

# A · S · H · E · S

## OFFICIAL ORGANIZED PLAY DRAFT RULES

### Introduction

Instead of playing with decks built by the players before an event, players can draft decks at the start of an *Ashes* event and play with those decks. To participate in a draft, follow these rules.

### Phoenixborn-Decks

These rules refer to organizing your cards by Phoenixborn-decks. This refers to the pre-built decks that each standard Phoenixborn has. The core box comes with six Phoenixborn-decks (*one for each Phoenixborn in the set*). Each expansion comes with a single Phoenixborn-deck, which is all of the cards included in that expansion.

### Required Materials

#### For the Host (for each group)

- ◆ Unique Phoenixborn-decks equal to the number of players plus two  
(Remember: The core box has six Phoenixborn-decks, and each expansion has one)
- ◆ Three extra sleeves for each player (*if your cards are sleeved*)

The host should not use multiple copies of any single Phoenixborn-deck in a single group of players.

#### Players

- ◆ A set of dice (*10 of each dice type, or at least as many dice as they will possibly want to use*)
- ◆ A set of Phoenixborn cards and their associated unique cards (*or at least whichever Phoenixborn they will possibly want to use*)
- ◆ Tokens



### Set-Up

These steps are all done by the host. If the host knows how many players are participating in the draft, the **draft deck** can be set up before the players arrive. (*If you don't know how many players are coming, you should still start with your collection sorted by Phoenixborn-decks.*)

You will need to do these steps for each group of players. Participating players should be randomly divided into groups of between 4 and 8 players each. The groups should be as large as possible while keeping the number of players in each group as close to the same as possible. (*If you need guidance on how many players should be in each group, check the chart at the end of the rules.*)

Once you know how many groups you have, follow these steps for each group. Keep in mind, there should not be any duplicate Phoenixborn-decks in a single group (*although you can use the same Phoenixborn-deck in multiple groups*).

1. Sort all of your cards by Phoenixborn-deck, if they aren't already sorted that way.
2. Remove the Phoenixborn cards and their unique cards from each Phoenixborn-deck and put them back in the box. These won't be used (*because each player will provide their own Phoenixborn and associated unique cards*).
3. Take all of the conjuration and conjured spell cards and two copies of each other card. Put these cards aside in a **reserve pile**. These may be used later, depending on how the draft goes. (*Each Phoenixborn-deck should now have exactly 9 cards.*)
4. Randomly select a number of these Phoenixborn-decks equal to the number of players in the group plus two. Then, shuffle the selected decks into a large pile. This will give you a large deck of cards, which is the **draft deck**. This is the number of Phoenixborn-decks that you should select and the total number of cards that should be in the draft deck:

Players	Decks	Cards
4	6	54
5	7	63
6	8	72
7	9	81
8	10	90

5. Return any Phoenixborn-decks not selected to the box. These decks will not be used. Players should not know which Phoenixborn-decks were selected.

The draft deck (*and reserve pile*) are now ready to start the draft. The draft itself (*the next section in these rules*) is done with the players.



## Draft

1. Deal 11 cards to each player from the draft deck.
2. Return any cards not dealt to the box. These cards will not be used. Players should not know which cards were returned.
3. Each player chooses 1 of the cards they were dealt and passes the other 10 cards to the player on their left. Each player then chooses 1 of the cards they were passed and passes the remaining 9 cards to the player on their left. Players continue choosing and passing in this way until each player has chosen 11 cards.
4. Once each player has 11 cards, the host should give each player 2 additional copies from the reserve pile of each of the 11 cards that player chose. Each player will now have 33 cards.
5. The remainder of the draft is completed privately and separately. Players should now privately select which Phoenixborn they will be using. Players may select any Phoenixborn from their own collection.
6. After selecting a Phoenixborn, a player should privately add three copies of that Phoenixborn's unique to the 33 cards they have already collected.  
The player will now have 36 cards (*and 1 Phoenixborn card*).
7. Each player should then privately return 6 cards to the box. Other players should not know which cards that player is returning. (*A player may return some or all of the Phoenixborn unique cards if they wish. If so, they return those cards to their own collection.*) These returned cards will not be used.  
The player will now have 30 cards (*and 1 Phoenixborn card*).
8. Each player should then privately select 10 dice from their own collection. Return any dice not selected. These returned dice will not be used.
9. Each player will now have a complete *Ashes* deck of 1 Phoenixborn, 30 cards, and 10 dice.
10. Each player should then privately collect any conjuration or conjured spell cards their deck is capable of producing and build a conjuration pile from those cards. Players may use their own cards or the host's cards for their conjuration pile.

Players are now ready to use their drafted decks in a game or tournament.

## Legendary Phoenixborn Draft

During larger AOP events, Organizers may split the event into two phases (*which would replace the Legendary Phoenixborn Bracket from the Ashes Organized Play Rules*). A Legendary Phoenixborn Draft can only occur when more than 8 players are participating in the event. During the first phase, players will draft their decks following these rules. Each group of drafting players will then play three Swiss rounds against other players in that group, following the standard Ashes Organized Play tournament rules.

At the end of the three Swiss rounds, rank all of the players within their group by the total number of event points they have received. (*Ties are broken in the same manner as normally occurs at the end of a tournament, following the Ashes Organized Play rules.*) When playing with 32 or less participants in the event, the two highest ranked players from each group will proceed to the second phase of the tournament. When playing with 33 or more participants, only the highest ranked player from each group will proceed to the second phase of the tournament.

In the second phase of the tournament, called the Legendary Phoenixborn Draft, all advancing players must return their cards back to the event host (*keeping their own Phoenixborn cards and associated unique cards*). The players will then form a new group and draft new decks, following these rules, as if the event was just starting. Players are not required to use the same or different Phoenixborn as they selected in the first phase.

Once the advancing players have drafted their decks, the players will then play three Swiss rounds against each the other advancing players, following the standard Ashes Organized Play tournament rules. (*Should an odd number of players advance to the second phase, one player will receive a bye in each round.*) Any event points or blood points scored in the first phase of the event are disregarded during the second phase.

At the conclusion of those three rounds, the players are again ranked, based only on points earned in the second phase. (*Ties are again broken in the same manner as normally occurs at the end of a tournament, following the Ashes Organized Play rules.*) The highest ranked player is considered the winner of the tournament.



# Dividing Groups

This chart shows how to divide players into groups when more than 8 players are participating:

Number of Participants	Group Divisions
9	4 / 5
10	5 / 5
11	5 / 6
12	6 / 6
13	6 / 7
14	7 / 7
15	7 / 8
16	8 / 8
17	5 / 6 / 6
18	6 / 6 / 6
19	6 / 6 / 7
20	6 / 7 / 7
21	7 / 7 / 7
22	7 / 7 / 8
23	7 / 8 / 8
24	8 / 8 / 8
25	6 / 6 / 6 / 7
26	6 / 6 / 7 / 7
27	6 / 7 / 7 / 7
28	7 / 7 / 7 / 7
29	7 / 7 / 7 / 8
30	7 / 7 / 8 / 8
31	7 / 8 / 8 / 8
32	8 / 8 / 8 / 8
33	6 / 6 / 7 / 7 / 7
34	6 / 7 / 7 / 7 / 7
35	7 / 7 / 7 / 7 / 7
36	7 / 7 / 7 / 7 / 8
37	7 / 7 / 7 / 8 / 8
38	7 / 7 / 8 / 8 / 8
39	7 / 8 / 8 / 8 / 8
40	8 / 8 / 8 / 8 / 8
41	6 / 7 / 7 / 7 / 7 / 7
42	7 / 7 / 7 / 7 / 7 / 7
43	7 / 7 / 7 / 7 / 7 / 8

Number of Participants	Group Divisions
44	7 / 7 / 7 / 7 / 8 / 8
45	7 / 7 / 7 / 8 / 8 / 8
46	7 / 7 / 8 / 8 / 8 / 8
47	7 / 8 / 8 / 8 / 8 / 8
48	8 / 8 / 8 / 8 / 8 / 8
49	7 / 7 / 7 / 7 / 7 / 7 / 7
50	7 / 7 / 7 / 7 / 7 / 7 / 8
51	7 / 7 / 7 / 7 / 7 / 8 / 8
52	7 / 7 / 7 / 7 / 8 / 8 / 8
53	7 / 7 / 7 / 8 / 8 / 8 / 8
54	7 / 7 / 8 / 8 / 8 / 8 / 8
55	7 / 8 / 8 / 8 / 8 / 8 / 8
56	8 / 8 / 8 / 8 / 8 / 8 / 8
57	7 / 7 / 7 / 7 / 7 / 7 / 7 / 8
58	7 / 7 / 7 / 7 / 7 / 7 / 8 / 8
59	7 / 7 / 7 / 7 / 7 / 8 / 8 / 8
60	7 / 7 / 7 / 7 / 8 / 8 / 8 / 8
61	7 / 7 / 7 / 8 / 8 / 8 / 8 / 8
62	7 / 7 / 8 / 8 / 8 / 8 / 8 / 8
63	7 / 8 / 8 / 8 / 8 / 8 / 8 / 8
64	8 / 8 / 8 / 8 / 8 / 8 / 8 / 8
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