



THE ORCS

TALISMAN EXPANSION



“The lands of Talisman has seen Dragon Kings and Ice Queens, it has survived the Bloodmoon and the Fire King. None of these posed a problem”.

*“But now it faces a new threat. **The ORCS**”.*

COMPONENT OVERVIEW



WARLORD CARDS

There are six great Warlords of the Orcs these leaders are represented by Warlord cards these great warlords command the huge Orc Armies that are marching over the Talisman land.



ORC CARDS

The Orc cards are shuffled together to form the Orc deck. This is the main deck of this expansion it's full of vile, Orcs their many allies and their battle plans and troops.



SIEGE TOKENS

Siege Token represent the foul Orc armies assaulting, raiding, mining and basically making a mess in the lands of Talisman.



SETUP

Shuffle the Warlord deck and draw one Warlord at random this is the first Orc Warlord you will play with this Talisman game, then shuffle the Orc deck.

THE ORC SYMBOL



Cards in this expansion are marked with an Orc symbol, so you can differentiate them from the cards from the base game and other expansions.

"NO PILLAGE" SYMBOL



Some Orc Cards in this expansion are marked with the No Pillage symbol, how this symbol interacts in a Talisman game is under "**Pillaging**" section of this rule sheet.

EXPANSION RULES

When playing Talisman with The Orcs expansion, the basic rules of playing Talisman are unchanged. This rule sheet explains how to use these new Orc and Warlord cards and how they interact with other normal cards.

There are 3 new types of cards in the Orc pile: these are: Battle Plan, Battle Order and Commander Cards.

- *Battle Plan cards are Orc cards that effect certain spaces on the Talisman board, Battle Plan cards do not follow the rules that normal Orc cards do to deploy instead they deploy a Siege Token on certain spaces. Spaces that change due to terrain cards do not effect Orc Battle Plan card deployment. Orc Battle Cards make their space unencounterable but characters can still land there if the space has not been effected by a terrain card.*
- *Battle Order cards are Orc cards that effect other Orc cards and Characters during play.*
- *Commander cards are Orc cards that effect other Orc cards, Siege Tokens and Warlord cards during play.*



PLACING WARLORD CARDS

On each Warlord card there is a pillage number just right of the “Orc symbol” printed on each Warlord card. This number is the number of adventure cards that are pillaged from the bottom of the adventure deck when a Warlord enters play.

This always targets the adventure deck and never any other deck no matter what region the character is whose turn it is and also effects the adventure deck at start of game. The pillaging of these adventure cards never trigger any effect unless that effect is from another Orc card or Warlord card.

DEALING WITH ORC CARDS

Orc cards are only considered adventure cards when a player has control of them or they are at a space. The Orc deck is never considered a normal deck thus cannot be effected by anything that effects a deck.

DRAWING ORC CARDS

On each Warlord card there are different abilities that tell you when Orc cards are drawn and how many are drawn. When more than one Warlord is in play then all their Orc card drawing abilities are also in play. The drawing or revealing of Orc cards never trigger any other effect unless that effect is from another Orc card or Warlord card.

Play pauses when Orc cards are drawn until they are all played out or deployed and all other effects from Orc cards and Warlock cards are also played out. After all these effects play continues as normal.

DEPLOYING ORC CARDS

When an Orc enemy (including other enemy types), stranger, place, follower and object card is drawn it has to deploy at a space, these 3 steps have to be done in their order to deploy the Orc card correctly:

- 1- *If there is a non-enemy card in play with the same encounter number as the Orc card then the Orc card can deploy there this action pillages the card the Orc card targeted to deploy (see the “Pillaging” section of this rule sheet).*

If the card the Orc cards targets is an enemy card then the orc card has to have a higher (or equal) strength or craft than the card as well as the same encounter number to pillage it successfully (unless the Orc card says otherwise).

If there are more than one card the Orc card can use to deploy then the player who drew the Orc card has the choice on which one it will use to deploy. If there are cards in play or all the cards in play cannot be pillaged (see the “Pillaging” section of this rule sheet) to allow the Orc card drawn to deploy you must move to Step 2.



- 2- *If there is one or more Orc cards that allow other Orc cards to deploy (or a Siege Token) at a space, then the Orc card just drawn must deploy there, again if there is a choice between more than one spaces the Orc card can deploy then the player who drew the Orc card has the choice on which one it will deploy at. If there are no Orc cards that allow Other Orc cards to deploy in play (or a Siege Tokens in play) then move on to step 3.*
- 3- *Each Warlord has a space written on their card that allows Orc cards to deploy the Orc card must now deploy at one of these spaces listed, again the player who drew the Orc card can choose what space in case there are more than one choice or more than one Warlord card in play.*

PILLAGING

When an Orc card asks a player to pillage a card it is taken and placed next to the Warlord cards in play. It is placed facedown and creates a new pile of cards called the Hoard pile. This pile can consist on many different cards from all sorts of different decks. All players are free to look through the Hoard pile anytime.

No effect other than those from Orc cards can affect the Hoard pile.

THE "NO PILLAGING" SYMBOL

Some Orc cards have the no pillaging symbol on their cards this means the card can never be pillaged for any reason.

SIEGE TOKENS

Battle Plan cards deploy a Siege Token on certain spaces on the Talisman board these make the space unencounterable. No more than one Siege Token can be at one space at one time, ignore any effect that places another. While a Siege Token is at a space all Orc cards can deploy there (see the "**Deploying Orc Cards**" section of this rule sheet).

Characters cannot cross the bridge if a Siege Token is on the Sentinel space. Characters still have to roll to move if they are enslaved if a Siege Token is on the Temple space.

DISCARDING ORC CARDS

Orc cards are discarded to the Orc discard pile (which is the same as any other discard pile in effect). Once the Orc deck has no more cards in it the Orc discard pile is shuffled and that then makes a new Orc deck for drawing.

The Orc discard pile are not considered a normal discard pile thus only Orc cards themselves can affect its own discard pile.



SETS CONTENTS

6 Warlord Cards

78 Orc Cards -

- 9 Battle Plans
- 8 Battle Orders
- 4 Commander
- 27 Enemy
- 8 Strangers
- 8 Places
- 8 Followers
- 6 Objects

