

## **Eisen**

### **Leader:**

Kaspar Dietrich

### **Approach:**

The Song of Eisen

Armed and Marshaled

Filling the Ranks\*

Let's Haggle\*

Parley Gone Wrong\*

Uwe Zimmerman

Daniella Dietrich

Otto Streit

Philip Hase

Terrell Brant

### **Risk:**

Fight Through the Pain x2

Answering the Call x2

Langschwert x2

Last Word x2

Kaspar's Panzerhand x1

Iron Reply x2

Polished Flintlock x2

Precision x2

Move Along x2

Strategie x2

Regroup x2

Press the Advantage x2

Well Equipped x2

Throwing Knife x2\*

A New Strategy x1\*

Breastplate x2\*

Not Today x2\*

I Know that Trick x2\*

Improvised Weapon x2\*

Triage x2\*

Matchlock Musket x2\*

## KASPAR DIETRICH

- Character -

9

3

2

2

2

6

CREW CAP 7

Leader - Hero - General - Eisen

Kaspar has +2 while recruiting **Mercenaries**.

**City Action:** Reveal cards from the City Deck until you reveal a **Mercenary**. You may recruit it. Sink all remaining revealed cards.

7555-35 Illustrated by Sally Grew Copyright 2022 Moon Design

## DANIELLA DIETRICH

- Character -

4

2

3

1

1

Sorcerer - Strega - Vodacce

**City Action:** Your opposed **Mercenary** at Daniella's location issues a challenge.

**Technique:** When your round ends • Move Daniella to an adjacent **City** location. (Once per day.)

"He must never know."

7555-36 Illustrated by Sergio Villa-Isaza Copyright 2022 Moon Design

## OTTO STREIT

- Character -

4

1

2

2

3

Academic - Eisen

**City Action:** Reveal cards from your deck equal to Otto's • Put a revealed attachment into your hand and sink the rest. If you could not, add the top card of the City Deck to Otto's location.

7555-38 Illustrated by Charlotte Creber Copyright 2022 Moon Design

## PHILIP HASE

- Character -

5

3

1

2

2

Academic - Diplomat - Eisen

**City Reaction:** After Philip equips an attachment • Move him to an adjacent location.

**Technique:** If the adversary is engaged and you control a **Mercenary** at this location • The adversary takes a wound.

7555-39 Illustrated by Shen Fei Copyright 2022 Moon Design

## TERRELL BRANDT

- Character -

5

3

2

2

1

Duelist - Eisen

After the duel, attachments in Terrell's dueling line go to your hand instead of the discard pile.

**Technique:** +1

Terrell fought under Kaspar during the War of the Cross. Now he fights for a cause closer to home.

7555-42 Illustrated by Shen Fei Copyright 2022 Moon Design

## UWE ZIMMERMAN

- Character -

5

3

1

2

2

Witch Hunter - Eisen

Uwe is considered a **Mercenary** for cards and abilities.

Uwe's combat cards in duels against **Sorcerer** adversaries gain +1

"A bit rough around the edges, but loyal to our cause. You can trust him."  
- Kaspar Dietrich

7555-43 Illustrated by Jason Behnke Copyright 2022 Moon Design

## ARMED AND MARSHALED

Add a Renown to and

Choose an attachment in your discard pile and add it to your hand.

**Action:** Target your character at a **City** location with at least one attachment • Engage or move **Home** an opposing character with equal or fewer attachments.

INITIATIVE 37

- Scheme -

PARACHUTE 0

7555-44 Illustrated by Shen Fei Copyright 2022 Moon Design

## THE SONG OF EISEN

Add a Renown to

Place a **Mercenary** in the City Deck discard pile on top of the City Deck.

Your **Leader** has +1 while recruiting a **Mercenary**.

At the end of the day, gain a Renown if all locations do not have an available **Mercenary** or attachment.

INITIATIVE 67

- Scheme -

PARACHUTE 0

7555-45 Illustrated by Shen Fei Copyright 2022 Moon Design

## FILLING THE RANKS

When this scheme is revealed, if you have fewer characters than all other players

• Recruit a **Mercenary** to your **Home** reducing their cost by your **Leader's** or . (Choose one.)

Add a Renown to any location. If you have fewer Renown than all other players, add a Renown to another location.

INITIATIVE 50

- Scheme -

PARACHUTE 0

7555-144 Illustrated by Mauro Mussi Copyright 2022 Moon Design



## LET'S HAGGLE

Add a Renown to and .

Reveal cards from the City Deck until you reveal an attachment. Place it in . Sink the rest.

**City Action:** Your character equips an attachment from . If they are at , reduce the cost by 1.



## PARLEY GONE WRONG

Add a Renown to , then each opponent may move a Renown from any location to .

Players may intervene in challenges at only if they add or move a Renown there this day.  
(Adding or moving a renown during the day counts.)  
"So much for the diplomatic approach..."  
- Jean Urbain



## KASPAR'S PANZERHAND

- Attachment -

+1  
+0  
+0  
+0  
+0

**Armor - Eisenfaust - Unique**

This card cannot be moved and may be equipped with another **Armor**.

**Reaction:** When the adversary uses a **Technique** • Cancel its effects.

**Technique:** If this character has a **Melee Weapon** • +1

7555-47 Illustrated by Sally Grew Copyright 2022 Moon Design

## LANGSCHWERT

- Attachment -

+0  
+0  
+0  
+0  
+0

**Weapon - Melee**

**Technique:** +1

**Technique:** +1

"No war has ever been won upon the virtue of how pretty the sword looks."  
- Rena Klingenhälter

7555-48 Illustrated by Nathaniel Trahan Copyright 2022 Moon Design

## LANGSCHWERT

- Attachment -

+0  
+0  
+0  
+0  
+0

**Weapon - Melee**

**Technique:** +1

**Technique:** +1

"No war has ever been won upon the virtue of how pretty the sword looks."  
- Rena Klingenhälter

7555-48 Illustrated by Nathaniel Trahan Copyright 2022 Moon Design

## POLISHED FLINTLOCK

- Attachment -

+0  
+0  
+1  
+0  
+0

**Weapon - Ranged**

**City Action:** Target an opposing character • Their controller may engage that character. If they do not, give that character a wound and engage this card.

**Technique:** Engage this card • Lethal

7555-49 Illustrated by Cate Lopez Copyright 2022 Moon Design

## POLISHED FLINTLOCK

- Attachment -

+0  
+0  
+1  
+0  
+0

**Weapon - Ranged**

**City Action:** Target an opposing character • Their controller may engage that character. If they do not, give that character a wound and engage this card.

**Technique:** Engage this card • Lethal

7555-49 Illustrated by Cate Lopez Copyright 2022 Moon Design

## ANSWERING THE CALL

- Risk -

+0  
+1  
+0  
+0  
+0

**City Action:** Reveal the top of the City Deck • You may recruit or equip it.

**Maneuver:** Until your next round, your **Mercenary** at this location takes wounds instead of your participant.

7555-51 Illustrated by Paolo Puggioni Copyright 2022 Moon Design

## ANSWERING THE CALL

- Risk -

+0  
+1  
+0  
+0  
+0

**City Action:** Reveal the top of the City Deck • You may recruit or equip it.

**Maneuver:** Until your next round, your **Mercenary** at this location takes wounds instead of your participant.

7555-51 Illustrated by Paolo Puggioni Copyright 2022 Moon Design



**0 FIGHT THROUGH THE PAIN**

- Risk -

**Eisenfaust**

**Action:** Target a character with an attachment • Heal a wound.

**Maneuver:** If this character has any wounds • +1

"For Eisen!"

7555-52 Illustrated by Brett Stump Copyright 2023 Moon Design

**0 FIGHT THROUGH THE PAIN**

- Risk -

**Eisenfaust**

**Action:** Target a character with an attachment • Heal a wound.

**Maneuver:** If this character has any wounds • +1

"For Eisen!"

7555-52 Illustrated by Brett Stump Copyright 2023 Moon Design

**1 IRON REPLY**

- Risk -

**Eisenfaust**

**Maneuver:** If you have equal or greater than the adversary, or have an **Eisenfaust** attachment • The adversary takes a wound.

"Trust comrades, trust duty, trust things worthy of love. Trust not those who offer pretty tricks whose cost they do not understand."  
- Kaspar Dietrich

7555-54 Illustrated by Mirco Paganessi Copyright 2023 Moon Design

**1 IRON REPLY**

- Risk -

**Eisenfaust**

**Maneuver:** If you have equal or greater than the adversary, or have an **Eisenfaust** attachment • The adversary takes a wound.

"Trust comrades, trust duty, trust things worthy of love. Trust not those who offer pretty tricks whose cost they do not understand."  
- Kaspar Dietrich

7555-54 Illustrated by Mirco Paganessi Copyright 2023 Moon Design

**0 LAST WORD**

- Risk -

**Ranged**

**City Action:** Target your character with a **Ranged Weapon** • Move an opposing character to an adjacent **City** location.

**Maneuver:** If you have a **Ranged Weapon** • The adversary suffers a wound.

"Summon the surgeon. However, not for myself."

7555-55 Illustrated by Greg Holbrow Copyright 2023 Moon Design

**0 LAST WORD**

- Risk -

**Ranged**

**City Action:** Target your character with a **Ranged Weapon** • Move an opposing character to an adjacent **City** location.

**Maneuver:** If you have a **Ranged Weapon** • The adversary suffers a wound.

"Summon the surgeon. However, not for myself."

7555-55 Illustrated by Greg Holbrow Copyright 2023 Moon Design

**1 MOVE ALONG**

- Risk -

**City Action:** Your character challenges target opposing character to a duel. Their controller may move them **Home** engaged. If they do, cancel the duel.

"This is nothing to concern you."

7555-56 Illustrated by Hui Yang Copyright 2023 Moon Design

**1 MOVE ALONG**

- Risk -

**City Action:** Your character challenges target opposing character to a duel. Their controller may move them **Home** engaged. If they do, cancel the duel.

"This is nothing to concern you."

7555-56 Illustrated by Hui Yang Copyright 2023 Moon Design

**1 PRECISION**

- Risk -

**Durchsetzungsborg**

**Maneuver:** Lethal. (ignore Restricted Hostilities until your next round.)

"Impressive words and fancy swordplay are nothing compared to a single, efficient strike."  
- Terrell Brandt

7555-57 Illustrated by Shen Fei Copyright 2023 Moon Design



1

PRECISION

- Risk -

1

1

4

Durchsetzungburg

**Maneuver:** Lethal. (Ignore Restricted Hostilities until your next round.)

*"Impressive words and fancy swordplay are nothing compared to a single, efficient strike."*  
 - Terrell Brandt

7555-57 Illustrated by Shen Fei Copyright 2023 Moon Design

1

PRESS THE ADVANTAGE

- Risk -

1

1

1

City Action:

Engage and move Home target opposing non-Leader character with lower

**Maneuver:** +1 and engage the adversary. If they are already engaged, +2 instead.

7555-58 Illustrated by Mirco Paganessi Copyright 2023 Moon Design

1

PRESS THE ADVANTAGE

- Risk -

1

1

1

City Action:

Engage and move Home target opposing non-Leader character with lower

**Maneuver:** +1 and engage the adversary. If they are already engaged, +2 instead.

7555-58 Illustrated by Mirco Paganessi Copyright 2023 Moon Design

1

REGROUP

- Risk -

1

2

1

City Action:

Move your character to an adjacent City location.

**Maneuver:** When your round ends • Move to an adjacent City location.

7555-59 Illustrated by Giorgio Baroni Copyright 2023 Moon Design

1

REGROUP

- Risk -

1

2

1

City Action:

Move your character to an adjacent City location.

**Maneuver:** When your round ends • Move to an adjacent City location.

7555-59 Illustrated by Giorgio Baroni Copyright 2023 Moon Design

1

STRATÈGE

- Risk -

1

2

3

Durchsetzungburg

**Action:** Target up to two of your characters at the same location • Move all targeted characters to the same adjacent City location.

*"Kaspar was a brilliant tactician during the War of the Cross. Now that it is over, he turns his attention to another war: one for the soul of Eisen. One where he could use your help."*  
 - Daniella Dietrich

7555-60 Illustrated by Marien Castanon Copyright 2023 Moon Design

1

STRATÈGE

- Risk -

1

2

3

Durchsetzungburg

**Action:** Target up to two of your characters at the same location • Move all targeted characters to the same adjacent City location.

*"Kaspar was a brilliant tactician during the War of the Cross. Now that it is over, he turns his attention to another war: one for the soul of Eisen. One where he could use your help."*  
 - Daniella Dietrich

7555-60 Illustrated by Marien Castanon Copyright 2023 Moon Design

1

WELL EQUIPPED

- Risk -

2

1

1

Gelingen

**Action:** En garde your character with an attachment.

**Maneuver:** +1. Draw a card if this character has a Weapon.

7555-61 Illustrated by Brent Chumley Copyright 2023 Moon Design

1

WELL EQUIPPED

- Risk -

2

1

1

Gelingen

**Action:** En garde your character with an attachment.

**Maneuver:** +1. Draw a card if this character has a Weapon.

7555-61 Illustrated by Brent Chumley Copyright 2023 Moon Design



**0 I KNOW THAT TRICK!**  
- Risk -

**Maneuver:** Copy the effects of a **Technique** on the adversary or one of their attachments.

"Each school of the blade has its own strengths and weaknesses, best to learn as many as you can."  
- Bastian Girard

7555-165 Illustrated by Shen Fei Copyright 2022 Moon Design

**0 I KNOW THAT TRICK!**  
- Risk -

**Maneuver:** Copy the effects of a **Technique** on the adversary or one of their attachments.

"Each school of the blade has its own strengths and weaknesses, best to learn as many as you can."  
- Bastian Girard

7555-165 Illustrated by Shen Fei Copyright 2022 Moon Design

**0 A NEW STRATEGY**  
- Risk -

**Action:** Spend a Renown • Draw two cards. Then send this card to **The Locker**.

"Contingencies and sacrifices must be made if one is to succeed in the chaos of the world."  
- Constanzo Scarpa

7555-169 Illustrated by Shen Fei Copyright 2022 Moon Design

**0 NOT TODAY**  
- Risk -

When your round ends, move your participant **Home** engaged.

"I deeply apologize, but I must depart."  
- Bastian Girard

7555-170 Illustrated by Hiroo Paganessi Copyright 2022 Moon Design

**0 NOT TODAY**  
- Risk -

When your round ends, move your participant **Home** engaged.

"I deeply apologize, but I must depart."  
- Bastian Girard

7555-170 Illustrated by Hiroo Paganessi Copyright 2022 Moon Design

**1 TRIAGE**  
- Risk -

**Heroic**  
Triage has -1 cost when targeting a **Hero** or a **Scoundrel**.

**Action:** Target character heals a wound.

"What? Again? Hold still and let me have a look at you."  
- "Madre" Dolores

7555-176 Illustrated by Shen Fei Copyright 2022 Moon Design

**1 TRIAGE**  
- Risk -

**Heroic**  
Triage has -1 cost when targeting a **Hero** or a **Scoundrel**.

**Action:** Target character heals a wound.

"What? Again? Hold still and let me have a look at you."  
- "Madre" Dolores

7555-176 Illustrated by Shen Fei Copyright 2022 Moon Design

**1 BREASTPLATE**  
- Attachment -

**Armor**  
Ignore the first wound this character would suffer during a duel.

Destroy this card when this character is wounded.

"Slows you down, hot as hell, but I wonder what something that shiny is protecting..."  
- Soline el Gato

7555-153 Illustrated by Nathaniel Trahan Copyright 2022 Moon Design

**1 BREASTPLATE**  
- Attachment -

**Armor**  
Ignore the first wound this character would suffer during a duel.

Destroy this card when this character is wounded.

"Slows you down, hot as hell, but I wonder what something that shiny is protecting..."  
- Soline el Gato

7555-153 Illustrated by Nathaniel Trahan Copyright 2022 Moon Design





## IMPROVISED WEAPON

- Attachment -



Weapon - Melee

Destroy this card when the adversary is wounded in this duel.



Technique: +2



"You are going to use... that?"

- Jean Urbain



7555-155 Illustrated by Sally Grew

Copyright 2022 Moon Design



## IMPROVISED WEAPON

- Attachment -



Weapon - Melee

Destroy this card when the adversary is wounded in this duel.



Technique: +2



"You are going to use... that?"

- Jean Urbain



7555-155 Illustrated by Sally Grew

Copyright 2022 Moon Design



## MATCHLOCK MUSKET

- Attachment -



Weapon - Ranged

**City Action:** Discard a card and target a character at an adjacent **City** location • Its controller may engage them. If they do not, they take a wound. (They cannot engage if they are already engaged.)



Technique: +5



"Ten gilder says I can make that shot."

- Henri Michelet

7555-156 Illustrated by Donald Crank

Copyright 2022 Moon Design



## MATCHLOCK MUSKET

- Attachment -



Weapon - Ranged

**City Action:** Discard a card and target a character at an adjacent **City** location • Its controller may engage them. If they do not, they take a wound. (They cannot engage if they are already engaged.)



Technique: +5



"Ten gilder says I can make that shot."

- Henri Michelet



7555-156 Illustrated by Donald Crank

Copyright 2022 Moon Design



## THROWING KNIFE

- Attachment -



Weapon - Ranged

**Technique:** Destroy this card • +1



Technique: 2



"Clean, quick, quiet."



7555-157 Illustrated by Nathaniel Trahan

Copyright 2022 Moon Design



## THROWING KNIFE

- Attachment -



Weapon - Ranged

**Technique:** Destroy this card • +1



Technique: 2



"Clean, quick, quiet."



7555-157 Illustrated by Nathaniel Trahan

Copyright 2022 Moon Design



### Actions and Abilities

#### Use an Action

Use any Action on a card you control or from hand


#### Move

**Action:** Engage your character *(unless from home)*  
• Move to an adjacent location.

#### Equip

**Action:** Equip an attachment from hand or at your character's location.


#### Recruit

**City Action:** Choose a an available **Mercenary** at your location and pay costs • Put the **Mercenary** into play at that location.  
*(You may reduce the cost by your character's )*

#### Challenge

**City Action:** Engage your character  
• Challenge an opposing character.

#### Claim

**City Action:** Engage your character • Pressure that location with . If successful, claim the location.

#### Pass

Skip priority. When all players pass, the High Drama phase is over.

Copyright 2022 Moon Design

### Challenges and Duels

#### Issue a Challenge

Announce Challenger  
Target an Adversary  
Intervene  
Technique  
Threat

#### Repeating Rounds

Round Begins  
Play a Combat Card  
Activate and resolve one **Technique** and/or **Maneuver**

#### Combat Values

##### Riposte

Reduce threat in your threat pool by X and add threat to your adversary's threat pool equal to the amount reduced.

##### Parry

Reduce threat in your threat pool by X.

##### Thrust

Add X threat to the adversary's threat pool.

#### Resolve Threat

#### Round Ends

Copyright 2022 Moon Design

### Phases of the Day

**Dawn** - Preparing the City for the next full Day.  
Deal a new set of city cards to each City location.



**Planning** - Players choose cards from their approach deck.

Each player chooses one character and scheme.

Characters come into play, schemes place renown and resolve effects, each player draws cards equal to **Leader's** Panache modified by scheme's Panache

**High Drama** - The main phase of the game. Refer to possible actions on other reference card.

**Plunder** - Collect Renown and check for victory.

**Dominance** - One player controls  .

**Renown** - Collect renown in City. If a play has 7, they win.

**Dusk** - Clean the **City** and getting ready for the next day.

Remove City cards still in the city.

Move all characters go **Home** en garde. Send schemes to **The Locker**.

Copyright 2022 Moon Design

### Symbols



- Combat



- Finesse



- Influence



- Riposte



- Parry



- Thrust



- The Docks



- The Forums



- The Grand Bazaar



- Ole's Inn



- Governor's Gardens

Copyright 2022 Moon Design