

Blake's 7

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1 Overview

These cards can be used as an expansion for any game of TALISMAN - THE MAGICAL QUEST GAME, but the official "Timescape" expansion is really needed to use the majority of the cards. There are also a few cards for the "City" expansion.

Although this set is based on the TV series "Blake's 7", I have used a small amount of creative licence for some of the cards, so that they fit in better with "Talisman".

I have tried to keep it accurate to the TV series, but also appropriate to the game.

2 Additional card information

2.1 Blake's 7 Character & Follower/Enemy cards

There are 2 cards of each of the main Blake's 7 Characters, one is an actual CHARACTER card, the other is either a FOLLOWER card or an ENEMY-ALIEN card. Only ONE of each should be used in any one game. It would be silly for a player with the BLAKE Character card, to have BLAKE as a Follower!

Example:

- If a player is the AVON Character, then the AVON Follower card should be removed from the Timescape deck.
- If a player is the TRAVIS Character, then the TRAVIS Enemy-Alien card should be removed from the Timescape deck.

2.2 Jenna

Jenna's smuggling ability is better described as follows:

- Jenna can only smuggle one item at a time, you can smuggle any item that is available at the point of origin. (eg. you cannot smuggle a water bottle FROM the Space Fortress, as none are actually available there)

- (possible rule:) You can only smuggle an item if a it's Purchase card is available, you should then take that Purchase card with you, and "drop it off" at your chosen destination (you don't have to declare before you start). After which the item that you have smuggled then becomes 'available' at that destination. The item should be placed near the appropriate board, in the appropriate Purchase deck.
- As described on the card, you can smuggle an item from the Space Fortress to EITHER the City Armoury, Village Blacksmith or Market (when that card has been drawn!)
- You cannot smuggle from the Blacksmith to the Market, or from the City Armoury to the Blacksmith etc. You must either start or finish at the Space Fortress.
- You cannot actually use any item that you are smuggling, however if you already have possession of that item, or acquire it whilst smuggling it, then of course you can use that one! It is a good idea to take the necessary Purchase card.

2.3 Blake

Blake's ability to take Followers from other Characters:

- You can take any Follower, except those that will not follow you!

2.4 Multi-Purpose Gun

- You can choose to use this gun in any of the 3 ways described on the card, but ONE only per combat round. The NORMAL SHOT simply adds 1 to your strength, the STUN mode can only be used against Animals and other Characters in order to evade combat. the POISON mode can be used against anything except SPIRITS (missed this bit off the card!), on a roll of 5 or 6 you automatically win the Combat and the Enemy is defeated.
- The MULTI-PURPOSE GUN Purchase cards should be placed in the Timescape Purchase

deck. They are available for 4 GOLD each, at the start of the game only from the Rogue Trader at the Space Fortress. They could subsequently be made available elsewhere, subject to the drawing of other cards during the game.

2.5 Alien Artifact

- Only the first person to acquire this in any game can select the Spell, if it is lost as a result of Combat, or the drawing of a certain card (e.g RAIDERS) and then picked up by another Player, this Player cannot select a Spell, but can still use it for Psychic Combat.

2.6 Alien Fleet

- Once the number of ships has been determined, it does not change. Life counters should be placed on the card to show how many ships are left. The card can only be counted as 10 for experience purposes, regardless of how many ships are defeated.
- The Player who takes the LAST ship can take the card for experience, you can attempt to destroy ALL the ships (each separately) in one turn.

2.7 Numbered Hand Guns (1 to 4)

"Single function isomorphic response"

- There are 4 of these "personalised" hand guns in the Timescape deck. Once one is used, that particular number gun can only be used by the Character who first used it. Also, after you have used one of the guns, you will NOT be able to use any of the other 3, so don't lose the first one you get, as it will probably be the ONLY one you can use. If you do not actually USE the gun, then it can still be used by any Character.

2.8 The Mutoid Follower cards

- As stated on the cards, the MUTOIDS will only follow Travis, there are 2 MUTOID cards in the Timescape deck. If as the Travis Character, you get both MUTOID cards, then they will each add +1 to your Strength in combat, making a +2 total.

2.9 IMIPAK

Delayed death at the press of a button! (Acronym for:- Induced Molecular Instability Projector and Key)

- This weapon allows you to "target" another Character, as the card states. To target a Character you must be on the same Space, and this can be at ANY time, even if they land on you.
- You do not have to declare that you have targeted a Character, which I suppose makes things a bit tricky, the best thing to do is to write down either the Player's or Character's name after they have been targeted so you can "prove" they have indeed been targeted when you press the button to cause them to lose a life. (If you want to you can declare that a player has been targeted, so that they can attempt to come after you and steal IMIPAK!)
- IMIPAK should only be discarded after the "button has been pressed" to cause a Player to lose a life. If you lose IMIPAK after you have targeted someone, but before you "press the button" and another Character picks it up, they can then target somebody else in the same manner.
- If 2 Characters have been targeted, and the button is pressed, then you can play one of the following 2 possibilities:

– Both targeted characters lose a life

OR

– Only the last character targetted loses a life

If you have chosen not to declare that a Character has been targeted, then things can get rather confusing here, I will let you decide how you want to play it, but the basic principle of the weapon I think is fairly clear!!

2.10 The Planet Virn

- You must roll UNDER your STARTING CRAFT to escape without losing a Life, if you do lose a Life you can still move on your next turn to another Space, providing of course that you still have at least 1 Life left!
- Certain Characters (like GAN) with a Starting Craft of 1 obviously automatically lose a Life, because you cannot roll LESS than 1.

2.11 The Muller card

- I do realise that in the TV series it was Muller's android creation that went after ORAC, and not Muller himself. I thought for the purpose of this game, and seeing as the android took Muller's head, therefore looking exactly like Muller, that

just the name MULLER on the card would suffice, rather than MULLER'S ANDROID.

2.12 Duplicating cards

- Certain cards in this expansion deck can, and indeed should be duplicated, to increase the chance of drawing the card. I will leave the choices to you, but some perfect examples are:- FEDERATION GUARDS, ALIEN FLEET, HARVEST BUG, BLACK GOLD, KAIROPAN and even encounters with the computers and ships: SLAVE, ZEN, LIBERATOR and SCORPIO.

2.13 Kayn

- As stated on the card, if a player is the GAN Character, and encounters Kayn, he will deactivate the brain implant "limiter" for 5 Gold. This will mean that you do not need to roll before every combat to see if it malfunctions. He will also heal GAN'S lives at a further cost of 1 Gold per Life, although you can change this so that, like the rest of the Blake's 7 crew that encountered Kayn in the TV series, he will not heal lives. As TARRANT, DAYNA and SOOLIN appeared later in the TV series, he will heal their lives, again at a cost of 1 Gold per Life.

For any comments or queries regarding the Blake's 7 expansion, please contact Ian via e-mail at ian-moor@vipent.freeseerve.co.uk