

INTRODUCTION

Welcome to the comprehensive rule book of the New Era Edition, the official guideline for the New Era format. This document will contain all the information a player needs to play.

This document assumes that the reader has some experience and familiarity with the game, so it does not include its basic mechanics. However, if that were the case and our project were to attract a sufficient number of new players, we would be happy to explain them later on.

For an organized presentation, we will follow the same structure that the Shiro Big Deck community used in their Tanuki Rules in 2016. So, we begin by expressing our gratitude from the beginning.



VICTORY CONDITIONS

There are four ways to win the game:

DISHONOR VICTORY – If your opponent ends their turn with a Family Honor of -20 or lower, you win the game.

ENLIGHTENMENT VICTORY – As soon as you control five Rings (of the same type) with five different element keywords (Air, Earth, Fire, Void, Water), each of which last entered play by its own text, you win the game.

HONOR VICTORY – If you begin your turn with a Family Honor of 40 or greater, you win the game.

MILITARY VICTORY – As soon as you destroy your opponent's final Province, you win the game.

GOLDEN RULE

If a card states something that contradicts the rules, the card takes precedence over the rules.

SILVER RULE

The most recently published version of a card on <https://neweraoracle.brothersinarmsl5r.com/> is the current legal version of that card. This includes any text modifications for any reason, including those made for balance purposes.

BRONZE RULE

Whenever one or more effects occur simultaneously, the Active Player (the one currently taking their turn) decides the order in which they resolve. Likewise, the Active Player initiates the rounds of reactions to an action or effect.



DECK CONSTRUCTION

Each starting deck must only include one Stronghold, 40 Dynasty cards, and 40 Fate cards. Only cards from this new collection are legal in New Era.

CLAN ALIGNMENTS

Clan alignments are determined by the Clan Mon on the card's textbox. At the moment, there are only eight of these: • Crab • Phoenix • Crane • Dragon • Scorpion • Lion • Mantis • Unicorn.

Personalities without any of these Mons are considered Unaligned.

CARDS/PROXIES

This format is designed for each player to print their own cards from the PDF.

SETTING UP THE GAME

1. Both players reveal their Stronghold.
2. The player whose Stronghold has the highest starting Family Honor is selected as the First Player. If there is a tie, use a random method to determine the First Player.
3. The player who does not start changes their Stronghold to the B side.
4. Beginning with the First Player, resolve any “When Revealed” abilities on Strongholds if there any.
5. Shuffle your two decks separately. When done, give your opponent the opportunity to cut your decks.
6. Take four cards from the top of your Dynasty deck and lay them face down side by side, between your two decks. These cards mark your Provinces. During the game, if a Province is ever without a card, refill it immediately with a face-down card from the top of your Dynasty deck. You may not normally look at any face-down cards. Provinces that cannot be refilled still exist; use some other way to mark them.
7. Take five cards from the top of your Fate deck to set up your starting hand.
8. The First Player now becomes the Active Player.

TURN SEQUENCE

1: STRAIGHTEN PHASE

1.1: The Active Player's turn begins. Straighten Phase begins.

1.2 : The Active Player straightens all their bowed cards. Cards that are prevented from being straightened due to their card text or other effects remain bowed.

1.3 : Straighten Phase ends. Proceed to Events

Phase. 2: EVENTS PHASE

2.1: Events Phase begins.

2.2: Starting with the leftmost Province, the Active Player turns its card face-up if it is face-down.
- If the card in the Province is a Holding or Personality, nothing happens now.

- If it is an Event, it resolves now. Once an Event has resolved, discard it. These Events only resolve during the Events Phase.

- If it is a Region, it must enter play attached to the Province it was revealed in. Provinces will not normally attach more than one Region. Regions that fail to attach to their Province are discarded immediately. Regions only enter play during the Events Phase.

After dealing with their leftmost Province, the Active Player deals with his/her remaining Provinces, moving from left to right, one at a time.

2.3 : Events Phase ends. Proceed to Action

Phase. 3: ACTION PHASE

3.1: Action Phase begins.

3.2 : Starting with the Active Player, each player can take an Open action or pass. The Active Player also has the option of taking a Limited action. This continues until both players have chosen to pass consecutively.

3.3 : Action Phase ends. The Active Player has the choice of proceeding to the Attack Phase or the Dynasty Phase.

4: ATTACK PHASE (Optional)

4.1 : Attack Phase begins. The Active Player becomes the Attacker. The other player becomes the Defender. A battlefield is created at each of the Defender's Provinces.

4.2 : The Maneuvers Segment begins. First, the Attacker simultaneously assigns any number of his or her units to the attacking side of one or more battlefields. Then the Defender simultaneously assigns any number of his or her units to the defending side of one or more battlefields. The Maneuvers Segment ends.

4.3 : A Battle now occurs at each battlefield. A Battle consists of an Engage Segment, a Combat Segment, and a Resolution Segment. All three segments of a Battle must be completed before fighting a different Battle. The Attacker chooses a battlefield to resolve its Battle.

4.3.A: Engage Segment begins. Starting with the Defender, each player can take an Engage action or pass. This continues until both players have chosen to pass consecutively. End the Engage Segment and proceed to the Combat Segment.

4.3.B: Combat Segment begins. Starting with the Defender, each player can take a Battle action or pass. This continues until both players have chosen to pass consecutively. End the Combat Segment and proceed to the Resolution Segment.

4.3.C: Resolution Segment begins. Compare Force totals to determine a winner. All units on the losing side are destroyed. The Province is destroyed if the Attacker won and the attacking army's Force was greater than the defending army's Force plus the Province Strength of the current battle's Province. If both armies have equal Force, the battle is a tie and both armies are destroyed. Each player gains 2 Honor for each of their opponent's cards that is destroyed by resolution. Attacking units (if any) bow, then return home. Defending units (if any) stay at the current battlefield. End the Resolution Segment.

The Attacker continues to choose battlefields to resolve subsequent Battles until all battlefields have been selected.

4.4 : Attack Phase ends. Proceed to Dynasty

Phase. 5: DYNASTY PHASE

5.1: Dynasty Phase begins.

5.2: The Active Player takes any number of Dynasty actions.

5.3 : Dynasty Phase ends. Proceed to End

Phase. 6: END PHASE

6.1: End Phase begins.

6.2: The Active Player draws a Fate card.

6.3: Any abilities and reactions that trigger "at the end of turn" resolve now.

6.4: The Active Player discards down to their maximum hand size (8 cards).

6.5 : End Phase ends. The Active Player's turn ends. The next player in turn order becomes the Active Player and a new turn begins.

PLAYER ABILITIES – ACTION PHASE

INITIAL MULLIGAN

Limited: Once or twice during your first turn (*only*), put one or more cards in your Provinces at the bottom of your deck, refilling them face-up.

LOBBY

Political Limited: If you have higher Family Honor than your opponent, bow your target unbowed Personality with 1 or more Personal Honor to take the Imperial Favor.

FAVOR

Favor Political Limited: Discard the Imperial Favor and a card from your hand to draw a card.

EQUIP

Open: Any number of times per turn: Attach a target attachment card from your hand to your target Personality, paying all costs. (Attachment cards are Followers, Items, and Spells).

SEPPUKU

Open: Any number of times per turn: Rehonor a dishonorable Courtier, Samurai, or Shugenja Personality you control. Destroy him. These effects will not be negated.

ENLIGHTENED

Elemental Open: Bow your target performing Enlightened Personality to straighten a target Ring.

PLAYER ABILITIES – ATTACK PHASE

A.- ENGAGE SEGMENT:

CAVALRY

Absent Engage: Move your unbowed Personality in a Cavalry unit to the battle.

NAVAL

Engage: If you are the Attacker, you have the first opportunity to take a Battle action, which must come from a card in a Naval Personality's unit. Passing on that action does not count toward ending the action round.

B.- COMBAT SEGMENT

RESERVE

Absent Battle: Any number of times per turn: If he would be opposed, bring into play a target face-up Reserve Personality from your one of your Provinces, paying all costs. This Personality enters play at the current battlefield.

Battle: Any number of times per turn: If it would be opposed, Equip a target Reserve attachment to your target Personality at the current battlefield.

FAVOR

Favor Political Battle: Discard the Imperial Favor to move home a target attacking enemy Personality.

ENLIGHTENED

Elemental Battle: Bow your target performing Enlightened Personality to straighten a target Ring.

PLAYER ABILITIES – DYNASTY PHASE

WOODEN GOLD

Dynasty: If this is your first turn: Produce 4 Gold which you may only pay for Holdings.

LEGACY

Dynasty: Remove a card in your hand from the game to search your Dynasty deck and Provinces for a Legacy Holding and bring it into play bowed, paying all costs. If you fail to find one, you lose the game.

PROCLAIM

Dynasty: Once per turn, after you bring a Personality with your Clan Alignment in your Province into play, you gain Honor equal to his Personal Honor.

RECRUIT

Dynasty: Any number of times per turn: Bring into play a target face-up Personality or Holding in your Province, paying all costs.

DISCARD

Dynasty: Any number of times per turn: Discard a face-up card from one of your Provinces.



KEYWORDS AND RULES GLOSSARY

Absent – An ability or action with the Absent keyword may be used during battle even if you control no units at the current battlefield.

Active Player – The player whose turn it is.

Armor – This is a keyword found on some Items. A Personality cannot have more than one Armor attached.

Base – This refers to a stat, keyword, or other game text as printed on the card, without modification. If the card is a created card, “Base” refers to the text it was created with.

Blood Money – If a Personality has your Clan Alignment, at any time you bring him into play, you may increase his cost by 3 for him to enter play ignoring his Honor Requirement.

Cavalry – A Personality with the Cavalry keyword in a Cavalry unit may be target once per turn with the Absent Cavalry Engage player ability.

Chi Death – If a Personality’s Chi is ever 0, destroy him immediately.

Clan Honor – After a player loses Honor from another player’s card, he/she ignores Honor Requirements on Personalities with his/her Clan Alignment for the rest of the game.

Conqueror – Cards in a Conqueror Personality’s unit do not bow when returning home during the Resolution Segment.

Discipline – You may play a card with the Discipline keyword from your discard pile for one of its actions, paying any additional costs that appear with the keyword. A card's discipline ability can introduce text that modifies the initial conditions or effects of the action. After the action ends, remove the card from the game. Keep in mind that abilities can normally be used only once per turn.

Duels – Follow these steps in a duel:

1. The challenged player has the first opportunity to focus or strike. To focus, you either choose a card from your hand, or take the top card of your Fate deck without looking at it, and put it face down in a special focused cards area in front of you. If one player focused, the other player then chooses to focus or strike. The players continue to take turns focusing until one of them chooses to strike. A player who has focused four times in the current duel must choose to strike. A player may look at the cards he/she has already focused at any time.
2. Once a strike has been called, turn all focused cards face up. Any Focus Effect revealed resolves now. The Active Player chooses the order of resolution. Ignore any other text on focused cards.
3. The duel now resolves. Each player totals the Focus Values of his or her focused cards, and adds their Personality’s Chi (or other duel stat) to this total. The higher total wins the duel, and the lower total loses. Apply the consequences for the loser and/or winner, as stated on the card that created the duel. If the two totals are equal, both players lose and take the loser’s consequences.
4. Discard all focused cards.

Duelist – A Personality with the Duelist keyword wins a tied duel as long as the opposing Personality does not have the Duelist keyword.

Elite – A card with the Elite keyword contributes force to its army even if it is bowed.

Engage – This is a type of action that can only be taken during the Engage Segment of the Attack Phase. An Engage action is subject to the Rules of Presence and Location.

Enlightened – A Personality with the Enlightened keyword has +1F for each Ring in play.

Expendable – After a card with the Expendable keyword is destroyed, the player who controlled it last draws a Fate card.

Fortification – It's a special type of Holding that comes into play attached to the province from which it is recruited.

Home – An ability with the Home keyword may be used during battle even if the card is at home.

Kensai – A Kensai Personality can attach two weapons.

Kharmic – Once per turn, after a card with the Kharmic keyword is revealed (at any time) in one of your provinces, you may place it on the bottom of your Dynasty deck and refill it face-up.

No Second Battle – A Personality who has already been in an attacking army during a battle resolution in the current Attack Phase will not move to a battlefield.

Paying Gold Costs – Gold produced by a single source may be spent to pay different costs. Extra gold is transferred to other purchases in the same phase (Action Phase, Attack Phase or Dynasty Phase).

Ranged Attack - Ranged Attacks from the same unit may be combined into a single Ranged Attack, as long as they share the same timing and are performed as part of the same type of action.

Reaction – This is a type of action that can be taken in response to another action, after costs are paid but before the action's effects start to resolve. Reactions are not subject to the Rules of Presence and Location.

Remote – An action with the Remote keyword may be taken even if the card with the Remote ability is at other location than the current battlefield.

Renew – A dynasty card with the keyword 'Renew' is refilled face up when it comes into play from a province.

Rule of Location – To legally take a Battle action from a card in a unit, the unit must be at the current battlefield. To legally play a Battle action, the performing card must be at the current battlefield. To be legally targeted by a Battle action, any cards in a unit must be at the current battlefield.

Rule of Presence – To legally play any Battle action, you must control one or more units at the current battlefield.

Shugenja – A Personality must have the Shugenja trait to attach and use Spell cards.

Tactician – All Tactician Personalities have the following ability:

Tactical Advantage

Battle: Discard a card to give this Personality a Force bonus equal to the Focus Value of the discarded card.

This ability cannot be removed or copied from the Tactician Personality.

Tireless – An ability with the Tireless keyword may be used even if the card is bowed.

Weapon – This is a keyword found on some Items. A Personality cannot have more than one Weapon attached.

