

The Four Horsemen

“Ozz”

1 Introduction

The Seals are Loosed! The Four Horsemen Ride!

Everyone write Ozz and tell him what a wonderful job he's done with this set. I think it will add just the right amount of tension to a friendly game of Talisman.

To download the entire set (four cards and tracking board) please click on the image of the cards above. There's a ZIP file on the other end of the link that greatly reduces the amount of data you need to download to get this set.

For a little more, I'll let Ozz tell you about the set himself.

2 Finally Finished

"Well I'm proud to say that I finished my 'The Four Horsemen of the Apocalypse' expansion. It consists of four Horsemen cards and a board to place them on as they are drawn. The four cards are shuffled into your massive adventure deck at the beginning of the game. As each Horseman is drawn it is placed on its appropriate Horseman space to keep track of how many are left. There is now a race against time as once all four are drawn, GAME OVER!! Whether or not anyone has reached the Crown of Command. Thanks to Ken for some graphics for the Horseman and the idea to make a board for it."

Some things to consider in using these four cards:

They add tension to the game. Ozz said that it was up to the people playing with them to decide ahead of time as to whether they can be removed once they are in play.

Also, as the Horsemen might cause players to retreat to the expansion boards to avoid the chance of a Game ending before anyone has a shot at the Crown (or whatever ending being used). This isn't necessarily a bad thing, but you might also want to consider planting one or two of the Horsemen in the decks for those boards as well. If this is done, decide beforehand whether Characters lose a Life if a Horseman is drawn again. Each setup will lead to different play. It's up to the players to work out how they intend on playing with these cards.

If a Horseman is drawn, nothing can prevent the loss of life (such as Armor). Characters can use Healing to

repair the damage, but one Life from each Character is forfeit with the advent of each Horseman.

Horsemen count as Events in terms of precedence. In other words, you deal with Pestilence before you deal with a Vampire or Goblin.

3 Write, right?

The people who make these expansion sets really enjoy Talisman. We hope you do, too. In fact we hope you enjoy it so much that you will make up some cards or sets yourself. But that's not necessary to get what you see on my site; it's here for the taking.

Something else that we enjoy is feedback. If you liked playing with the expansion you just pulled off of one of my pages, say so. If the graphics were great, say so. If you think the whole thing was lame, I don't want to hear it! No...tell us about it. We want to make our sets and cards as well as we can and sometimes that means we make changes to them.

A lot of these sets don't get as much playtesting as we might want, often because of a lack of gamers in the areas we live. Your comments are greatly appreciated, especially if they help us make a better game.

Thanks Ozz, for this new set.

Thank you for writing us with what you think.