



## 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 expansion<sup>1</sup>.

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 guard<sup>2</sup>. The follower is placed standing up on the outpost<sup>3</sup>. 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.

<sup>1</sup> It can also be played with the fan-made Dual Dragon expansion.

<sup>2</sup> 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.

<sup>3</sup> 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 containing a follower<sup>4</sup>, the owner of the follower may elect to return one of their own guards from **any** outpost<sup>5</sup> back to their supply to allow **one**<sup>6</sup> of their followers to remain on the same square as the dragon<sup>7</sup>.

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 one of their followers to remain on the same square as the dragon.



*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) to allow the farmer to remain on the same tile as the dragon. The outpost that the guard is on does not have to be connected to the tile that the dragon is on.*

<sup>4</sup> This includes the small follower, the big follower, the mayor and the wagon, but not the barn, pig or builder.

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

<sup>6</sup> Only one guard may be returned to the supply and only one follower per player may remain on the same square as the dragon for each move the dragon makes.

<sup>7</sup> This expansion thus allows a follower to **remain** on a tile with a dragon. It does not allow the placement of a follower onto a tile with a dragon.

## Revision History

- 2.2 Corrected a few more typos (Novelty)
- 2.1 Corrected a few typos (Novelty)
- 2.0 Revised as new final (Novelty)
- 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)

## Acknowledgements

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- **Gantry Rogue** (Gantry) for creating the Carcassonne Central.
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