



Fences

A *Carcassonne Central* expansion by Gwommy and Elmendalerenda

With large farms, livestock can easily get out of control. Many farmers were having trouble keeping track of their livestock throughout their farmland. Fences were built to make things more manageable for the farmers.

ADDITIONAL RULES

This fan-made expansion, Fences, is to be played together with the Carcassonne game. It is also compatible with any Carcassonne expansions. All rules for Carcassonne remain the same. There are two separate sets of rules for this expansion, simplified and advanced, which are described below. Before play begins, decide which set of rules will be used in the game.

- If a rule is not highlighted, then that rule applies to both versions of this expansion.
- If a rule only applies to the **simplified** version, then it will be outlined in green.
- If a rule only applies to the **advanced** version, then it will be outlined in red.

EXTRA PIECES

- **6 Mini Landscape Bridge Tiles**
- **12 Wooden Fence Pieces¹**
- **15 Landscape Tiles (3 tiles featuring sawmills and 12 featuring small forests)**

Preparation

Set the 12 fence pieces aside at the beginning of the game. Each player gets 1 mini landscape bridge tile which is placed in his play area along with his followers.

Shuffle the 15 new landscape tiles together with all other tiles.

1. Place a Tile

When a player wants to play his bridge tile, he draws no tile to begin his turn and places the bridge tile. The player may only place the bridge tile on a tile that has a straight road segment² on it with no intersections, curves, roundabouts, or any other bridges. Placing a bridge tile will connect the fields on both sides of the road to each other. A follower may not be placed on the bridge tile or the landscape tile where the bridge tile was placed. However, you may still place a fence piece (if you have one) instead of a follower.^{3 4} Once a bridge is placed, then it cannot be removed and remains on that tile for the rest of the game.

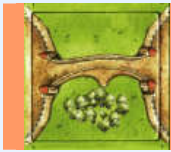
¹ Wooden fence pieces from the Settlers of Catan may be used, or you may use matches or toothpicks cut between ¾ and 7/8 inches long.

² A straight road segment is a tile that has a continuous road from one side of the tile to the opposite side.

³ Or if you are playing with the Princess and Dragon expansion, then you may move the fairy.

⁴ Or if you are playing with the Tower expansion, then you may place a tower piece or place a follower on a tower.

If a city is completed that has one or more pennants in it, then the player that placed the tile to complete the city gets 1 point and one fence piece added to their supply (if available). It does not matter if that player has any followers in the completed city or not. If there are no more fences available, then the player that completed the city gets 1 extra point for a total of 2 points.



The bridge connects the two cities and the field continues under the bridge and around the small forest.



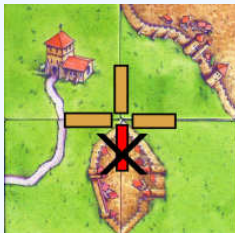
The field on the top and bottom connect under the bridge to form a single field on this tile. A bridge tile may not be placed on top of another bridge.

2. Deploy a Follower

Instead of deploying a follower, a player may place a fence piece from their supply if they have one. A fence piece is placed on a seam touching a junction of four tiles where each of the two tiles along the seam has field segments. Once a fence is placed, it may not be moved, captured by the tower, or eaten by the dragon⁵.

A player will have to place two fence pieces in order to cover the length of one landscape tile. A fence may be built on both sides of a road segment, but it will not end or block the road. Fences only separate the fields and may not be built on top of cities⁶. A field that is separated is treated as two separate fields. A farmer may be placed in a separated field if it no longer has a farmer in as per the normal Carcassonne rules.

If you are playing with Carcassonne: Wheel of Fortune, then fence pieces may not be placed on the wheel of fortune starting tile, but you may place a fence piece around the perimeter of the tile.



A fence piece may be placed at any one of the three brown rectangles. A fence piece may not be placed at the location of the red rectangle since fences cannot be built over city segments.

In the example, the fence piece on the left touches a city and a road which successfully separates the lower left field from the rest of the field. A second fence will need to be placed on the top or right fences to separate the field into two separate sections.

When a small forest is placed, you may choose to place a follower on the small forest as a lumberjack.⁷ Only a normal or large follower may be placed as a lumberjack. A small forest is scored when there is one or more sawmills in the same field.

If playing with the Princess & Dragon expansion, then a lumberjack may be removed by a dragon.

If playing with the Tower expansion, then a lumberjack may be captured by a tower.

If playing with the Count expansion, then a follower is not allowed to be deployed from the City of Carcassonne when scoring a small forest.

If playing with the Catapult expansion, then the lumberjack may be removed by the knock out catapult token, or replaced by the Seduction catapult token.

⁵ The dragon may move across fences and towers can capture followers beyond the fences.

⁶ If you are playing with the Abbey & Mayor expansion, then a fence may not be built on an intersection that contains a barn or on an abbey tile.

⁷ A follower may not be deployed as a lumberjack using the magic portal from the Princess and Dragon expansion.

3. Score

Fences do not score any points when placed. The purpose of the fence pieces is to separate fields into small pieces. Each smaller piece of the field is scored separately.

When a small forest is completed, the owner of the lumberjack scores 1 point and receives a fence piece (if available). The lumberjack is then returned to his or her supply. If a fence piece is not available, then the owner of the scoring lumberjack gets 1 extra point for a total of 2 points.

If you are playing with any of the fan-based forest expansions, anytime that a forest is completed while there is a sawmill in the same field, then the player that completes the forest gets 1 point and a fence piece added to their supply (if available). If a fence piece is not available, then the player that completed the forest gets 1 extra point for a total of 2 points.

Final Scoring

The player with the most fence pieces in their supply scores 10 points. Farmers score as normal, but their field may not extend past a fence where both ends of the fence touch a road, the edge of a city, or another fence piece.

Version History

- 0.1** First draft (Oct 26, 2009)
- 0.2** Second draft (Oct 27, 2009)
- 0.3** Third draft (Oct 28, 2009) – Corrected mistakes, clarified rules with expansions.
- 0.4** Fourth draft (Oct 28, 2009) – Added rule for Wheel of Fortune, and Novelty to Acknowledgements.
- 1.0** Final draft (November 5, 2009) – Final.
- 1.1** Final draft (December 1, 2009) – Clarified field separation. Final.

Acknowledgements

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- **Gantry Rogue** (Gantry) for creating the Carcassonne Central web site where this fan-made expansion was developed and hosted, and for his comments, which contributed to the development of this expansion.
- **Matthew Harper** (mjharper) for the Completely Annotated Rules (CAR) for Carcassonne.
- **Scott** (Scott) for inspiring this terrific template, and **Jonathan Warren** (Joff) for making the original template upon which this one was based.



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