

New Timescape

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1 New cards and rules:

First, all these cards are made with 1st/2nd edition card designs (because they use less ink to print and I like the classic look better - - just personal preference. :)) but they incorporate the latest game mechanics. My Talisman kit is heavily modified, and when my group plays, we mix all the 1st and 2nd edition stuff in with the new material coming out from FFG, so the modified cards fit right in! :)

I've added quite a few little new dynamics to Talisman in this set. One of these is the Boss dynamic (Hastur), though there is plenty of room for others. In play, the boss is placed where the crown of command is and the players all work together against him, combining their Strength and Craft scores in the final battle! This makes some of the more competition-oriented cards extraneous to the set, but ultimately adds a new element of teamwork to the game that can be incredibly satisfying in the end.

Another new dynamic are the ENEMY-AVATAR cards— the idea is that these are essentially cthulhu-like entities (lesser versions, in the case of these cards) which move around the board and become more powerful depending on where they are. Making them a whole new class of enemy also gives them immunity to certain cards which would effect similar enemy types (spirits, etc.) and opens the door for new weaknesses and follower specializations as well.

When it comes to assembling the new Timescape board, I find the best method is to print it in just plain old Paint on sheets of sticker paper. Cut out the relevant sections, and then put them on a piece of black card foam type material (they have it in the stationary sections of office stores and places like Target and Walmart – it's that 1/4 inch thick foam stuff that kids use for science projects). Once your board face is applied, use a knife (carefully!) to cut out the L-shaped board, then score it once on the top and once on the bottom at the inward corner (going outward two ways at an angle— this is for folding. Look at the new Dungeon board and you'll see what I mean) and then put a layer of gorilla tape or duct tape on the underside for a nice, smooth, tough and gripping base to your new, folding game board.

This new board was designed to match the cool design that FFG (ewok-type worshipping from me here)

used for their awesome new Dungeon board, while expanding the playing field to make Timescape into an expansion that's more than just a quick push through a gauntlet of pain for space marine armor and a psi helmet. Kick back and wander through the cosmos for a while— you never know what you'll find!

Also: A little note. None of this art was made by me (I wish I was that awesome) and all of it was obtained by galavanting around the internet like a scallywag and taking whatever I pleased. As such, it's all for personal use only. I just wanted to share the awesomeness with my Talisman friends. I'm only responsible for the game mechanics. :)

2 New Timescape Rules:

You may now move both ways along the warp lines.

Vortex: When you reach the vortex, roll one die and teleport to:

1. Crag
2. Warlock's Cave
3. Village
4. Temple
5. Plain of Peril
6. Warp Gate

Nexus: The strange lights and colors of the Nexus draw you in. Draw five cards from any encounter deck and then roll 1 die for each of them:

- 1-3. You encounter the card
- 4-5. It's just a mirage. Discard.

Rad Zone: You stumble into an irradiated wasteland. Roll a die:

1. Your mind mutates: Gain 2 craft
2. You go mad: Lose 1 craft
- 3-4. You suffer radiation poisoning: Lose 2 lives
5. Your flesh weakens: Lose 1 Strength
6. Your body mutates: Gain 2 Strength

Asteroid Field: You stumble into an asteroid field! Roll a die:

1. Lose 1 die roll of lives
2. Lose half of one die roll of lives (round down)
- 3-4. Lose 1 life
- 5-6. Lose no lives

Death World: You find yourself in the poison air and brutal jungle of a Death World. Roll a die:

1. You choke on the deadly atmosphere: lose one life
2. You are psychically attacked by an alien with craft 9!
3. You are jumped by an alien with

strength 9! 4. Draw 1 adventure card 5. Draw 2 adventure cards 6. Draw 3 cards from any encounter deck.

Sentinel Outpost: You are caught and dragged before a council of time/space sentinels for your disruptions in the omniverse. Roll a die:

1. You are judged as a threat to the continuum. Move to the Vortex next turn.
2. You are imprisoned! Roll under your craft on two dice or miss a turn. Make this roll at the beginning of your turn until you escape or until 3 turns have passed— in which case you are released into the vortex.
- 3-4. Pay a fine of two gold or be imprisoned.
- 5-6. You are judged innocent and the Sentinels offer you passage to any space on the Timescape board for free.

Warp Demon: You are sucked into the dark realm of the horrific Warp Demon! It has 12 Strength and 12 craft, and will fight you with whatever of your stats is lowest. If you lose, lose a life. If you win, draw a talisman.

Space Colony: Visit only one of the following:

Field Medic: She will heal up to 2 lives at the cost of 1 gold each.

The Prophet: (Treat as mystic/enchantress for removing curses, etc.) Roll a die:

1. You gain 1 fate
2. You lose 1 fate
3. Lose 1 Strength
4. Gain 1 Strength
5. Gain 1 craft
6. Gain 1 spell

Quartermaster: You may buy items at the following prices: Gyro Compass: 2 gold Mining Laser: 2 gold Medikit: 2 gold

Mercenary Barracks: You may hire soldiers of fortune from the Timescape Purchase deck.

Space Fortress: Visit only one of the following:

Meditech: The Meditech will restore lives for 1 gold each up to your starting quota.

Astronaut Bar: Roll a die:

1. You order something strange that knocks you out completely (miss 1 turn)
2. You get tipsy and get in a fight with a bounty hunter (Strength 6)
3. You make a bet and lose 2 gold coins (or lives, if you cant pay)
4. You gamble and win 2 gold
5. A freighter captain offers you free transportation to any space in the Timescape
6. A psychic cutpurse tries to rob you (Fight craft 6 or lose 1 gold)

Supply Shop: You may buy items at the following prices: Gyro Compass: 2 gold Mining Laser: 2 gold Medikit: 2 gold Combat Enviro-Suit: 3 gold Resident A.I.: 3 gold Jet Pack: 4 gold Chainsword: 5 gold Poweraxe: 5 gold Psi Helmet: 5 gold Pulse Rifle: 6 gold

Shipyards: You may look through and/or purchase the ship of your choice from the purchase deck