

PokeMon Expansion

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1 Introduction

There have been sightings in the forest and towns of strange new animals and monsters but there are some who are catching and training them using them for fighting these are pokemon the new exciting expansion for Talisman.

The biggest thing about this set is that some of the Pokemon can evolve in to a different form, that they can fight for you and they can also use there special abilities at any time.

2 Rules

1. All Pokemon cards are to be dealt in to their respective decks and the special Pokemon backed ones are to be set at the side of the board.
2. To capture a Pokemon you must defeat it in combat first then use a Pokeball to roll under is strength or craft.
3. You cannot capture a Pokemon if you do not have a Pokeball.
4. Pokeballs can be bought for 1 gold in any shop or market.
5. 1 Pokeball holds 1 Pokemon and you can have up to a maximum of 6.
6. All captured Pokemon MUST be placed on a Pokeball card.
7. If a Pokeball is lost then the Pokemon in it is also lost.
8. Pokemon are to be treated as enemies then as objects NOT followers.
9. They can fight for you in combat OR use their special ability, if they are defeated they are not dead just stunned but they can not fight until they are healed so the card should be turned upside down.
10. A special ability can be used only once per turn but at any time.
11. A special ability has the range of the space you are on and the two joining on to it unless written on the card
12. A Pokemon (if it can) will evolve into a higher form after it has gained the equivalent of 35 points of strength or craft at which point the card should be replaced with the new form.
13. They do not have to evolve if you do not want them to.
14. They can be healed at any place a character can for 1 gold.
15. A Pokemon can be released at any time.
16. Or they can be sold at the Royal Castle for 3 gold each.