



OUTPOSTS

A Carcassonne Central expansion by Novelty

Tales of dragons harassing the countryside has been told since time immemorial. Dragons have once again been sighted in the countryside and there are rumours that these dragons are destroying more than the livestock in the fields. The nobles of Carcassonne has garrisoned a number of guards in the outposts dotting the countryside in the hopes that the guards there will protect the people in countryside from the dragons.

EXTRA PIECES

- 16 new tiles, including 8 with Forests

ADDITIONAL RULES

Preparation

This expansion is designed to be played with the dragon from the Princess and Dragon expansion¹.

The 8 tiles with forest segments are designed to be played with the fan-made Forests expansion. Remove these tiles if the fan-made Forests expansion is not being used.

Shuffle the new tiles with the other tiles.

1. Place a tile

The tiles are placed in accordance to the normal rules. Forest segments are placed in accordance with the fan-made Forests expansion rules.

2. Deploy a guard

When an outpost is played, a player may deploy a small follower or a big follower to the outpost as a guard². The follower is placed standing up on the outpost³. Guards on an outpost are not scored either in the game or at the end of the game.

The Dragon

The dragon moves according to the rules from the Princess and the Dragon expansion.

¹ It can also be played with the fan-made Dual Dragon expansion.

² Only the small follower and the big follower may be deployed as a guard to the outpost. If playing with the fan-made Treasure Hunt expansion, one may also play the white big follower to an outpost as a guard.

³ You may use the magic portal to deploy a small follower or a big follower to the Outpost as a guard, if the Outpost is not being occupied by a guard. It is not possible to deploy a follower from the city of Carcassonne to the Outpost as a guard.

When the dragon moves to a tile with a follower⁴ (but not the barn, pig or builder), a player may elect to return one of their own guards from any outpost⁵ back to their supply instead of removing one of the follower on the same square as the dragon and instead move one of their followers⁶ on the same square as a dragon to the connected feature on an adjacent tile⁷ to prevent the follower from being removed by the dragon⁸.

Alternatively, if playing with the Count of Carcassonne expansion, the guard may be moved to the castle in the City of Carcassonne instead of returning to a player's supply, to allow a player to move one of their followers on the same square as the dragon to the connected feature on an adjacent tile.



Red has a follower on an outpost as a guard (shown on the tile to the left) and another follower on a field as a farmer. When the dragon moves to the tile with the red farmer (shown on the right tile), red may choose to return the guard to the supply (or to the castle in the City of Carcassonne if playing with the Count of Carcassonne expansion) instead of the farmer, and move the farmer to another adjacent tile that is connected to the existing farm that the farmer is on to prevent capture and removal by the dragon. The outpost that the guard is on does not have to be connected to the tile that the dragon is on.

The dragon may, of course, move to the adjacent tile during its next move, if this is allowed by the rules for the dragon from the Princess and the Dragon expansion.

⁴ This includes the small follower, the big follower, the mayor and the wagon.

⁵ The outpost that the guard is on does not have to be connected to the tile that the dragon is on.

⁶ Only one guard may be returned to the supply and only one follower may be moved per player for each move the dragon makes.

⁷ One tile away either horizontally, vertically or diagonally.

⁸ This means that only followers on cities, roads, farms, forests (if playing with the Forests fan-made expansion), rivers (if playing with the Fisherman fan-made expansion) or any feature that is connected by the edge of a tile to an adjacent tile can be moved. Followers on a cloister, outpost, tower or any feature that is not connected by the edge of a tile to an adjacent tile cannot be moved. If the Dragon enters a tile with a guard on the outpost, the guard is return back to a player's supply.

Revision History

- 1.3 Rephrased to make things clearer (Novelty)
- 1.2 Added a couple of footnotes for clarification (Novelty)
- 1.1 Incorporated Joff's comments (Novelty)
- 1.0 Revised as final (Novelty)
- 0.1 Draft Carcassonne Central version of the rules (Novelty)

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