



INTRODUCTION

This rulesheet highlights revisions to the original *Talisman*® *4th Edition* rulebook and game board. The complete *Talisman Revised 4th Edition* rulebook, additional material, support, and information can be found by visiting us on the web: www.FantasyFlightGames.com

COMPONENTS

Below is a list of all the components that you will find in your copy of the *Talisman Revised 4th Edition Upgrade Pack*. These components replace the cards and character pieces from the original *Talisman 4th Edition*. Fate tokens are a new addition to the game and the rules for them are found below.

- This Rulebook
- 104 Adventure Cards
- 24 Spell Cards
- 28 Purchase Cards
- 4 Talisman Cards
- 14 Character Cards
- 14 Plastic Character Figures
- 4 Toad Cards
- 4 Plastic Toad Figures
- 4 Alignment Cards
- 36 Fate Tokens

FATE



Fate Tokens

Fate is a measure of a character's luck and fortune. Once per die roll, a player may pay one fate token (returning it to the stockpile) to reroll one die he has just rolled under one of the following circumstances:

1. Rolling a die for his character's movement.
2. Rolling a die to determine his character's attack roll.
3. Rolling a die due to the instructions on a card or board space.

If a player pays a fate token to reroll a die, he must accept the new result; he may not pay another fate token to reroll the same die again.

If a player rolls multiple dice simultaneously (for example, on the Death space in the Inner Region), he may only pay one fate to reroll one of those dice.

Each character starts the game with a number of fate tokens equal to the fate value listed on his character card. Nothing untoward happens to a character who has used up all of his fate tokens, other than not being able to spend more of them until he gets more. As far as the universe is concerned, he is on his own.

A player may not pay fate tokens to reroll a die used to determine a creature's attack roll, or to reroll another player's die roll.

REPLENISHING AND GAINING FATE

Fate is usually replenished as the result of encounters from Adventure Cards and board spaces. A character may only **REPLENISH** fate up to his fate value. If an encounter allows a character to **GAIN** fate, however, he may take fate tokens over and above his fate value.

REVISIONS TO GAME TERMS

This section details changes to game terms and definitions.

COMBAT

The term "Combat" is now referred to as "**ATTACKS**." Attacks are split into two types: **BATTLES** and **PSYCHIC COMBATS**.

Battles Occur When:

- A character encounters an Enemy – a Monster, Dragon, Animal, or any creature whose Strength is given; or
- A character decides to attack another character, unless a special ability allows him to attack by psychic combat instead.

Psychic Combat Occurs When:

- A character is attacked by an Enemy – Spirit or by any creature whose Craft is given. or
- A character whose special ability permits him to attack another character by psychic combat elects to do so.



CREATURES AND ENEMIES

Some cards and special abilities refer to **CREATURES** and **ENEMIES**. An “Enemy” is any Adventure Card with the word “Enemy” in the card type box. A “creature” is any encounter (other than a character) that attacks with Strength or Craft. This may include Enemy cards and also Events, Strangers, Places, Spells, and board spaces.

“WEAPON” AND “ARMOUR” KEYWORDS

Some Objects that increase a character's fighting ability have the keyword **Weapon** next to the text for the card's ability. A character may only use one **Weapon** during an attack.

Some Objects that prevent the loss of life when a character is defeated have the keyword **Armour** next to the text for the card's ability. A character may only use one **Armour** during an attack.

GAME BOARD REVISIONS

This sections highlights the important revisions made to spaces on the game board.

GRAVEYARD

When a character encounters the Graveyard, he must choose one of the following options based on his alignment:

- If his alignment is good, he loses 1 life.
- If his alignment is neutral, he may replenish his fate tokens up to his fate value at the cost of one gold each.
- If his alignment is evil, he may either replenish his fate tokens up to his fate value for free, or pray by rolling one die.
 - 1-4) Ignored
 - 5) Gain 1 fate
 - 6) Gain 1 Spell

DESERT

Both Desert spaces read: “Lose 1 Life then Draw 1 Card.”

VILLAGE

- The cost of the Axe is 3G, not 2G.
- When a character visits the Mystic and rolls a “1” result, he becomes evil instead of being ignored.

TEMPLE

When a character prays and rolls an “11” result, he gains 2 fate instead of 1 life.

CREDITS

Game Design: Robert Harris

Additional Game Design: John Goodenough and Rick Priestley

Editing: Mark O'Connor, Sam Stewart, and Jeff Tidball

Graphic Design: Kevin Childress, Mark Raynor, Brian Schomberg, and Wil Springer

Cover and Board Art: Ralph Horsley

Internal Art: Massimiliano Bertolini and Jeremy McHugh

Art Direction: Zoë Robinson and Zoe Wedderburn

Playtesters for Talisman 4th Edition: Dave Allen, Mike Ball, Owen Barnes, Kate Flack, Jon Gillard, Mal Green, Ragnar Karlsson, George Mann, Nelson, Mark Owen, Mark Raynor, Matthew Toone, and Zoe Wedderburn

Production Manager: Gabe Laulunen

International Production Coordinator: Sabe Lewellyn

Executive Developer: Jeff Tidball

Publisher: Christian T. Petersen

GAMES WORKSHOP

Licensing Manager: Owen Rees

Licensing and Acquired Rights Manager: Erik Mogensen

Head of Legal and Licensing: Andy Jones

Talisman © Games Workshop Limited 1983, 1985, 1994, 2007. This edition © Games Workshop Limited 2008. Games Workshop, **Talisman**, the foregoing marks' respective logos and all associated marks, logos, characters, products and illustrations from the **Talisman** game are either ®, TM and/or © Games Workshop Limited 1983–2008, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. 2008. Fantasy Flight Games and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. All Rights Reserved to their respective owners.

For additional material, support, and information, please visit us on the web:

www.FantasyFlightGames.com