Round Order

Ashes is played over a series of rounds. Each round is divided into three phases that must be resolved in order. Most of the game takes place during the player turns phase.

1. PREPARE 2. PLAYER TURNS 3. RECOVERY

Ashes Reborn (PvP)

Prepare Phase

During the prepare phase each player simultaneously resolves the following three steps in order:

1. **Roll Dice:** Roll all of the dice in your exhausted pool and place them to the left of your dice power reference cards. This is your active dice pool. On the first round of the game, the player who rolls the most basic symbols chooses who should go first (the First Player), taking the first player token or giving it to their opponent. If there is a tie for most, all players must re-roll all of their dice until there is no tie.
2. **Discard Cards:** You may discard any number of cards from your hand.
3. **Draw Cards:** Draw cards until you have 5 cards in your hand.
   - **Fatigue Damage:** Starting with the First Player, players alternate placing 1 wound token on their Phoenixborn until all players have placed wounds equal to the number of cards they should have drawn but could not.

Player Turns Phase

The player turns phase typically consists of many very short turns. Starting with the First Player, each player will take just one or two actions per turn. They will continue taking turns, back and forth, until both players consecutively pass on their turn.

On a player’s turn, they must take one main action and may choose to take one side action. These may be taken in either order. Once both players have taken Pass as their main action on consecutive turns, the player turns phase is over and the players move on to the recovery phase.

Recovery Phase

During the Recovery Phase, each player simultaneously resolves the following three steps in order:

1. **Recover:** Remove a number of wound tokens from each unit you have in play equal to that unit's recover value.
2. **Remove Exhaustion:** Remove 1 exhaustion token from each card you have in play that has 1 or more exhaustion tokens on it. Rotate your Phoenixborn so that it is upright.
3. **Exhaust Dice:** Move any number of dice from your active pool to your exhausted pool.

End of Round

Some effects take place after the recovery phase "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 andthe next round begins.

Ashes: Red Rains (PvE)

Prepare Phase

During the prepare phase resolve the following three steps in order:

1. **Roll Dice:** Roll all of the dice in your exhausted pool and place them to the left of your dice power reference cards. This is your active dice pool.
2. **Discard Cards:** You may discard any number of cards from your hand.
3. **Draw Cards:** Draw cards until you have 5 cards in your hand.
   - **Fatigue Damage:** Place 1 wound token on your Phoenixborn for each card you should have drawn but could not.

Player Turns Phase

The player turns phase typically consists of many very short turns alternating back and forth between your turn (the 'player turn') and the Chimera's turn.

On your turn, you must take one main action and may choose to take one side action. You may take them in any order.

During the Chimera's turn, it will also take a main action and possibly a side action, determined by game state and the behavior die.

Play will continue to alternate back and forth between you and the Chimera until you both Pass on consecutive turns. At that time the player turns phase will be over and play will move on to the recovery phase.

Battlefield Management

When you place units on any battlefield, they must be placed to the **right** of all other units on that battlefield and the **position of units cannot be changed** relative to each other. As units leave the battlefield, slide the remaining units to the left to fill in gaps. The Chimera will attack and resolve effects based on the positions of the units, so positioning and sequencing will be a crucial skill to defeating it!

- Players take a shared turn, with a main and side action each, in any order. Players are each allowed to play one reaction on each shared player turn and each Chimera turn.
- Card effects may **target** cards on ANY battlefield, spellboard, etc.
- **Passing:** The Red Rains halt for no one! If you take a Pass main action while there are 1 or more face down aspect cards on the opposing battlefield, the Chimera raises 1 basic rage die one level.

Recovery Phase

During the recovery phase, resolve the following steps in order:

1. **Recover:** Remove a number of wound tokens from each unit in play equal to that unit's recover value. Aspects do not recover.
2. **Remove Exhaustion:** First, remove 1 Red Rains token from the Chimera for each exhaustion token on the Chimera and Ultimate cards. Then, remove 1 exhaustion token from each card in play that has 1 or more exhaustion tokens on it. Rotate your Phoenixborn so that it is upright.
3. **Exhaust Dice:** Move any number of dice from your active pool to your exhausted pool.
4. **Place Red Rains:** Place 1 Red Rains token on the Chimera for each aspect in play, resolving the Ultimate card if applicable.
5. **Replenish Aspects:** Add face down aspect cards to the Chimera's battlefield (on the right) until its battlefield has a number of aspect cards equal to its threat value (face up or face down).
6. **Replenish Status Tokens:** For any aspects with status abilities, if they have fewer status tokens on them than there are pips on their status ability, refill their status tokens until they are equal to the number of pips.

End of Round

The first player (you or the Chimera) resolves all 'end of round' effects they control, then the other player does the same. The Chimera resolves from left to right, and you resolve in the

order of your choice. Then, the first player token is passed.

2-player: When the first player token is passed to the Chimera, point it at the player who did not just have it. The Chimera will pass the first player token to that player at the end of the next round.

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