Carcassonne

CLERIC AND SERF

A *Carcassonne Central* expansion by Novelty

The serfs are the backbone of the farming community around the city of Carcassonne, harvesting the fruit of the land, but every family wishes to have its own family priest. The rise in the numbers of young men wishing to become men of the cloth has increased calls by the clergy for more cloisters across the land.

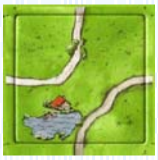
EXTRA PIECES

- **10 new land tiles**
- **14 cloister tokens**
- **1 Cleric tile**
- **1 Serf tile**

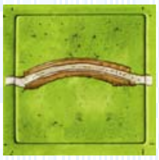
ADDITIONAL RULES

1. Place a tile

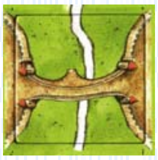
The new land tiles are placed in the usual way. Take care with the following tiles.



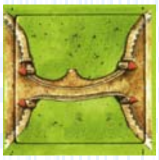
The bushes separate the road from the left going to the top of the tile. The Inn is located on the other road from the bottom of the tile to the right.



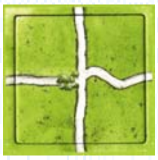
The road is a continuous road from left to right. The farms on the tile are connected under the bridge.



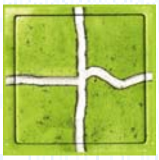
The road is a continuous road from top to bottom. The bridge connects the cities on the left and right of the tile. The farms are connected under the bridge, but are divided into two by the road.



The bridge connects the cities on the left and right of the tile. The farms on the tile are connected under the bridge.



The bushes separate the road to the left from the other road that continues in three directions.

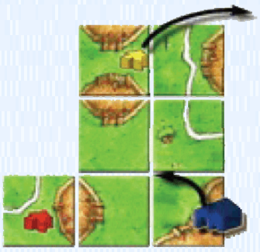


This road does not end but instead continues in all four directions.

2. Deploy a follower

The serf starts the game at the side of the playing field. As soon as a player plays the barn, he or she should take the serf tile. Note the total number of farmers that are removed when the barn is placed. If, during the course of play, another barn is placed which removes more farmers than when a barn was previously placed, the player who played the barn takes the serf tile.

The serf tile can only be used with the barns from Abbey and Mayors.

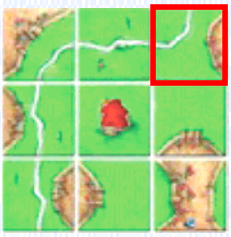


Blue places a barn and removes a yellow farmer. If this is the first time a barn is played in this game, Blue takes the serf tile. If a barn has been previously played, Blue takes the serf tile provided that the previous barn removed less than one farmer.

3. Score completed cloisters

The cleric starts the game at the side of the playing field. As soon as a player scores the first cloister, he or she should take the cleric tile. If, during the course of play, another player scores more cloisters, then that player receives the cleric tile.

The player that completes a cloister receives a cloister token, provided that there is still a spare cloister token in the supply. This player may not be the same player that scores the cloister.



Black places the last tile around a cloister and completes the cloister. Black gets a cloister token if there is a spare cloister token in the supply.

Red gets 9 points as usual. If this is the first time that a cloister has been scored, then Red gets the cleric tile from the supply. If, on the scoring of this cloister, Red has scored more cloisters than any opponent, red gets the cleric tile from the player holding the cleric tile.

Final Scoring

At the end of the game, before the farms are scored, the player in the possession of the serf scores 1 point for every farmer[1] remaining in the game and 5 points for every barn that has been played.

At the end of the game, the player in possession of the cleric scores 10 points. The player in possession of the cleric also scores 3 points for every completed city with a cathedral and 2 point for every abbey played. In the event that the player holding the cleric is involved in a tie for the total number of cloister counters collected, the cleric breaks ties in favour of the player holding the cleric.

The player who has collected the most cloister counters scores 10 points. As usual, in the case of a draw all players involved score the full 10 points, unless one of the players involved is holding the cleric, in which case, the player with the cleric gets 10 points.

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[1] This is the total number of farmers for all players.

Revision History

1.3 Corrected fonts (Novelty)
1.2 Corrected typos (Novelty)
1.1 Changed scoring of serf and cleric for balance (Novelty)
1.0 Final version of rules (Novelty)
0.4 Corrected more typing errors (Novelty)
0.3 Corrected typing errors (Novelty)
0.2 Updated clerics and fixed typos regarding serfs (Novelty)
0.1 Created first draft (Novelty)
0.0 Created blank file (Novelty)

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