or greater than its life value, you lose the game. If the Chimera has a number of wound tokens on it equal to or greater than its life value, you win the game!<sup>[4]</sup>

#### References

- <sup>1.</sup> Ashes Reborn Rulebook v1.5, p3
- <sup>2.</sup> Ashes Reborn Rulebook v1.5, p13
- <sup>3.</sup> Red Rains Rulebook v1.5, p2
- <sup>4.</sup> Red Rains Rulebook v1.5, p17

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