An Expansion set by Erik Burigo

1589
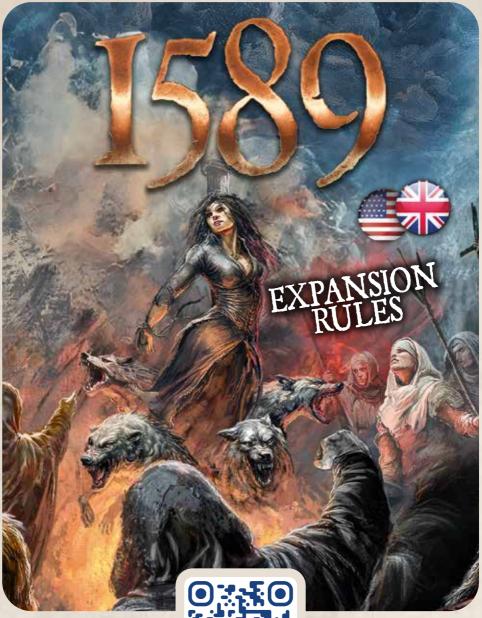
EXPANSION RULES

If you are a lone wolf and want to face the Prior, the Hunter, the Pure, and — if you own the Faster than the Flame expansion — even the Bürgermeister, guiding the Powerwolf all by yourself… these are the simple rules to follow!

At the start of the game, draw **5 Action cards** and **5 Stratagem cards**.

In every **Phase 4: Well-Deserved Rest**, draw **2 additional Stratagem cards**.

Also, **Phase 1: Rescue Plan** changes as follows:

▶ STEP A: WOLF'S INSTINCT

- Play **1 Action card from your hand,** optionally paired with a matching Stratagem card.
- **Reveal the top 2 cards from the Action deck.** You may assign a matching Stratagem card from your hand to each of them, if you wish.
- **Assign those Action cards to the Action Line.**
  REMEMBER: A Powerwolf may perform only one action per turn. In case of conflict, you must choose which Action to assign. Discard any unassigned Action cards.

▶ STEP B: HUMAN'S INSIGHT

This phase works exactly as in multiplayer games, but you have the option to play **2 Action + Stratagem** cards from your hand instead of only 1.

In the night came the killers with the cross, and the word of God was long forsaken*
Killers with the cross - Powerwolf -

VARGAMOR

Queen of the moors and the fields, crowned as the pact with the wolves had been sealed. Vargamor witch of the night, to your honour we're kneeling! Vargamor, Mother of wolves, save the pack from the harm of the light!*

*Vargamorr - Powerwolf

This expansion for the game *1589* contains **17 Mission cards**.

Each card indicates the **REQUIREMENTS**, **REWARDS,** and **CONSEQUENCES** of the Mission:

- From 1 to 3 Action icons

Or
3 identical actions

Or
2 pairs of different actions

- Example Card A
- Example Card B

- The reward for the successful completion of the Mission

- A combination of Powerwolf (from 0 to 3)
- 3 Powerwolf
- No Powerwolf

- Active consequences until the Mission is completed

Setup:

1. Shuffle the Mission card deck and keep it accessible to the players.
2. Flip the top card and place it face up next to the board, to the left of the Action Line. This is the active Mission.

▶ **PHASE 3: CONSEQUENCES**

At the end of Phase 3: Consequences, **check if all the REQUIREMENTS of the active Mission card are met.**

Example: If the active Mission is the **Example Card B**, there must be **Falk Maria, Matthew,** and **Charles** on the Action Line, and at least one of the Powerwolf on the Action Line must have performed the **"Sway the Pure"** action.

- **If all REQUIREMENTS are met,** one or more players receive the **REWARDS** then discard the Mission card. Decide who receives the rewards as a **Communal choice.**

Note: If you are also using the *Lupus Hereticus Expansion* along with this expansion, the **Lupus Hereticus Action cards do not satisfy either the Powerwolf requirement or the Action requirement.**

- **If the REQUIREMENTS are not met**, the Mission is not yet complete and remains active:

    I. **Immediately suffer the CONSEQUENCES indicated on the card, but...**

    II. **You may assign any number of Action cards taken from the Action Line to the Mission card** (slide them under the Mission card so that only the Powerwolf and the action are visible). These cards count towards meeting the requirements for the Mission in addition to any Action cards played during the next turn.

▶ PHASE 4: WELL-DESERVED REST

During **Phase 4: Well-Deserved Rest**, if there is no active Mission card, put the top card from the Mission deck into play as a new active Mission.

REWARDS

Draw a Stratagem card.

Extinguish a Torch.

Remove a Bundle from the Pyre Square.

Move the Hunter back 1 step.

Draw 1 Misstep token from the bag and place it in slot VII of the Turn Track without revealing it.

Move all the Pure back 1 step each. Remember: A Pure who reached the Pyre square (space "0") can no longer be convinced to turn back!

2 players of your choice each gain 1 Blood Point.

2 players of your choice each draw 1 Stratagem card.

During **Phase 4: Well-Deserved Rest** (step 6), players may draw from the cards played this turn.

CONSEQUENCES

(Not included in the base game)

Each player must discard a Stratagem card.

1589

FASTER THAN THE FLAME 🐾 🐾 🐾 🐾

This expansion for the game *1589* contains **3 different modules,** which can be used together or separately.

- **Incense & Iron - The Bürgermeister**
- **The Wildest of the Pack**
- **Lupus Hereticus**

▶ MODULE 1: INCENSE & IRON - THE BÜRGERMEISTER

*In grim **Blutfurt**, a town stained by the blood of witch hunts, rules Bürgermeister **Ulrich Bührig,** known as "der Schachspieler" — the Chess Player. Ever weaving his plots, sometimes aiding, sometimes opposing the Prior, he moves invisible pieces in a game of power and suspicion. Every favor he grants comes at a price!*

This module includes **10 Bürgermeister cards** (illustrated horizontally), each with different effects shown on the left and right sides of the card.

Setup: Shuffle Der Bürgermeister deck and keep it within reach of the players.

PHASE 2: PLAN IN MOTION

At the end of **Phase 2: Plan in Motion**, **for each Powerwolf remaining in the Den, flip 1 Bürgermeister card.**

Each card must be **revealed, resolved, and discarded** before moving on, if needed, to the next one.

One of the players who did not play any Action cards must make a choice between the 2 options offered by the Bürgermeister (some offers are mandatory and must be chosen):

- **Spend Blood Points** to gain a benefit (left option)
- **Gain Blood Points** but suffer the consequences (right option)

Spend the Blood Points shown here to gain this benefit.

Tribute to be paid to the Bürgermeister...

...to gain the Blood Points shown here

Note: If the player does not have or does not want to spend the Blood Points for the left option, they must choose the right option instead.

Important: The Blood Points that must be spent may come from the entire pack, not only the player making the choice.

BENEFITS	TRIBUTES TO BE PAID

Draw a Stratagem card.

Each player must discard 1 Strategem card.

Extinguish a Torch.

Light 2 Torches.

Remove a Bundle from the Pyre Square.

Take 1 Bundle from the supply and place it directly in the Pyre Square.

Remove a Bundle from the current turn's slot on the Turn Track.

Draw a Misstep Token, and **if it corresponds to a Powerwolf in the Den, put that token into play.**

Add the top card of the Stratagem deck to the Evidence Area face down (you cannot look at it).

Discard a card from the Evidence Area.

During the **Phase 3: Consequences**, ignore the consequence of the "absent" Powerwolf.

Apply the consequence of the "absent" Powerwolf on the Action Line (will be applied again during **Phase 3: Consequences**).

Return a Misstep token of your choice from those in play back to the bag.

Flip the top card of the Hunter deck and activate its central Trap. **Powerwolf cannot use the Blood Points obtained from this Bürgermeister card** to bypass the Trap but can use those they already have in reserve.

Move a Pure of your choice back 2 steps.

Ignore 1 negative consequence this turn (whether on the game board or the Action Line).

Draw a Misstep Token and put it directly into play (see the "Caught in the Act!" box in the base rules).

Move the Hunter back 1 step.

The Pure furthest from the Pyre Square advances 2 steps.

▶ MODULE 2: THE WILDEST OF THE PACK

Wolves are on the hunt tonight, wake the storm and bring to fall the liar, all the night victorious!*

*Wolves of War - Powerwolf

This module consists of **5 cards**, one for each Powerwolf, with the icon for the **new Pack Action**:

Setup: Shuffle the additional Pack Action cards along with the Base Game Action card deck.

PHASE 1: RESCUE PLAN

At the end of **Phase 1: Rescue Plan**, anyone who has played a Pack Action card chooses 1 of these 2 options:

- **Return a Misstep token** that has already been **assigned to one of the other Powerwolf** back to the bag.
- **Add a Stratagem card from their hand to the Action card played on one of the other Powerwolf.** The Stratagem card must be related to the action. In this way, **more than one Stratagem card can be paired with an Action card**.

PHASE 2: PLAN IN MOTION

- When a Powerwolf performs an action that has 2 or more related Stratagem cards, they apply the effects of all of them in the order chosen by the player who played the Action card.
- The Powerwolf whose Pack Action card was played does not perform any action this turn, and their miniature remains in the Den.

We fought the daylight Any battle, any war
The call for blood worth dying for*

*Where the wild wolves have gone - Powerwolf

This module consists of **5 Lupus Hereticus Action** cards that do not represent a specific Powerwolf.

Setup: Shuffle the Lupus Hereticus Action cards along with the Base Game Action card deck.

▶ PHASE 1: RESCUE PLAN

- **Lupus Hereticus Action cards** can **only** be played during **Step A** of **Phase 1:Rescue Plan**. They can be paired with any Stratagem card.

> **Important:** When revealing Action cards, **if 2 or more Lupus Hereticus Action cards are revealed**, **discard all of them immediately**; any associated Stratagem cards can be discarded or returned to the hand, at the discretion of the player who played them.

- A **Lupus Hereticus card** can be assigned to the Action Line in any position chosen by the player who played it and will count as a Powerwolf card in that position.

▶ PHASE 2:PLAN IN MOTION

- A **Lupus Hereticus** card allows the player to **perform any of the 5 actions** from the Base Game of their choice.
- If the chosen action is "Sway the Pure", **move 1 Pure back 3 steps.**
- **Use the Extinguish Torch and Remove Bundle icons** on the cards as indicated in the base game.

▶ PHASE 3: CONSEQUENCES

- All Lupus Hereticus cards have the same **Misstep consequence**: Draw 1 token from the bag. If that token matches the Powerwolf for the position occupied by the Lupus Hereticus card, put the Misstep token into play.