



Klaus-Jürgen Wrede

Carcassonne


9.

Hills & Sheep



A copy of CARCASSONNE is required to play this expansion. You can integrate this entire expansion into the game, or only parts of it if you choose. You can also combine this expansion with any other CARCASSONNE expansions.

CONTENTS

- 18 Land Tiles (indicated with a )
- 18 Flock Tokens
(4x 1 Sheep, 5x 2 Sheep, 5x 3 Sheep, 2x 4 Sheep, 2x Wolf)



- 1 Cloth Bag
- 6 Shepherds, 1 each in 6 colors



SETUP

Place all of the sheep and wolf tokens in the bag. Give each player (including yourself) the shepherd in their color. Shuffle the new tiles with the other land tiles.

SHEPHERDS, SHEEP, AND WOLVES



2. Placing a Shepherd

After placing a tile with a field, you may choose to either place a meeple as normal or place your **shepherd** on the field. If you place the shepherd, immediately **draw a token from the bag**.

If it is a **sheep token**, place it sheep-side up next to your shepherd in the field.

If it is a **wolf token**, place it back in the bag and return your shepherd to your supply.

You can place your shepherd even if there is already a farmer in that field (and vice versa), but you cannot place a shepherd if there is already another shepherd in that field. The shepherd is a special figure, **not a meeple**.



During the game, the shepherd has the following effects:

1. Placing a Tile

When **you** place a tile to expand your shepherd's field, first resolve the action **2. Placing a Meeple** as normal, then resolve one of the following two actions:

- **Grow the flock** (draw another token from the bag)
- **Guide the flock to the stable** (score the sheep)

Grow the Flock

Draw a token from the bag:



1. If it is a **sheep token**, your flock grows. Place the token with the other sheep tokens next to your shepherd.



2. If it is a **wolf token**, your flock scatters. Return all of the sheep tokens from your field to the bag and return your shepherd to your supply.

Guide the Flock to the Stable

For each sheep token in the field with your shepherd, score points equal to the number of sheep shown on the token. Then, return all of those sheep tokens to the bag and return your shepherd to your supply.

Multiple Shepherds on One Field

If separate fields with shepherds are later connected, multiple shepherds can be in the same field. All players with shepherds in that field can grow their flock or guide their flock to the stable as normal, but those actions can resolve differently:

- When a sheep token is drawn, the token is placed as normal. When a wolf token is drawn, **all sheep tokens** from that field are returned to the bag, and each shepherd on that field is returned to its owner's supply.
- When a player guides a flock to the stable, **all sheep tokens from** that field are returned to the bag, and **all players** with shepherds on that field score points for all of the sheep tokens in that field.

The blue player and you each have a shepherd in the field. The two flocks have 4 sheep tokens with 8 sheep total. During your turn, you expand the field and choose to score the sheep. Both you and blue score 8 points.

You return all sheep tokens to the bag.

If you had chosen to grow the flock instead and had drawn a wolf token, all of the sheep in that field would be returned to the bag, and no one would score any points.



Normally to score points for your sheep, you must use the **Guide the flock to the stable** action.

Exception: If any player completes a field with shepherds and sheep by fully surrounding it by roads and cities, immediately resolve the **Guide the flock to the stable** action for that field.

You place a tile. You choose not to place a meeple, but you grow your flock. Then, since the tile completed the field, you immediately guide the flock to the stable and score 7 points.



3. Scoring a Feature

The shepherd does not score for any other features and is not affected by any other scoring.

Final Scoring

If your shepherd and sheep are in a field at the end of the game, you do not score any points for them.

HILLS



1. Placing a Tile

If you draw a tile with a hill, immediately take another facedown tile and place it under the hill tile. **Do not look at the second tile!** Place the hill tile using normal placement rules but keep the facedown tile under it.



2. Placing a Meeple

After placing the hill tile, you may place a meeple on the tile as normal (on one of the features: road, city, monastery, field). You cannot place a meeple directly on the hill itself.

3. Scoring a Hill

If you have a meeple on a feature of a hill tile, ties for scoring that feature are broken in your favor. When a feature is scored (road, city, and field), if players are tied for most meeples, check to see if any part of that feature appears on a hill tile. If it does, and if one of the tied players has a meeple on that feature of the hill tile, that player breaks the tie and is the only player who scores points for that feature. Unlike ties without hills, other tied players do not score any points.

Having a meeple on a hill **only affects ties** when scoring a feature. If there is not a tie, the hill provides no additional effect. After a feature is scored, a meeple on a hill tile is returned to its owner's supply as normal.

The **blue** player and **you** each have a knight in a city when it is scored. **Your knight** is on a hill, so **you** win the tie, scoring 12 points. **Blue** scores no points.



Final Scoring

Meeples on hill tiles break ties and score points as normal during final scoring (including farmers).

VINEYARDS



1. Placing a Tile

You place a tile with a vineyard as normal.

2. Placing a Meeple

After placing the vineyard tile, you may place a meeple on the tile as normal, but you cannot place the meeple directly on the vineyard itself.

3. Scoring a Vineyard

When completing and scoring a monastery, the player who scores points for the monastery scores 3 additional points for each vineyard on one of the 8 surrounding tiles. A single vineyard can score additional points for multiple monasteries.

Your monastery is being scored. There are 3 vineyards in the tiles surrounding the monastery. **You** score 18 points ($9+3+3+3$). If the **blue** player's monastery is completed later in the game, it will also benefit from the vineyard above it, scoring an additional 3 points.



Final Scoring

During final scoring, an incomplete monastery **does not** score additional points for the surrounding vineyards. €

NEW LAND TILES

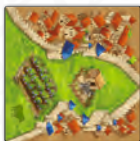


The fields on either side of the two city segments are not connected.

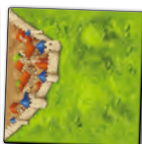


The road from the top and bottom both end at the small house.

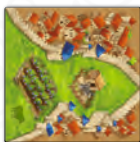
New Special City Tiles



This tile has two separate city segments. If you place a tile with one city segment to the right of it, the city segments become connected.

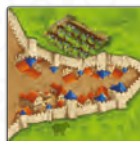


The tile to the right connects the two previously separated city segments from the tile to the left.

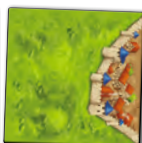
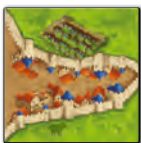


Note: If you place these two tiles next to each other as shown, all of the separate city segments are connected.

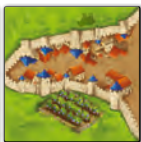
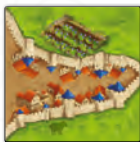
(The segments of the two tiles are intentionally offset.)



This tile has two separate field segments. If you place a tile with one field segment to the right of it, the field segments become connected.



The tile to the right connects the two previously separated field segments from the tile to the left.



Note: If you place these two tiles next to each other as shown, the two city segments are **not** connected. The top and bottom fields are also **not** connected.

Rules for Playing with Other Expansions

Refer to this page when questions come up about how this expansion interacts with other expansions. Until then, you can skip this page and start playing!



SHEPHERDS, SHEEP & WOLVES



The following figures can share a field with your shepherd without any effect on either figure: **Exp. 1:** large meeple; **Exp. 2:** pig; **Exp. 5:** barn; **Exp. 10:** ringmaster
Exp. 3: The dragon will eat only the shepherd (and that shepherd's flock) on its tile. It will not eat other shepherds from the same field unless it moves onto the corresponding tile. The shepherd is not a meeple, so the fairy cannot be assigned to it.
Exp. 4: You cannot capture a shepherd with a tower.
Exp. 6: You cannot place your shepherd into the city of Carcassonne.



HILLS

The following figures can use the hill's tiebreaking effect: **Exp. 1:** big meeple;
Exp. 5: wagon, mayor (if there is a coat of arms in the city);
Exp. 8: meeple on a bridge that is on a hill tile; **Exp. 10:** ringmaster
Exp. 5: You cannot place an abbey tile under a hill tile. A hill can be part of the tile junction that the barn is placed on, but there is no additional effect.
Exp. 6: You can place one meeple from the city of Carcassonne on a hill tile with a feature that has not been completed. If you do, you gain the benefit of the hill.
Exp. 8: You can place a bridge on a hill tile. You can place a castle (even partially) on a hill tile. If you take a hill tile during a bazaar auction, do not take the facedown tile (to put under the hill) until it is your turn to place the hill tile.



VINEYARDS

The following figures can use the effect of the vineyard when scoring a monastery:
Base Game: abbot; **Exp. 1:** large meeple; **Exp. 5:** wagon; **Exp. 10:** ringmaster
Base Game: Your abbot can score additional points for vineyards only if the monastery is completed. If you return the abbot before the monastery is completed, you do not score the additional points. If the abbot is placed on a garden, you do not score additional points for vineyards.
Exp. 5: Abbeys can score additional points for vineyards.
Exp. 6: Shrines can score additional points for vineyards. If there is a challenge, you score the additional points only if you win the challenge.
Exp. 8: You can place a bridge on a vineyard tile.

CREDITS

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