

# EchoCoreWorld: Flashes to Ashes – Quick Reference

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## Objective:

Be the last survivor by keeping your Life above 0 as you move around the 30-tile loop, play survival cards, and endure periodic Micronova shocks.

## Setup

- Board & Deck**  
Lay out the loop of 30 tiles.  
Shuffle the AshDeck (137 cards) and place it under the “Sun.”  
Leave a discard pile under the “Moon.”
- Pawns & Life**  
Each player starts on the **Event Gateway** tile with **20 Life**.  
Draw **5 cards** to form your starting hand.
- First Turn**  
Youngest player (or last to see lightning) goes first.  
Keep a round counter; every **20 rounds** triggers a Micronova (–20 Life, then –25, –30, etc., every 10 rounds).

## Turn Sequence

- Draw** 1 card (if deck is empty, you may pay 1 Life *or* skip your turn to reshuffle).
- Pre-Roll Reaction** (optional): play any “*Instant*” cards (e.g. Wind in the Trees before rolling).
- Roll & Move**: roll d6, move clockwise that many tiles.
- Tile Effect**: apply automatic tile result (damage, heal, use gear, or none).
- Post-Move Reaction** (optional): play cards to heal, negate damage, teleport, attack, etc.
- End Turn**: If you have more than 5 cards in hand, discard down to 5.

**Note:** You only act on your own turn (unless defending a Drone Strike).

## Tile Effects (–3/–2/–1 Life or +3 Life “Oasis”)

Type	Effect	Gear to Auto-Negate
Oasis	+3 Life	—
Earthquake, Volcano, Hurricane, Radiation Zone, CME, Wildfire Front	–3 Life	Fire Gear for Wildfire
Drone Patrol	–2 Life	AEI or Stealth (Shape, Shine & Silhouette)
EMP Zone	–2 Life + discard <b>one gear</b>	—
Toxic Spill	–2 Life + skip next draw	—

<b>Dust Storm</b>	–2 Life + discard one card	—
<b>Flash Flood, Tsunami</b>	<b>–3 Life</b>	Life Jacket
<b>Broken Bridge</b>	–1 Life	Life Jacket
<b>River Crossing</b>	–1 Life	Life Jacket
<b>Sinkhole</b>	–3 Life + discard 1 card	—
<b>Nighttime</b>	–1 Life + skip next turn + discard 1 card	Flashlight
<b>Collapsed Site</b>	–3 Life + discard 1 card	—
<b>Neutral Tiles</b>	<b>No effect</b>	—

## Card Types & Priority

1. **Gear (auto-activate, then discard):**  
**Life Jacket** (16), **Fire Gear** (8), **Flashlight** (8)
2. **Healing:**  
Trauma Kit (+3 Life, 5), Suture Kit (+2 Life, 5), Bandages (+1 Life, 20)  
Field Rest (+2 Life + skip next turn, 6), Morphine (+2 Life + skip move, 6)
3. **Utility / Teleport:**  
Echo Flare Beacon (5): teleport to nearest Oasis  
Gate Compass (4): teleport to Event Gateway & restore to 20 Life
4. **Attack:**  
Drone Strike (10) / IED (10): –5 Life + 1d6 to another player (must be on same/adjacent tile)
5. **Special One-Timers:**  
**The Vault** (1): ignore any one catastrophic event (Micronova/CME/Solar Flare)  
**Miracle** (1): survive any one effect (tile, attack, Micronova)  
**AEI** (5): block one Drone Strike or move back 2 tiles  
**Wind in the Trees** (5): +1 to next roll  
**Shape, Shine & Silhouette** (5): negate one Drone Patrol and draw 1  
**Discard Priority:** non-gear, non-healing first when hand >5.

## Micronova & Difficulty Dial

- **Every 20 rounds:** apply Micronova damage (–20 Life, then –25, –30, ...).
- **Vault Presets:** adjust # of Vault cards for difficulty
  - **Easy:** 4 Vaults Normal: 3 Hard: 2 Extreme: 1 Collapse: 0

Vaults stack only by drawing multiple—each one blocks a single disaster then is discarded.

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Keep this sheet handy, react fast, and may you outlast the Micronova!

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