

Unit Cards

Allies and conjurations are the two types of units that you will summon to your battlefield. Units on your battlefield are under your control.^{[1][2]}



Ally (Unit)

Allies are a type of unit. Iron Worker is an ally [1] which will be played to your battlefield [2]. To play the Iron Worker, pay its costs [3], and then place the Iron Worker in an empty slot on your battlefield. The number of battlefield slots is determined by the battlefield value on your Phoenixborn.

- Attack value: how much damage a unit deals in battle.
- Life value: how many wound tokens it takes to destroy a unit.
- Recover value: how many wound tokens are removed from a unit during the recovery phase.



Conjuration (Unit)

Conjurations are a type of unit. Conjurations start in a conjuration pile, are brought into play by other card effects, and return to that conjuration pile when they leave play. Their attack, life and recover values work exactly the same as an ally's.

References

1. [Ashes Reborn Rulebook v1.5](#), p3
2. [Red Rains Rulebook](#) p2

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