



TALISMAN[®]



STAR WARS[™]

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Number of Players

Up to six players can play *Talisman: Star Wars Edition*, but the more players that are participating, the longer the game will last. If you have fewer players, or would like to experience a more traditional, longer *Talisman* game there are alternative rules provided at the end of this rulebook on page 14.

Components

Below is a list of all the components that you will find in this copy of *Star Wars: Talisman*:

- This Rulebook
- 1 Custom Illustrated Game Board
- 6 Six-sided Dice
- 12 Character cards
- 28 Market cards
- 102 Encounter cards
- 24 Force Skill cards
- 4 Sith Wayfinder cards
- 36 Destiny Tokens
- 6 Stat Boards with Dials
- 30 Galactic Credits
- 12 Custom Sculpted Character Movers

INTRODUCTION

Empower yourself and join the fight to impact the ceaseless struggle between good and evil in *Talisman: Star Wars Edition*. Take on the roles of Luke Skywalker, Darth Vader, Rey, Kylo Ren, Count Dooku, Obi-Wan Kenobi, and more in a universal race to prove your mastery of The Force™!

To reach the end, you'll need to collect various Objects, gain Confidants and improve your Strength and Will. Most importantly, you will need to locate a Sith Wayfinder to enter the Citadel on Exegol and confront the Emperor. Without one of these powerful relics there is no hope of completing your task.

KEY COMPONENTS AND CONCEPTS OVERVIEW

This section will introduce new players to the key concepts and components of *Talisman*, and bring more experienced players up to speed on some new features and differences from the original *Talisman*.

Game Board

The game board depicts an array of places in the *Star Wars* galaxy. It is divided into three Regions: the Outer Region, the Middle Region, and the Inner Region.



Encounter Cards

This deck of 102 cards contains the many Adversaries, Guides, Confidants, Events, Places, and Objects that Characters discover on their path through the *Star Wars* galaxy. If the Encounter cards ever run out, shuffle any discarded Encounter cards and create a new deck.



Force Skill Cards

There are 24 of these Force Skill cards detailing the various special Abilities that may be earned and used during the game. These are divided into three alignments: Light, Neutral, and Dark.



Market Cards

There are 28 Market cards. These detail Objects and Confidants that Characters may obtain by means other than the Encounter cards.



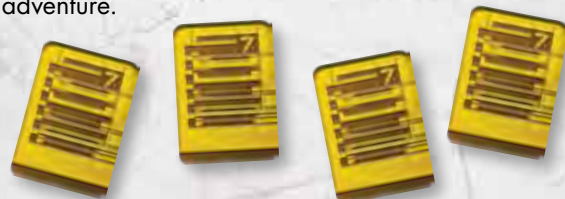
Sith Wayfinder Cards

Between the supply and the Encounter deck, there are six Sith Wayfinder cards. Characters may acquire these Wayfinders by discovering them in the Encounter deck, by winning one in the Canto Bight casino, or by following a lead from Maz Kanata using the Takodana board space.



Galactic Credits

The 30 Galactic Credits (or GCs) represent the currency Characters use to purchase goods and services during their adventure.



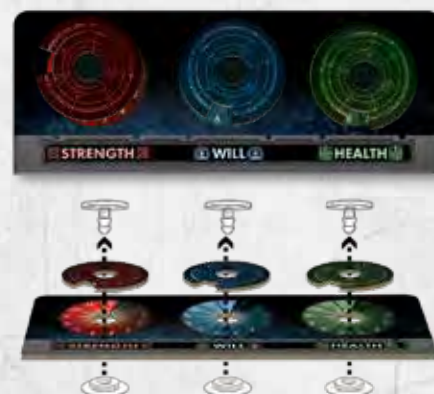
Dice

There are 6 dice provided. These are used for moving, resolving battle, and determining results from instructions on cards and the game board.



Character Stat Boards

There are 6 sets of Character Stat dials which are used to keep track of each Character's Health, Will, and Strength. No Character can exceed the maximum values of these dials.



Character Cards and Movers

There are 12 Character cards, each detailing a different playable Character and their alignment, starting Strength, Will, Destiny, and Health values, as well as a number of special abilities. Each Character card corresponds to a custom sculpted Mover that is used to represent that Character on the board.



Alignment

Each Character has an alignment that helps define their personality and goals. Characters aligned to the Light Side of the Force are on a quest to reach The Citadel Throne of the Sith, where you will come face to face with Emperor Palpatine. Overpower him to claim your place as ruler of the galaxy, or defeat him to bring peace to all those around you. Along the way, Characters will also have a variety of encounters that will have different outcomes depending on the Character's alignment.



LIGHT SIDE



DARK SIDE



NEUTRAL

Strength and Will

Strength represents a Character's fighting ability, while Will represents a Character's cleverness, skills, and their experience using The Force. Strength and Will are used in battle (see "Battle" on page 9) and to overcome certain obstacles that may be encountered during the game.



STRENGTH



WILL

When a Character gains or loses Strength, this change is recorded using the red Strength dial. Changes in Will are recorded using the blue dial. However, Strength and Will gained from Objects or Confidants is not recorded on the dials, instead it is added to the Character's Strength or Will when required or allowed.

A Character's Strength or Will at any time is the value on the corresponding dial, plus any Strength or Will gained from Confidants and Objects that may be used at that time.

A Character's Strength and Will dials can never drop below the Character's starting values.



Health

Health represents the Character's durability. Health is lost through battle and other dangers that are encountered. Each Character starts the game with the number of Health listed on their Character card. A Character's Health is recorded on the green Health dial.

Characters may replenish lost Health, but may not exceed their starting Health. Any Character who loses all of their Health is immediately defeated. (See *Character Death* on page 12).



Destiny

Destiny is a measure of a Character's luck and their connection to the universe, and is tracked using Destiny Tokens. Once per die roll, a player may pay one Destiny Token (returning it to the stockpile) to reroll one die they have just rolled:

1. for Character movement.
 2. to determine their Character's battle roll or
 3. due to the instructions on a card or board space.
- If a player pays a Destiny Token to reroll a die, they must accept the new result; they may not pay another Destiny Token to reroll the same die again.
 - If an action or space requires a player to roll multiple dice they may only pay one Destiny Token to reroll one of them.
 - A player may not pay Destiny Tokens to reroll a die used to determine an Adversary's attack roll or to reroll another player's die roll.
 - There is no maximum number of Destiny Tokens a character may have.

Character Movers



OBI-WAN
KENOBI



MACE
WINDU



REY



LUKE
SKYWALKER



AHSOKA
TANO



EZRA
BRIDGER



DARTH
VADER



KYLO
REN



COUNT
DOOKU



DARTH
MAUL



THE GRAND
INQUISITOR



THE SEVENTH
SISTER

Character Setup

STRENGTH
DIAL



WILL
DIAL



HEALTH
DIAL



GALACTIC CREDITS



DESTINY
TOKENS



CONFIDANT
CARD



OBJECT
CARD





GAME SETUP

- The board is unfolded and placed in the center of the playing area.
- The Encounter cards are shuffled and placed face down beside the board.
- The Sith Wayfinder cards and Market cards are sorted by type and placed face up beside the board.
- One player takes the Character cards, shuffles them, and deals two to each player. Players must then choose which one of those Characters they wish to play. The Characters not chosen are returned to the box and may be available if a Character is defeated.
- Each player places their Character card with the regular, non-disoriented side face up in front of them. A player's Character card, Objects, Confidants, and other game components form their personal play area, which should be laid out as shown in the diagram on page 5.
- The Force Skill cards are divided into three piles by alignment and shuffled separately. Deal each player cards from the appropriate deck according to the alignment and number shown on their Character card. The remainder of the Force Skill cards are shuffled together and placed face down beside the board.



7. Each player takes the plastic Character Mover corresponding to their Character and places it on the board on the start space indicated on the Character card.
8. Each player takes a Stat Board. The red dial is set to their starting Strength value, the blue dial is set to their starting Will value, and the green dial is set to their Health value listed on their Character card.
9. Each player takes a number of Destiny Tokens equal to the Destiny value listed on their Character card.
10. Each player receives two Galactic Credits, unless their Character card specifies otherwise.
 - a. The remaining Destiny Tokens, and Galactic Credits are placed to one side as a supply for use during the game. Whenever a player gains, loses, or pays Destiny Tokens or Galactic Credits, they come from or go to the supply.
11. Any player whose Character starts the game with any Objects or Confidants, as detailed in the Character's special Abilities, now takes the designated cards from the Market cards or supply.
12. The player who most recently watched a *Star Wars* film or series goes first.. Play then proceeds clockwise around the board.

THE GAME TURN

Each player's turn consists of two parts, in this order:

1. **Movement** – The player rolls a die and moves their Character that number of spaces around the board. Characters may move clockwise or counterclockwise in their current Region, but may not double-back in a single movement. Direction may not be reversed during a move except when passing between the Outer and Middle Regions (see “Mandalore” on page 13). A Character must always move at the start of their turn.
2. **Encounters** – Once a Character has finished their move, they must encounter either the space or a Character of opposite alignment in the space where they land.

At the end of a Character's turn, play passes clockwise to the player to the left.

Movement in the Inner Region

The die is not rolled for movement in the Inner Region; Characters may only move one space at a time.

Turning Back

A Character in the Inner Region may decide at any time to turn back and move back towards Jedha.

A Character who has turned back still only moves one space at a time, but ignores the instructions on all of the spaces on their return to Jedha. Once a Character has declared their intention to turn back, they cannot change their mind and must go all the way back to Jedha.

Encounters

After a Character has finished their movement, they must either encounter the space they land in (and cards there) or a Character of opposite alignment in that space.

Encountering Another Character Of Opposite Alignment

A Character may encounter another Character of opposite alignment on the same space by either initiating a battle (see “Battle Between Two Characters” on page 11) or by using one of their special Abilities or Force Skill cards. If a player chooses to encounter a Character instead of encountering a space, they ignore any instructions on the space and may not visit any Guide or Place on the space, nor may any Objects, Confidants, or Galactic Credits be taken from the space. They also may not battle any Adversary on that space, unless that Adversary is a Confidant to the Character they are encountering (see item #5 under “Battling Between Two Characters” on page 11).

Characters may not battle other Characters of the same alignment.

Encountering a Space

If you choose to encounter the space where you land, your Character must follow the instructions on the space. Then, if encountering a space with the Draw cards icon, draw cards from the Encounters deck. Draw up to the number of cards instructed on the space, subtracting one drawn card for each card already on the space, regardless of their type or alignment.

Resolve cards on that space in order starting with the lowest encounter number, typically in the order below:

- Battle with Adversaries of opposite alignment (see Battle on page 9).
- Resolve any additional instructions on the space.
- Visit Guides of your Character's alignment (Guides and Places remain on the board after being visited, unless otherwise specified).
- Collect any Confidants of your Character's alignment, Galactic Credits, and Objects (optional).
- Visit Places.
- Ditch any Confidants, Galactic Credits and Objects (optional).

Cards with the same encounter number are resolved in the order drawn.

Some cards have more than one encounter number. When you draw one of these cards, use the encounter number printed on the background that matches your Character's alignment.

Encounter cards are placed on the game board in the space in which they are encountered. If the instructions on an Encounter card cause it to be placed elsewhere, it does not affect the Character who drew it at that time.



CARD ANATOMY

1. Title
2. Card Type Icon
3. Card Type
4. Card Alignment
5. Card Text
6. Same Alignment Encounter Number
7. Adversary Encounter Alignment
8. Adversary Stats
9. Opposite Alignment Encounter Number

Adversary, Guide, and Confidant Card Alignment

Some cards in the Encounter deck have an alignment — Neutral, Light, or Dark. When a card with an alignment matches your Character's alignment, that card is treated as either a Guide or a Confidant, according to the text on it. If that card is of opposite alignment to your character, that card is treated as an Adversary. In either case, use the encounter number that corresponds to your Character's alignment when determining resolution order.



Cards with a neutral alignment are never considered to be of same or opposite alignment to any Character, and therefore will only have a single type and encounter number.

BATTLE

Battle occurs when a Character:

1. Encounters an Adversary, or
2. Decides to attack another Character of opposite alignment.

Resolving Battle vs. Adversaries

The type of battle is determined based on the trait (Strength or Will) indicated on the Adversary card. Battle against Adversaries is resolved in the following steps:

1. **Evade:** The Character first declares if they are using a Force Skill or Special Ability to evade (see "Evading" on page 11). If not, then a battle takes place.
2. **Force Skills and Abilities:** Any Force Skills, Objects, or Abilities that a player wishes to use to affect a Character's Strength or Will must be implemented before the Attack Roll is made.

3. **Attack Roll:** The active player rolls one die and adds the result to their Character's Strength or Will, depending on the type of battle that is occurring. Be sure to add the appropriate modifiers in the total.
4. **Adversary Attack Roll:** Another player now rolls a die for the Adversary's Attack Roll and adds this to the Adversary's Strength or Will. This total is the Adversary's Attack Score.
5. **Compare Attack Scores:**
 - a. If the Character's Attack Score is higher, the Adversary is defeated, and the player collects the Adversary card (see "Medals" below for more details).
 - b. If the Adversary's Attack Score is higher, the Character is defeated and loses one Health (use of an Object, Force Skill, or special Ability may prevent this). The Character's turn ends immediately.
 - c. If the Attack Scores are equal, the result is a stand-off and there is no effect. The Character's turn ends immediately.
6. When comparing Attack Scores, the Active Player may pay one Destiny to reroll their Attack Roll if they wish, in which case they must accept the new result and use it to recalculate their Attack Score. Players may not use Destiny to reroll the Adversary Attack.

More Than One Adversary

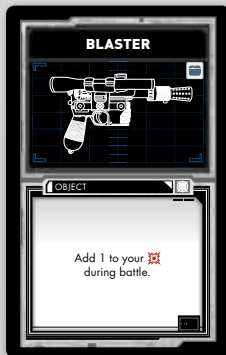
If there is more than one Adversary that attacks a Character by Strength or more than one that attacks by Will and they have the same encounter number, they fight as one during the battle, adding their Strength or Will together with just one Attack Roll to make a single, combined Attack Score. An Adversary with Strength will never join in an attack with an Adversary with Will.

Medals

When a Character defeats an Adversary, they keep the Adversary card to track their Medals. A Character may exchange Medal cards at the end of their turn to gain either Strength or Will, which is recorded on the appropriate dial.

A Character gains one Strength for every five points of Strength, or one Will for every five points of Will marked on Medal cards they turn in. Adversary cards exchanged are then placed on the Encounter card discard pile. Excess Strength or Will points on Medal cards above a multiple of five are lost.

Battle Example



Darth Maul has a Blaster in addition to the Mind Trick and Force Lightning Force Skill cards. Earlier in the game Darth Maul increased his Strength to 5 and his Will to 4 as shown on the red and blue dials. On his turn, Darth Maul moves to Serenno and draws 1 Encounter Card. It is an X-Wing, which has a Strength of 7.

Darth Maul could choose to evade the X-Wing by using the Mind Trick Force Skill, but decides to attack the X-Wing instead. Since the X-Wing has a Strength value, Darth Maul must also fight with Strength.

Darth Maul chooses to use the Force Lightning Force Skill, allowing him to add his Will of 4 to his Strength of 5 for the Battle. Additionally, he uses

the Blaster to add one more to his Strength, making a total of 10 (5+4+1). Darth Maul rolls a 3 for his attack and the X-Wing rolls a 6.

After adding their Strength values to their attack rolls, both Darth Maul and the X-Wing have an attack value of 13, which would result in a stand-off. Darth Maul decides to spend one of his 4 Destiny Tokens to reroll his attack roll. The new result is a 5, which makes his attack score a 15. Since Darth Maul's attack score is now higher than the X-Wing's, he defeats the X-Wing and collects the card for Medal points. If Darth Maul's attack score had been lower than the X-Wing's he would have lost the battle and 1 Health, ending his turn. In that case the X-Wing would have remained on Serenno.

Battle Between Two Characters

Only Characters of opposite alignments may battle with each other. Characters may never attack a Character of the same alignment.

Battle between two Characters is always completed using Strength.

Battles between two Characters are resolved in the same manner as battle with Adversaries, with the following changes:

1. Evade: The Character being attacked may evade if they have a Force Skill, Object or Confidant effect, or Special Ability that allows them to do so.
2. Force Skills, Effects and Abilities: Both Characters have the opportunity to use Force Skills before the dice can be rolled. Any effects from Objects, Confidants, or Abilities that affect a Character's Strength or Will must be implemented before the Attack Roll is made.
3. Determine Attack Rolls: Both Characters then roll a die to determine their Attack Roll. Once both Attack Rolls have been made, the attacking Character must choose first whether to pay Destiny to reroll. Once they have chosen, the defending Character has the same option.

No matter what the defender chooses, an attacking player who decided not to spend Destiny may not change their mind after the defender has made their choice.

4. Compare Attack Scores: Next, each Character's attack score is determined as in battles against Adversaries. The Character with the higher attack score wins the battle. If the scores are equal, the result is a stand-off.
5. Claim Reward/Attack a Confidant: The winner may either force the loser to lose one Health or may take one Object (including a Sith Wayfinder) or one Galactic Credit from the loser. If the Active Player is the winner, they may instead choose to attack one (and only one) of the defending player's Confidants. Treat an attack on a Confidant the same as any other attack on a single Adversary. A Confidant defeated this way may be kept by the victor as a Medal. After any of these cases, the turn then ends.

Evading

Characters sometimes have the option to evade Adversaries and other Characters by using Force Skills, Character Abilities, Objects, or Confidant effects. The evading Character cannot affect or be affected by the attacking Character or Adversary.

Encounters that may be evaded are:

1. Any Character or Adversary that attacks a Character (Outer and Middle Regions only).
2. Adversaries that appear as a result of an Event, Place, or Guide card (Outer and Middle Regions only).

OBJECTS

Any Object cards Characters have are placed below their Character card and must be kept face up.

Object Carrying Limits

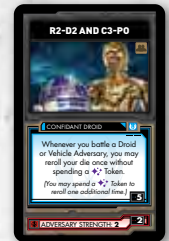
A Character may not have more than four Objects unless they have a Service Droid. Any Character acquiring more than their limit of Objects must decide which to keep. The remainder are immediately placed face up on the Character's current space. Galactic Credits and Destiny Tokens do not count as Objects.

Characters may never carry more than one Object with the same name.



CONFIDANTS

During the game, Characters may acquire Confidants as the result of encounters. All Confidants accompanying a Character are kept below the Character card and must be kept face up. A Character may have any number of Confidants. Any Confidants that must be discarded are placed on the Encounter card discard pile. Confidants that are defeated by another Character are kept by that Character as Medals.



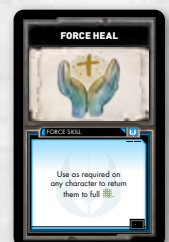
Ditching Confidants and Objects

A Character may ditch any of their Confidants or Objects at the end of their turn by leaving them face up in the Space they occupy. If a Character ditches any Confidants or Objects, they cannot take them back during the same turn.

FORCE SKILLS

All Characters may acquire and use Force Skills from the Force Skill deck, if their Will is sufficient to permit this, as indicated in the table below.

Total Will	1	2	3	4	5	6+
Max. Force Skills	0	0	1	2	2	3



Characters may only play Force Skill cards of their own alignment or Neutral alignment. However, if an ability requires you to discard one or more Force Skill cards, cards of any alignment may be discarded to activate that ability. Played and discarded Force Skill cards go to a common discard pile.

The only ways to get rid of a Force Skill card in hand are to play it, or discard it to activate a Character Special Ability.

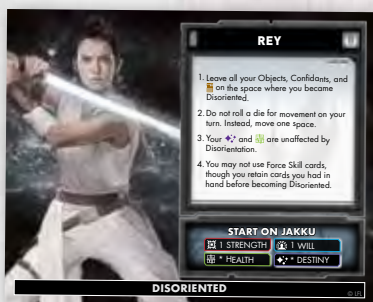
If the Force Skill deck is exhausted, the pile is shuffled and placed face down to form a new deck. Keep Force Skills secret from other players. The effect of each Force Skill, and when it can be completed, is detailed on the individual cards.

Playing Force Skills

A player may play any number of Force Skill cards from their hand on their turn, but is limited to playing only one Force Skill during another Character's turn. Force Skills are always resolved immediately when played.

ADDITIONAL RULES

Disoriented



When a Character becomes Disoriented, the effect lasts for the number of turns specified. The player turns their Character card over to the Disoriented side and must follow the rules listed there. When the Disorientation

effect ends, flip the Character card back over to the non-Disoriented side as the Character reverts back to their original state. *Note that the Grand Inquisitor has an ability that prevents him from becoming disoriented.*

Disoriented Characters have a Strength and Will of 1 and cannot gain or lose either value. When a Character becomes Disoriented, players should leave their Strength and Will dials at the original values, as Strength and Will will revert to normal when the effect wears off.

If a Character is already Disoriented and becomes Disoriented again, the Character remains Disoriented for the specified number of turns starting from the latest instance of becoming Disoriented.

If a Character spends any portion of their turn in the Disoriented state, they may not pick up Objects, Galactic Credits, or Confidants on spaces they land on that turn, even if the Disorientation ends at the end of that turn.

Losing A Turn

Any instructions that result in the loss of a turn cause the player to lose their next turn. The current turn is resolved as normal. *The Grand Inquisitor can not lose turns.*

Character Death and Inherited Items

When a Character has 0 Health, remove the Character card and Mover from the game. Place any Objects (including Sith Wayfinders), Galactic Credits, and Confidants to one side. Discard any Force Skills, Medals, and Destiny to the appropriate discards or stockpiles.

On the player's next turn, they may start with a new Character drawn at random from the unused Character cards. Follow steps 6-12 in game set-up (pages 6-7) to start the new Character. However, instead of giving the player Force Skill cards of their Character's alignment, deal that player a number of random Force Skill cards, as indicated by the first ability on their Character card, from the deck.

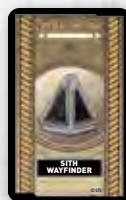
The Objects, Galactic Credits, and Confidants that were put to one side are inherited by the player's new Character and may be used as normal. Unwanted cards, or cards that may not be kept based on the new Character's Alignment, should be left on the Character's starting space. Characters can not battle Adversaries on their starting space or pick up Confidants, Objects, or Galactic Credits there on their first turn.

Having and Using Object Cards

Using Object cards is always optional.

Characters may hold cards that they are not permitted to use, unless a given card specifically states otherwise. For example, some objects may only be used by Characters of a specific alignment, but they may still be carried to activate another ability or effect, or simply to prevent another Character from picking them up. Characters do not receive the beneficial effects that would be given by an Object they can not use, but those objects still count toward their maximum Objects limit.

Sith Wayfinder and Market Cards



When not being carried by a Character, Sith Wayfinder and Market cards are kept in their appropriate piles. These may be acquired by players through the effects of various encounters throughout the game.

Sith Wayfinders are considered Objects and therefore count towards a Character's Object carrying limit.

Limited Resources

All Galactic Credits, Destiny Tokens, Market cards and Sith Wayfinders are limited to the number of components provided with the game.

Confidants

During the game, Characters usually acquire Confidants as the result of encounters. All Confidants accompanying a Character are kept below the Character card and must be kept face up.

A Character may have any number of Confidants.

Crossing Between the Outer Region and the Middle Region

Characters can only cross from the Outer Region to the Middle Region by passing through an Asteroid Field, by using a Coaxium Vial, or by assisting Clan Kryze or the Shadow Collective on Mandalore.

Coaxium Vials

Any Character with a Coaxium Vial may cross from the Outer Region to the Middle Region by returning the Coaxium Vial to the appropriate supply or discard pile. The Character crosses to the space directly opposite the one they are in. This is their move for that turn; they do not roll the die to determine additional movement. The Character must then encounter either the space they moved into or a Character in that space.

MANDALORE



The Mandalore space provides an opportunity for Characters to pass between the Outer and Middle Regions.

If a Character's movement in the Outer Region is sufficient to carry them to or past Mandalore, they may choose to attempt to pass through it to the Middle Region. In order to do so they must either stand with Clan Kryze or the Shadow Collective, depending on their alignment, and complete a task for that faction. To complete this task, the Character must engage in a Strength or Will battle, (whichever the task requires).

A Character that completes their alignment's goal must continue their movement by moving to Kessel and continuing to move in either direction to the full value of their movement roll. If their movement ended in the Mandalore space, they will continue their movement to the Middle Region on their next turn.

If a character fails their given task by losing the battle on Mandalore, or the battle ends in a stand off, they do not move into or beyond Kessel and their turn ends immediately. Losing that battle does not cost the Character any Health.

The Mandalore task does not affect Characters who move from the Middle Region back to the Outer Region. A Character who lands on Mandalore may choose to encounter the space by drawing 1 card from the Encounter deck instead of taking on a task. If they choose this option they may not pass to the Middle Region.

TAKODANA

A Character who lands on Takodana may choose to follow a lead from Maz Kanata towards tracking down a Sith Wayfinder. If a Character chooses to follow a lead, they must roll a die to determine what the lead will be, as instructed on the space.



A Character may not follow more than one lead at a time.

A Character must follow the assigned lead to its completion immediately if they are able to do so. If a character following a lead acquires a Sith Wayfinder by some other means, they may abandon the lead without consequence.

KEF BIR



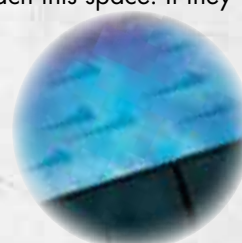
The Inner Region can only be entered by passing through Kef Bir. A Character can try to cross the seas of Kef Bir if they end their movement on Kef Bir, or if their movement is sufficient to carry them beyond it. A Character must attempt to cross the seas of Kef Bir each time they wish pass into the

Inner Region, but may pass freely through it when leaving the Inner Region.

A Character attempting to cross the seas of Kef Bir follows the instructions on the Kef Bir space. If successful, the Character's turn ends on Jedha. If unsuccessful, the Character's turn ends immediately and they remain on Kef Bir.

EXEGOL

A Character must stop when they reach this space. If they have a Sith Wayfinder, they must discard it to enter the Citadel Throne Room. If they do not have a Sith Wayfinder they must turn back (see *Turning Back on page 8*).





THE CITADEL—WINNING THE GAME

Once a Character enters the Citadel—Throne of the Sith, they must either defeat The Emperor to solidify themselves as the ultimate Jedi Master and bring peace to the galaxy or overpower him to prove their worthiness to be the next Sith Lord as ruler of the galaxy in a Will battle. The Emperor has a Will of 10.

If the Character defeats The Emperor, they tip the balance of the Force in the universe to their side and win the game.

If the Character loses in their battle of Wills, they must return to Jedha at the start of the Inner Region. If the battle ends in a stand-off, the Character remains in the Citadel Throne Room and must confront The Emperor again on their next turn.

ALTERNATIVE RULES

If players want to use any of the rules discussed here, they should make sure that everyone understands and agrees to the rules before the game begins.

Rules for Traditional Play

Talisman: *Star Wars* Edition uses the faster play rules from the Talisman Revised 4th Edition game. It is possible to adjust the rules back to the original game length using the changes listed below.

No Inheritance

For a more challenging game, remove the inheritance rules for when a Character is defeated. Instead, when a Character is defeated, all the Character's Objects, Confidants, and Galactic Credits are placed on the space where the Character was defeated. All the Character's gained Strength and Will is lost and Destiny Tokens are returned to their stockpiles. All other cards (including the Character's Medal cards and Force Skills) are placed in the appropriate stock or discard piles. The Character card and Character Mover are removed from the game.

The defeated Character's player may start again, on their next turn, with a new Character drawn at random from the unused Character cards, following steps 6–12 from the "Game Setup" section (see page 6-7).

Strength and Will

If players find themselves with time for a longer game, they can decrease the rate at which Strength and Will is earned.

The normal rule in Talisman: *Star Wars* Edition is that to gain a point of Strength or Will, a Character has to exchange Medal cards with a combined value of five or more to gain the point (see "Medals" on page 9). Players can simply change this value to seven, as in the original Talisman game.

Alternative Play Rules

Ditching Cards before Encounters

Adding this rule allows a player to ditch Confidants or Objects onto a space before drawing cards. This allows them to avoid drawing cards, as the ditched cards count towards the number of cards on the space. These cards may not be taken back on the same turn.

ICON CHART



LIGHT-ALIGNED



DESTINY



DARK-ALIGNED



OBJECT



NEUTRAL-ALIGNED



CONFIDANT



STRENGTH



GALACTIC CREDIT



WILL



**DRAW AN
ENCOUNTER CARD**



HEALTH



ROLL A DIE

Based on Talisman 4th Edition by Games Workshop

Original Talisman Game Design: Robert Harris

Credits: Sam Barlin (Graphic Design & Illustration) Darren Donahue (3D), Sean Fletcher (Game Development), Rick Hutchinson (Game board Design & Illustration), Carol Johnston (Product Management), Jayne Kurtz (Production), Jed Lomahan (Art Direction), Kami Mandell (Rules Editing), Pat Marino (Rules Editing), Michael Quinn (Intern), Adam Sblendorio (Creative Direction)

Thank you to the teams at Lucasfilm Ltd. and Games Workshop that helped make Talisman: Star Wars Edition happen.



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WARNING: Choking Hazard-contains small parts. Not suitable for children under 36 months.

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TALISMAN ENCOUNTER SEQUENCE

