



Ascension: Alliances™ is a multiplayer format where two-player Alliances compete together against other Alliances. Some rules for **Ascension: Alliances™** differ from those of normal **Ascension™** games.

Contents

- 28 Center Deck Cards

Setup

- **Ascension: Alliances™** can only be played when combined with another **Ascension™** Set.
- Shuffle all 28 **Ascension: Alliances™** cards into the center deck.
- Players will form two-player Alliances at the beginning of the game.

New Rules

- Each Alliance shares an Honor pool and final score.
- Each Alliance takes their turn at the same time. Players may play cards, acquire cards, and defeat Monsters in any order during their shared turn.
- Alliances may share information and strategize together.
- Alliances do NOT share a deck or any resources other than their score and Honor. Players can't share cards in hand, produce resources, or purchase cards for one another.
- Effects that target "each opponent" or "each player" affect each Ally separately.

Example: When **Corrosive Widow** is destroyed, each player on an opposing Alliance must destroy a Construct they control.

New Card Type: Banners

- Banners have two costs listed at the top of the card. Each cost listed on a Banner must be paid by separate members of an Alliance.
- When an Alliance acquires a Banner, it goes directly into play and affects both members of that Alliance.



New Keyword: Ally Unite

The turn you play a Hero with **Ally Unite**, you gain the **Ally Unite** effect if your Ally plays or has played a Hero of the same faction.



Example: When you play **Spiteful Sentry**, you gain 2, then gain an additional 2 if your Ally has played a Void Hero this turn. If your Ally has not yet played a Void Hero, you will gain the additional 2 if/when they do later in the same turn.

F.A.Q.s

Q: Are Banners destroyed by effects that destroy Constructs?

A: No, Banners are not Constructs.

Q: What does it mean to acquire a card for my Ally with Sigil of Nairi?

A: When a player would acquire a card, they can choose whether it goes into their discard pile or their Ally's.

Q: How does Ronin Templar's effect work?

A: If you use Ronin Templar to defeat a Monster in the center row, you put Ronin Templar into your Ally's hand after they draw their new hand at the end of the turn. This gives them their normal hand for the turn (typically five cards), plus Ronin Templar.

Q: How does Tormented Blacksmith's effect work?

A: After you play Tormented Blacksmith in a turn, if your Ally defeats a Monster in the center row, you get to gain its reward as well. This includes both the Honor portion of the Monster reward as well as any rewards listed in the Monster's text.

Credits

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