

# Talisman WAR! Rules

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The King has died and did not name an heir! The war of Succession has begun! In a surprise dragon raid, the King was killed unexpectedly. Despite widespread suggestions, he had never named an heir to his throne. Many contenders have come forth claiming the throne, but none can provide a clear claim without dispute.

What follows are the rules necessary to play TALISMAN in order to claim the throne and rule all the land.

## 1: SETUP:

If you are playing Good Vs. Evil Rules, separate all the characters into Good, Evil and Neutral piles. See below.

## GOOD VS. EVIL/ALL OUT WAR:

Talisman WAR can be played in one of 2 ways. Good vs. Evil or All Out War.

Good Vs Evil places the eternal differences between the forces of good against the forces of evil. Setup is the same for both types of games. The only difference is that in a Good Vs Evil game, the Good players are on 1 team and the Evil players are on the other team. If there is a Neutral Player, they can choose which side to be on throughout the game. All Out War is every Player for themself.

1.1: Separate all the characters into 3 categories by Alignment: Good, Evil, and Neutral.

1.1.1: If there are an even number of players, take the Neutral characters and randomly place half into the Good Deck and the other half into the Evil Deck.

1.1.2: If there are an odd number of players, leave Neutral in their own Deck.

1.2: Decide which players will play the Good side and which players will play the Evil side. Each side should have an equal number of players. If there are an odd number of players, one player only should be designated as the Neutral player.

1.3: Each player picks 2 characters randomly from the appropriate deck (Good players from Good deck, Evil from Evil, Neutral from Neutral). Each player then picks one of the 2 for their in-game character. Players may trade character cards of the same Alignment before choosing their character.

1.4: Remaining game setup as per normal rules except for any Inner Region conditions.

\*note\*: With an even number of players, it is possible for a Good or Evil Player to be playing a Neutral Character.

## 2: BATTLEFIELD REGION: (See alternate Rules for Battlefield below 2.6 for easier gameplay)

The Battlefield is where the new King or Queen will be decided, where the war of succession will end. Ignore all the spaces in the Inner Region. For purposes of these rules, treat the entire Inner Region as one space: The Battlefield.

2.1: Entering the Battlefield is completed the same as in the regular rules for entering the Inner Region by the Portal of Power. Any methods of entering any Inner Region spaces stated on any cards, locations, spells or other means are changed to read the Portal of Power instead.

2.2: To pass the Portal of Power a character must follow the instructions on the space and also have one of the following:

- i) A Talisman (recognized as a claim to the throne)
- ii) Either the Prince or Princess as a Follower (fighting on behalf of either for the crown.
- iii) Be the Kings Champion (see Talisman City rules), claiming to be the named heir.

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- 2.3: The Battlefield is one space divided into 2 halves: The Good and the Evil.
- 2.5.1: In a Good Vs Evil game, all Evil Players must be on the Evil side while all Good players must be on the Good side.
  - 2.5.2: Neutral Players can choose which side they will fight on when they enter the battle.
  - 2.5.3: In All Out War game, the sides do not matter and each player is in for themselves.
- 2.4: When one player successfully enters the battle field, he is named A Contender for the Throne, or Contender for short.
- 2.4.1: If there are any players in the Middle Region, the Contender will be crowned King/Queen in 10 turns unless another player makes it onto the Battlefield. This is called the Time of Contention.
  - 2.4.2: If there are no players in the Middle Region, then the Contender will be crowned King/Queen in 10 turns unless another player makes it into the Middle Region. This is called the Time of Contention.  
\*note\*: This means that the other players could have up to 20 turns to get to the Battlefield to challenge the Contender.
  - 2.4.3: At anytime during the Time of Contention, the Contender may decide to leave the Battlefield and return to the Portal of Power thus cancelling their Contention for the Throne.
  - 2.4.4: If a Contender leaves the Battlefield for any reason, they cannot return until another player has entered the Battlefield first.
  - 2.4.5: During the Time of Contention, the Contender can do nothing except react to the effects of others and participate in Events that affect all players (spells, Trading Day, etc).
- 2.5: When another player enters the Battlefield:
- 2.5.1: In a Good Vs Evil game, if both Players are of the same alignment, they join forces. The second ally is in support of the first.
    - i) An Evil player may choose to challenge an Evil Contender but must declare immediately upon entering the Battlefield.
  - 2.5.2: In a Good Vs Evil game, if the Players are of different alignments, then the WAR begins. Starting the following turn, Combat will begin. See Rule 4.1
  - 2.5.3: In a Good Vs Evil game, if the second Player is Neutral, they may decide to join the Contender or Challenge them. A Neutral Player cannot change sides again until they leave the Battlefield and return again.
  - 2.5.4: In an All Out War game, regardless of alignments, once a second player arrives on the Battlefield the WAR begins.
- 2.6: **ALTERNATE RULES TO THE BATTLEFIELD:** Last Man Standing Rules. For a simpler game play, all players can battle each other until only one player remains anywhere on the board. If a Character dies, the Player may re-enter the game with another Character unless a Talisman is in play. If any Character has a Talisman, Players whose Characters die are out of the game. To win the game, the last remaining player must have a Talisman, the Prince or Princess, or be the King's Champion.

## 3: Followers and Henchmen

- 3.1: Talisman WAR! Adds a new type of follower called Henchmen. A Henchman is any Follower that can fight for a character instead of adding value to a character in combat. For the purposes of effects, Henchmen are treated as characters, not Followers (i.e.: Mesmer spell will not affect a Henchman). Henchmen are loyal servants of their leader. If separated (see 3.8 below) the player still controls the Henchmen.
- 3.2: A character can have as many Henchmen as their Craft+1.

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- 3.3: Any Henchman may fight a combat instead of the character.
  - 3.5.1: For every 5 Strength points that a Henchmen defeats, they gain +1 Strength.
  - 3.5.2: For every 5 Craft points that a Henchman defeats they gain +1 Craft.
  - 3.5.3: Unless stated otherwise, a Henchman is assumed to have STR: 2, Craft: 2 Lives: 2
    - i. Henchmen can be Healed up to 2 Lives, instead of 4 like characters.
  - 3.4: Each Henchman may carry up to 2 objects but may only use an object if they logically could (i.e.: unicorn cannot wear armor, hold a shield, wear a helmet or wield a weapon).
    - 3.4.1: Henchmen may not have a mule, horse, warhorse or horse & cart.
    - 3.4.2: Any objects carried by a Henchman will confer their benefits to the Henchmen only.
    - 3.4.3: Objects may be given to a Henchman and remain with the Henchmen just as they would another character. Objects can be traded between the character and any Henchmen only at the beginning of the players turn, before the die is rolled for movement.
    - 3.4.4: Henchmen cannot keep any gold. His 'Lord' must pay all costs for him.
  - 3.5: Any Follower that can fight in place of a character can be designated as a Henchman. Once designated, a Henchman cannot be changed back to a Follower.
  - 3.6: Henchmen cannot have any Followers.
  - 3.7: When visiting a Place that grants a bonus to a stat (Fountain of Wisdom, Pool of Life, etc) still only 1 point is granted but the player can choose who gains the point, the character or a Henchmen.
  - 3.8: Unless stated on the card, a Henchman will have the same Alignment as the character at the time they became a Henchmen. If a character changes alignment, their Henchmen do not.
    - 3.8.1: Good players cannot have Evil Henchmen and Evil players cannot have Good Henchmen.
  - 3.9: Henchmen cannot move without a Character. Unlike Followers, if the character has a bonus to movement (horse, magic boots) the Henchmen move with the character. If separated for some reason, they will stay on that space until retrieved by the controlling player or killed.
  - 3.10: Henchmen can be traded among characters landing on the same space or if Trading Day comes up. If the Henchman requires an extra condition before joining (ie: mercenary needs to be paid 1 Gold) the receiving player must pay this as well.
- \*note\*: Talisman WAR! overrides the optional rule 1.3 from Talisman the Adventure Expansion for Henchmen.

## 4: Combat and Battle

- 4.1: Talisman WAR! Is about mass combat. Most combat rules from the standard rules apply except for as stated here. Any item labled as ADVANCED RULES should only be used in agreement by all players.
  - 4.1.1: Combat (Psychic Combat) refers to one-on-one fights.
  - 4.1.2: Battle refers to fights that include Henchmen. Battles consist of several Combats (or Psychic Combats).
- 4.2: ADVANCED RULES. All Combat is to the Death or until one side successfully manages to escape (see Fleeing, 4.5 below). On each Player turn one combat is fought. Combat continues until either one side is dead (zero lives) or one side successfully flees or evades.
- 4.3: Talisman WAR! uses a d6 die for most Combat and Battle except as follows:

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- 4.3.1: Small sized creatures roll a d4 for combat rolls. Small creatures include kobolds, gobins, bats, rats, halflings, sprite/pixies and any cards with (S) in the title.
  - 4.3.2: Medium sized roll a d6 for combat rolls. If unsure of the size of a monster, assume medium size.
  - 4.3.3: Large sized creatures roll a d8 for combat rolls. Large creatures include giants, dragons, hydras, troll, ogres and any cards with (L) in the title.
  - 4.4: The player can choose the character, a Henchmen, or group (see 4.5 below) to fight in combat (or psychic combat) against any enemy except for other characters. Character to Character combat will always involve all of each others Henchmen in a Battle.
    - 4.4.1: Henchmen will never take anything but Life when they win in Combat or Battle. This includes if a Henchman is the leader in a Battle that includes the Character.
    - 4.4.2: If a Henchman is killed in Battle, the character or Henchmen who dealt the death blow may claim the "spoils of war". After Battle is finished for that turn, they may choose any one object from the body of the defeated. All other objects remain with the body (i.e.: unusable by any) until Battle is resolved by either side fleeing (see 4.4) or complete defeat. All other objects return to the possession of the controlling character once Battle is over.
  - 4.5: ADVANCED RULES. Fleeing. A player can declare that they will attempt to flee from any Combat or Battle. Combat is played out as normal except the Fleeing character gets +1 to their die (dice) roll. If the Fleeing character wins, ties, or loses by 1, they successfully flee and the Battle ends. The following turn, they can roll their die normally for movement. If they lose by 1, they still flee successfully, but they lose 1 Life from the combat. Only the character has to successfully flee. All Henchmen automatically flee as well. If the character is attempting to flee, Henchmen can only Defend (see 4.5.4 below).
  - 4.6: ADVANCED RULES. Fighting Retreat. A player can elect to 'sacrifice' a Henchman to perform a Fighting Retreat. No dice rolls are needed but the chosen Henchman dies regardless allowing the character and any other Henchmen to escape without harm.
  - 4.7: Battles are large-scale combats that involve many participants, characters and henchmen against other characters and henchmen or group monsters. Choose who will be involved in the Battle and who will be the Leader. Roll one die for each participant (character, henchmen or monster in a group) involved. Dice rolled depend on the size of each participant (d4, d6, or d8). See Rule 4.3. Total all dice, add any and all bonuses from weapons, items and spells and add to the strength of the designated Leader. Highest total wins.
    - 4.7.1: For each full 5 points difference and extra life is lost from the loser. (ie: 1-5= 1 life, 6-10=2 lives, 11-15=3 lives, etc.).
    - 4.7.2: The losing side chooses who loses lives, either the character or henchmen.
- 5: Resurrection:
- 5.1: When a character or Henchmen loses all their Lives, hope is not lost. Resurrection is possible.
  - 5.2: If a character dies, but there is at least 1 surviving Henchmen, the Player can attempt to gain Resurrection at
    - i) The Chapel for Good and Neutral characters.
    - ii) The Cathedral (if using Talisman City.).
    - iii) The Castle
    - iv) The Graveyard for Evil and Neutral characters (animate dead).
    - v) The Temple
    - vi) The Healer

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- 5.3: Any Stranger granting a wish (Sorcerer, Angel, etc) can grant a wish of Resurrection to a character who qualifies for a wish.
- 5.4: Any Character or Henchmen who is resurrected comes back with 1 Life and their starting Strength and Craft except any gained from objects or followers still present. Further, their starting stats are also reduced by 1. If a character or Henchmen would have zero strength or craft after resurrection, they cannot be resurrected.
- 5.5: Any character or Henchmen resurrected at the Graveyard or by The Phantom are raised as Undead.
- i) They are immune to the Siren, Pestilence
  - ii) Gain +1 in Psychic Combat.
  - iii) Cannot use any object with the word "Holy" anywhere on the card regardless of Alignment.
  - iv) Will be treated as if have a Warrant at all times.
  - v) Affected by any cards that reference Evil players regardless of Alignment.
  - vi) If multiple (more than 1 on the same target) Undead are attacking, all Undead gain +1 to their attack rolls.
- 5.6: If a character is dead, the controlling player still rolls movement normally and interacts with face up cards normally but cannot draw any cards from any deck until the character is resurrected.
- 5.7: Cost of Resurrection is 3 Points. Each Point is equal to:
- i) 2 bags of gold
  - ii) 1 magic item
  - iii) Being Pilgrim, Priest, Prophetess, Monk, Paladin, or Druid at the Chapel
  - iv) Being Wizard, Dragon Priest, Necromancer, Sorceress, Lich, or Ghoul at the Graveyard
  - v) Being Knight, High Mage, or Kings Champion at the Cathedral or Castle (see 5.2 ii)
  - vi) Having the Prince or Princess as Follower at the Cathedral or Castle (see 5.2 ii)
  - vii) Having the Holy Man or Friar as a Henchman at the Chapel.
  - viii) Having the Undead Knight or Failed Sorceress at the Graveyard.

## 6: Magic and Spells:

- 6.1: Characters and Henchmen follow all the same rules regarding spells and casting unless otherwise stated on the card.
- 6.2: Characters and Henchmen can have a maximum spells equal to their Craft -2.
- 6.3: A character or Henchman can cast a maximum number of spells equal to their Craft each Game Turn (ie: from the start of their movement turn to the start of their next movement turn = 1 Game Turn).

## 7: Other Card Changes.

- 7.1:Ghoul: Any raised undead by the Ghoul become Undead Henchmen (see Rule 5.5). Regardless of the size of raised enemy, all Ghoul Undead fight with d4 for combat dice.
- 7.2:Champion Follower is treated as a Henchman.
- 7.3:Halfling Character still uses a d6 in combat.
- 7.4:Troll Character uses a d8 in combat.
- 7.5:Goblin Fanatic is treated as a Henchman.
- 7.6:The Man-At-Arms MAY be treated as a Henchman (Str:4, Craft:2)
- 7.7:The Band of Zombies are fought using the Mass Combat rules above (Rule 4.7)

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- 7.8: The Storm Giant is NOT treated as a Henchman.
- 7.9: If the Commoner's Hero draws The Outlaw the Player MAY choose another player to be the recipient of the card instead.
- 7.10: Any human enemy resurrected by the Valkari becomes a Henchman (they are NOT Undead).
- 7.11: The Sprite rolls d4 in combat.
- 7.12: Monk cannot add Craft to Str in a Battle.

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## Definitions:

Player Alignment: In Good Vs Evil games, the Player Alignment is the side that the players' character is fighting for. Players of the same Alignment with characters of same Alignment cannot fight each other in a Good Vs Evil game. A Players Alignment can be different from their Characters Alignment.

Character Alignment: The alignment listed on the Character sheet. This is different from the Players Alignment in a Good Vs Evil game.

The Battlefield: Special space that replaces the Inner Region.

Contender: When only one player is on the Battlefield.

Challenger: A second player that arrives on the Battlefield.

Leader: A Character or Henchman who has been designated as the leader for a Battle.

Character: The character card that a Player has chosen.

Player: The person playing the game who controls a character and any Henchmen.

Henchmen: A type of Follower who fights with a character. Henchmen retain their own equipment and stats.

Undead: A character or Henchmen who has been resurrected by an Evil source.

Die, Dice, D4, D6, D8: Die refers to 1 6-sided dice. Dice refers to more than one 6-sided dice. D4 is a 4-sided dice. D6 is a 6-sided dice. D8 is an 8-sided dice. Unless otherwise specified, assume all referances to die (dice) rolls are with a D6 (6-sided dice).