



## The Horse

**A Carcassonne Central expansion typed by Gwommy  
(Original idea from Exit 191)**

In many areas the horse, not the dog, is man's best friend. This expansion builds on that fact. Horses were very important in medieval times. Horses were used to plow fields, carry loads, and were used as mounts by brave knights. Well, now the almighty horse has come to Carcassonne.

### EXTRA PIECES

- 7 Landscape Tiles (with horse symbols)
- 2 Wooden Horses<sup>1</sup>
- 1 Die (6-sided)

### ADDITIONAL RULES

This expansion is to be played with the original game of Carcassonne. All of the rules for the original game stay the same with the addition of the following rules.

#### Preparation

At the beginning of the game, mix the 7 new landscape tiles with the rest of the tiles. If there are 2 or 3 players, then only one horse is used in the game. If there are 4 or more players, then both horses are used. The horse(s) start off to the side of the board.

#### 1. Place a tile

When a horse tile is placed, select a horse from the side of the board and place it on the tile. If a horse tile is placed when there are no more horses on the side of the board, then you may choose a horse already in play and move it to the newly placed horse tile.

Whenever a tile is placed that completes one or more roads, then that player rolls a die for each completed road<sup>2</sup> made by that tile. The horse moves the number of spaces as shown on the die. If the die was rolled more than once, then add all of the numbers of the die rolls together to determine how many spaces that player gets to move the horse. The horse can only be moved orthogonally (not diagonally) and may not return to the same tile twice in the same turn. If there is more than one horse in play, then the player moving the horse may divide the number of spaces between the horses however he/she likes.

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<sup>1</sup> The horse figure from one of the expansions for Settlers of Catan may be used, or you may also choose to use a pig of an un-used color.

<sup>2</sup> If the player completed 2 roads when placing the tile, then he gets to roll the die twice.

## 2. Deploy a follower

A follower may be placed on a horse tile as per the normal rules.

## 3. Score

The horse is a sign of good fortune. Any time that a feature is complete and there is a horse standing on any tile of the completed feature, then the scoring player earns 3 extra points. If a completed feature has both horses standing on any tile of that feature, then the scoring player earns 5 extra points.

## Final Scoring

The horse has no effect while scoring points at the end of the game. Bonus points for the horse are only scored when a feature is completed during the game.

## Special Rules

**Count of Carcassonne:** The horse may not pass through or be placed on any tile containing the city of Carcassonne.

**Princess & the Dragon:** The horse and the dragon may occupy the same tile. The horse can't be removed by the dragon. The fairy may not be placed next to the horse.

**Tower:** A horse may not be captured by a player placing a tower piece.

**Abbey & the Mayor:** A farm is considered completed when a barn is built on that farm. If any farmers are scored while the horse is on a tile that is part of that farm, then the scoring player receives the bonus points from the horse.

**Catapult:** The horse is not affected by any of the catapult tokens.

**Wheel of Fortune:** The horse may not pass through or be placed on any tile containing the wheel of fortune.

## Version History

- 0.1 First draft (Dec 8, 2009)
- 0.2 Second draft (Dec 9, 2009) – Made corrections found by Novelty.
- 1.0 Final(Dec 9, 2009) – Downloaded Baskerville font.

## Acknowledgements

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