



MERRY MEN

A Carcassonne Central expansion by Novelty

A band of outlaws have taken to hiding out in the forests around Carcassonne, stealing from the rich and giving it to the poor. Or at least that's how the story goes...

EXTRA PIECES

- 10 new land tiles
- 1 Merry Men camp tile
- 1 Outlaw tile

ADDITIONAL RULES

Preparation

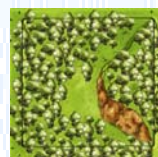
Set aside the Outlaw tile. Shuffle the other tiles with the rest of the tiles. These tiles have been designed to be played with the Forests fan-made expansion.

1. Place a tile

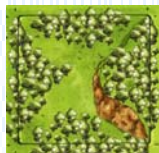
The new land tiles, with the exception of the Merry Men camp, are placed in the usual way.



The treeless area going diagonally down the middle separates the forest on the top and left with the forest on the bottom and right



The cliff on the left separates the forest on top of it with the forest on the rest of the tile.



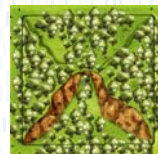
The cliff and the treeless areas separate the forests into four distinct areas.



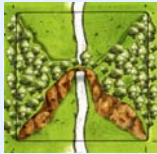
The cliff on the left separates the forest on the left with the rest of the tile. The forest from the top to bottom is connected.



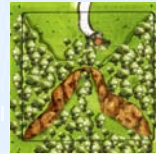
The treeless areas on the tile separate the forest into three sections.



The forest on the left and right of the tile are connected across the land bridge. The forest on the top and bottom are connected under the bridge

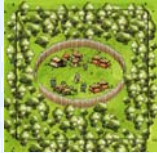


The forest on the left and right of the tile are connected across the land bridge. The road is connected under the bridge. The bridge and the road separates the farm into four sections.



The forest on the left and right of the tile are connected across the land bridge. The forest under the bridge and the road separates the farm into two sections.

The Merry Men camp is played differently as explained below.



When a player draws the Merry Men camp, he must place it to an existing forest. The player is free to deploy his follower to the forest (if allowed by the Forest rules) or he may attempt to become the brawling champion. If the tile cannot be played, it is removed from the game, the player draws a new tile as a replacement.

If a follower is deployed to the forest, the Merry Men camp takes no further part in the game, and no player is able to deploy a follower into the Merry Men camp on any subsequent turn¹. A deployed follower, in this case, must be placed outside the wooden stockade of the camp on the tile.

If a player wishes to attempt to become the brawling champion, he deploys a follower² (not the wagon or the mayor³) as a woodsman into the Merry Men camp. This can only be done when the tile is placed. It does not matter that another follower (of any colour) is already occupying the city when a woodsman is deployed to the Merry Men camp. All woodsmen⁴ (with the exception of wagons) within the forest will then be in competition and compete to become the brawling champion. A player who gains a larger woodsman majority⁵ in the forest than the current brawling champion immediately switches any one of his woodsmen occupying the city (of his choice) with the woodsman in the brawling ring. That player is now the brawling champion^{6,7,8,9,10}.

¹ **Question:** Can I deploy a follower from Carcassonne Forest into the Merry Men camp? Can I use a magic portal to deploy a follower into the Merry Men camp?

Answer: No, you may not use Carcassonne Forest or a magic portal to deploy a follower into the Merry Men camp.

² **Question:** Can I deploy the large follower as my brawling woodsman?

Answer: Yes.

³ **Question:** Why can't I deploy a mayor or wagon as my brawling woodsman?

Answer: A mayor cannot be deployed as a woodsman. The wagon is not able to participate in a brawling tournament and thus cannot be deployed as a brawling woodsman.

⁴ A regular woodsman has a strength of 1 and a big woodsman has a strength of 2.

⁵ **Question:** I have equalled the brawling champions woodsman strength. What happens?

Answer: You must gain a larger majority than the brawling champion to become the brawling champion. Equal strength will not do! However, check footnote 10.

⁶ **Question:** What happens if when I deploy my brawling woodsman, a player already has a larger woodsman majority occupying the forest?

Answer: In this case, you must, at the time of deploying your brawling woodsman, immediately switch places with the player holding the woodsman majority. That player is now the new brawling champion.

⁷ **Question:** Why would I deploy a follower as a brawling woodsman, knowing that it will be immediately switched for a new champion?

Answer: Your strategy might include becoming the brawling champion, but at the time of drawing the Merry Men camp tile you may not have a viable placement for the tile, except on a forest that already has a majority that you can't beat in one turn. To be able to compete in the brawling tournament, you must deploy a woodsman to the Merry Men camp at the time of laying the tile.

⁸ **Question:** What is the point in switching woodsmen into the Merry Men camp?

Answer: Firstly, it gives a quick indication who actually is the current brawling champion. Secondly, a woodsman in the Merry Men camp has safety from being captured by a Tower or eaten by the Dragon. See footnote 10.

⁹ **Question:** Can a brawling champion be taken prisoner by The Tower or eaten by the Dragon?

Answer: No. The brawling champion (the current occupier inside the Merry Men camp) is protected from being taken prisoner or eaten in this way. If a follower occupies the forest segment of the Merry Men camp tile, he may be taken prisoner or eaten. Other pieces of the current brawling champion's colour may be taken prisoner or eaten. Only the brawling champion (occupying the Merry Men camp) is safe from capture or from being the Dragon's dinner. Be aware that the capture of pieces from inside the forest walls may affect who becomes the brawling champion. See also footnote 10.

¹⁰ **Question:** What happens if, when laying a tile that joins other woodsmen into the forest hosting the Merry Men camp, the result of woodsmen being captured by a Tower or woodsmen being eaten by the Dragon, newly adjoined or remaining woodsmen have an equal strength, but now have a majority over the current brawling champion (i.e. the current brawling champion is Grey and has a total strength of 2. A tile is then laid that adjoins woodsmen of both Red and Green, but both have the equal strength of 3)?

Answer: This is an unusual case, but if it does happen, then the brawling tournament is immediately over. A brawling champion cannot be shared. The brawling champion is moved from the Merry Men camp and onto the forest segment of the Merry Men camp tile and the game continues without a brawling champion. Since there is now no brawling champion, there is no scoring for one. The forest is scored as a normal forest. This can be a useful way of denying the brawling champion points.

2. Deploy a follower



The **outlaw** starts the game at the side of the playing field. As soon as a player completes a forest, he or she should take the outlaw tile. If, during the course of play, a larger forest is completed, the person who completes the forest takes the outlaw tile.

3. Score a completed forest

When a forest is completed, the brawling champion should always be scored **prior** to normal forest scoring. The brawling champion is rewarded with 2 points per tile making up the forest. The player who is the brawling champion now removes all his pieces from occupying the forest (including the wagon) and takes no part in the scoring of this forest. The forest is then scored normally.

Final Scoring

At the end of the game, the player with the outlaw gets 1 point for every completed forest in the game.

At the end of the game, the brawling champion is rewarded with 1 point per tile making up the forest. The other players in the forest receive no points.

Revision History

- 1.0 Finalise rules (Novelty)
- 0.3 Corrected more typos (Novelty)
- 0.2 Corrected typos (Novelty)
- 0.1 Draft version of the rules (Novelty)

Acknowledgements

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- **Sylvia Baker** (silverkitty000) for permission to use her Robin Hood image. Her work may be viewed at <http://silverkitty000.deviantart.com/>
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- **Scott** (Scott) for the forest expansion, of which this expansion is an extension of.



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