



NATURAL DISASTERS

A *Carcassonne Central* group collaborative expansion
(Original idea by CKorfmann, written by Gwommy)

The sun doesn't always shine in Carcassonne. Nature takes its course where ever you live.

EXTRA PIECES

- 6 new landscape tiles
- 8 earthquake tokens
- 1 large flood cut-out
- 1 wooden tornado disc

ADDITIONAL RULES

All the rules remain the same from the original Carcassonne game with the following additions describing the rules used for this expansion.

Preparation

Before starting the game, mix the 6 new tiles in with the rest of the landscape tiles. Keep the flood cut-out, earthquake tokens and the tornado disc off to the side of the playing area at the start of the game.

1. Place a Tile

Below is a list of the new tiles included with this expansion and additional information for how the tiles are placed and how the tiles affect the game.



Earthquake

The earthquake tile is placed as per the normal rules of Carcassonne. The earthquake does not affect anything until before final scoring, and after all of the tiles have been placed.

Either during the game or before final scoring, place one earthquake token in each city that has a section within two tiles orthogonally, or one tile diagonally from the earthquake tile.



Flood

If you are playing with either River I or II expansions¹, then choose a river, spring or lake tile and remove that tile from the game while replacing it with the flood tile. Any features² that touch the flood tile are considered uncompleted and can't be completed for the rest of the game.

On your next turn, the flood continues to spread. Before you draw a tile, take the large flood cut-out piece and place it so that it covers the 8 surrounding tiles around the flood tile. Now, even more features will not be able to be completed.



Meteor

A meteor can be placed on top of any tile that is already in play except for the starting tile³. When a player draws a meteor tile, that player chooses a landing position for the meteor by pointing at a tile. Each player continuing clockwise may choose to move the landing position of the meteor or pass. Each player that moves the landing position of the meteor must choose a tile adjacent to the last tile chosen. A player may not choose a tile that was previously chosen for this meteor. Once all of the players have had a chance to move the landing position of the meteor, then the player that drew the meteor gets one last chance to move the landing position or choose to leave it where it is.

Once the final landing position is determined, replace the landscape tile with the meteor tile. Any features that touch the meteor are considered to end at the meteor. If this completes a feature that has at least one follower, then that feature is scored as normal.



Tornado

The tornado tiles are indicated by a tornado icon. Tornado tiles are placed as per the normal rules of Carcassonne. After the tornado tile is placed, move the tornado token to this tile. The game is interrupted while the tornado makes its move across the board.

Starting with the player who placed the tornado tile, each player takes turn in a clockwise order moving the tornado 2 spaces orthogonally from its current position and may not be moved to the same tile twice per turn. If the tornado moves across or lands on a tile with a follower⁴ on it, then that follower is placed in the tornado. If a tile has more than the one follower on it, then the player that moved the tornado to that tile decides which follower will be placed in the tornado. If there is a follower already in the tornado, then swap the places of the two followers⁵. Players continue taking turns moving the tornado until the tornado has either moved 12 spaces or may not be moved any further. If there is a follower in the tornado after it has finished moving, then the owner decides where to place the follower on that tile. The follower can only be placed on an unoccupied and uncompleted feature, otherwise the follower is returned to its owner's supply. The tornado token is then removed from the board and the game continues from where it was interrupted.

¹ This also includes the fan-based Fishermen expansion.

² If playing with the fan-based Fishermen expansion, a river that touches the flood is not considered to be finished.

³ The starting tile may vary depending on which expansion you are using. The meteor may not be placed on a spring, in the City of Carcassonne, or on the Wheel of Fortune, etc.

⁴ In this case, a follower may include a builder, or pig. It does not include a barn or neutral figure.

⁵ If the swap causes a follower to be placed in a location not allowed by the original rules, then that follower is returned to its owner's supply. (Example: A mayor may not be placed in a field as farmer, therefore it is returned to the owner's supply)

2. Deploy a Follower

A follower may not be deployed on a meteor or flood tile. A follower can be deployed to the earthquake tile as per the normal rules, or to a tile with a tornado icon on it, but only after the tornado has made its movement.

3. Score

Scoring remains the same as the normal rules in Carcassonne, although the flood prevents features from being completed and the meteors may not count as part of a feature. For example, if a cloister is completed that contains 1 meteor tile in its surrounding tiles, then that meteor does not count towards the score. A player would only gain 8 points for that cloister instead of 9 points.

Final Scoring

After all the tiles have been played, and before the final scoring, the earthquake comes into effect. Locate the earthquake tile and place earthquake tokens in any city within two tiles (orthogonally) or one tile diagonally from the earthquake. These cities are destroyed by the earthquake. Any unfinished city with an earthquake token in it does not score any points. If a finished city has an earthquake marker in it, then that city does not score any points for the farmers.

Version History

- 0.1** Rough draft (Dec 22, 2009)
- 0.2** First Draft (Dec 30, 2009) – Updated pictures, edits by Elmendalerenda and Djdahmer.
- 0.3** Second Draft (Dec 31, 2009) – Edits by Djdahmer.
- 1.0** Final (Jan 1, 2010) – Updated Flood tile thanks to Novelty, error correction found by Djdahmer.
- 1.1** Final (Jan 5, 2010) – Added acknowledgements for token and tile graphics.

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