



APOTHECARIES AND TITHES

A Carcassonne Central expansion by Andrew Wye

(Rules and Tiles reformatted for Carcassonne Central by Novelty)

Yet another delve into the realm of Carcassonne! This time, players can pay (or receive) tithes, which are stored in several barns to be given to the poor. Apothecaries are also set up to combat disease and increase general health, but rely upon cities for a supply of herbs.

EXTRA PIECES

- 24 new tiles, 8 with apothecaries, 4 with rivers.
- 8 Herb tokens



ADDITIONAL RULES

Preparation

Separate out the Lake tile. Shuffle the other two river tiles with the rest of the river tiles. Remove these tiles from play if not playing with either The River or River II expansions or both¹.

Shuffle the new non-river tiles with the other tiles. The herb tokens are kept apart of the game and are not given to any player at the beginning of the game.

With the exception of the following changes, the basic rules for Carcassonne and its expansions remain unchanged.

The River

When playing the game with only The River expansion, use the rules from the River II expansion for the extra tiles from this expansion.

When playing the game with River II expansion, or both The River and River 2, use the rules for River II with the following exception. When the first River Fork tile is drawn and placed, the next player, instead of drawing a tile from the supply (or placing the volcano lake tile if there are no river tiles left to draw), takes the Lake tile with the Tithe Barn and plays it. That player may place followers the tile as usual. The game then proceeds as usual.



1. Place a tile

The tiles are placed in accordance to the normal rules. The new tiles consist of the following elements.

¹ Shuffle these tiles with the other tiles if playing with the Fishermen fan-made expansion rules.



Tithe Barn

A tithe barn is represented by a barn with two patches of herbs besides it. If the tithe barn is on a road, it ends the road.



Apothecary

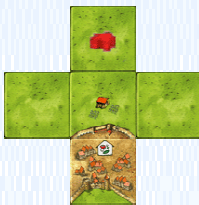
The apothecary icon is shown on a city segment with an apothecary.

2. Deploy a follower

When the tiles with tithe barns are played, followers may be deployed to the tile as usual. A follower may not be deployed to the tithe barn².

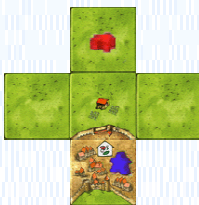
3. Scoring a completed tithe barn

When a tithe barn has tiles on all four sides, it is completed. The player with the most followers³ on those five tiles (including the tile with the tithe barn) receives 10 points. If that player also has the most farmers on the farm (or one of the farms) that the tithe barn is on, or has a barn on the farm (or one of the farms, if the tithe barn lies on more than one farm) that the tithe barn is on, he or she gets an additional 4 more points.



In the example to the left, Red has a farmer on the tile to the top of the tithe barn. Since there are no other followers on the other tiles in the tithe barn scoring area, which consists of the tile with the tithe barn and the four tiles around it, Red gets 10 points when the last tile is placed to complete the barn. If Red has the most followers on the farm that the barn lies on, Red gets an extra 4 points.

However, if two or more players tie for the most followers on the five tiles, including the tile with the tithe barn, or if there are no followers on those five tiles, then the owner of the field that the tithe barn is on loses (or pays a tithe of) 14 points when a tithe barn is completed. If the tithe barn is on more than one farm, then the players who has the most farmers or barns on those farms lose 14 points for each farm that the tithe barn is on.



In the example to the left, Red has a farmer on the tile to the top of the tithe barn. Blue has a knight in the city below the tithe barn. Since Red has a follower and Blue has a follower in the tithe barn scoring area (which consists of the tile with the tithe barn and the four tiles around it), there is a tie. Red loses 14 points when the tithe barn is completed. Blue does not lose or gain any points.

3. Scoring a completed city with an apothecary

When a city with at least one apothecary is scored, the player who has the most followers in the city gets an additional 10 points. This is reduced to 5 additional points instead of 10 if the city is besieged (Cathars) or sieged (Cult, Siege and Creativity). The player who has the most followers also gets as many herb tokens as there are apothecary icons in the completed city.

If two or more players are tied for the most followers in the city when the city is scored, the player who completes the city gets as many herb tokens as there are apothecary icons in the completed city.

Herb tokens

² The pig, the builder or the barn cannot be deployed to the tithe barn either.
³ Followers do not include the pig, the builder or the barn.

When a player gets a herb token from a completed city, that player may immediately exchange the herb token for a trade goods token from another player. The other player may not refuse the exchange. The herb token can only be exchanged for another token the turn it is obtained. It may not be used to exchange for another token during a future turn.

A player who receives a herb token in exchange for a trade goods token may not exchange the herb token for another trade goods token.

Final Scoring

The player who has collected the most herb tokens scores 10 points. As usual, in the case of a draw all players involved score the full 10 points.

Revision History

0.4 Revised obtaining tokens and clarified exchanging tokens (Novelty)

0.3 Corrected typos and added sentence for apothecaries in besieged and sieged cities (Novelty)

0.2 Added new tiles and updated herb tokens (Novelty)

0.1 Draft Carcassonne Central version of the rules (Novelty)

Acknowledgements

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