BARRIERS AND CITY WALLS

A *Carcassonne Central* expansion by Gwommy

Although the tall city walls did well to keep the enemy out, one can never be too safe. Sometimes larger and thicker walls or barriers were made to further keep the enemy from penetrating the fortress of Carcassonne.

EXTRA PIECES

- **6 New Barrier Land Tiles**
- **6 New City Wall Land Tiles**

ADDITIONAL RULES

Preparation

This expansion was designed to be played with at least the base game of Carcassonne. Any number of expansions may be played with this expansion as well. At the beginning of the game, take all 12 land tiles and shuffle them in with the rest of the land tiles.

1. Place a tile

All the rules follow the original rules and the rules of any expansions that you choose to use with the following additions:

The thick red walls are barriers. These barriers can be played next to city, road or field tiles[1]. When a barrier tile is drawn, all barriers must be placed against tiles already in play. If it can not be played then it must be set aside and you may then draw another tile instead. After you draw a tile that you can play, mix the barrier tile back in with the rest of the land tiles. Barriers end any features that it touches.

The wall along the bottom of this tile is a city wall. City walls can only be lined up with city tiles. If a city is completed using a city wall, then the city wall tile is not counted when scoring for the city[2]. A follower is not allowed to be placed on a city wall. Two city walls may be placed against each other, but it does not score any points and does not count as a finished city.

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[1] This includes mountains, forests, and rivers if you are playing with any of those expansions. Barriers may not be played against ocean tiles.

[2] If the city with the city wall is scored and the city loops around to a city piece on the same tile as the city wall, then that tile may be counted as normal.

In this example, the north or south roads may not be claimed or counted as finished roads.
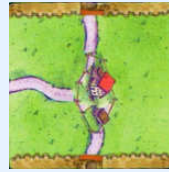
If the north city is completed and contains a wagon, then the wagon may move across both roads to take the south city if it is available, or the wagon may take the road on the left.

2. Deploy a follower

Followers are deployed as normal. Remember that you may not deploy a follower on either the barriers or the city walls.

3. Score

If a city wall completes a city, that city is scored as normal. If a finished city has a tile connected to it that only contains a city wall, then that tile is not counted when scoring the city. A finished city that is only one tile scores 2 points.

Barriers end any features that it touches. If a road or city is complete, then it is scored as normal. Barriers are not added to the score of a completed road or city. A cult or cloister is completed and scored if the barrier tile is the 9th tile required for completing those features.

Final Scoring

The final scoring is not affected by either barriers or city walls.

Version History

0.1   First draft

Acknowledgements

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