Carcassonne abbot rules pdf

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General info and comments The Abbot symbol The Abbot is considered part of the basic game that can be used as desired. [2] It implements a mechanic that is unique to the new edition of Carcassonne, diverging in this aspect from the 1st edition. With its introduction in 2014, tiles featuring gardens became available in the new design Base Game which included The River. Later, they appeared on tiles in the major expansions as they were re-released in the new artwork, and in Big Box 6 when it was released in 2017. [3] Bear in mind that The Abbot provides a new mechanic involving the abbot meeple, but the tiles it affects are not part of the expansion is not the same as the (old) abbot used on German, Dutch and Belgian Monasteries, and Japanese Buildings. The new abbot is a specialized monasteries and gardens whereas the old abbots were normal meeples placed on specialized monasteries. Just in case things weren't confusing enough already. Changes to the 20th Anniversary Edition and Carcassonne C3 The rules for the 20th Anniversary Edition stay the same but the roles of some meeples have been updated: Highwaymen become female travelers Knights do not change Monks are also referred to as abbesses Publishers have followed the new roles provided in the rules by HiG, although some of these changes are not noticeable in other languages. Note: We stick to the classic role convention for the sake of consistency with all the exisiting rules for the future to follow this new naming convention for new releases and reprints. Contents 5 abbots, one in each player color. [4] Rules Preparation Each player adds the abbot of their color to their supply. With the exception of the new rules used with this mini-expansion, all basic Carcassonne rules remain unchanged. Gameplay Tile distribution The following tile distribution includes all the tiles featuring a garden that can be found in the Base Game and the expansions released until tiles: 1 x1 Count, King and Robber Total tiles: 2 x1 (King and Robber) x1 (River II) Bridges, Castles and Bazaars Total tiles: 1 x1 Flier, The (Flying Machines) Total tiles: 1 x1 Mage and Witch Total tiles: 1 x1 Robbers, The Total tiles: 1 x1 Spiel Doch 02/2018 Total tiles: 1 x1 The Peasant Revolts Total tiles: 1 x1 20th Anniversary Expansion Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total tiles: 1 x1 The Fortune Teller (Print & Play) Total til expansions, such as Message 3 (Smallest monastery) from The Messages (Dispatches). (10/2018) Clarification by Christof Tisch (HiG) on BGG: This clarification can be generalized to other expansions providing bonus affecting monasteries (monastic buildings) but not gardens: Hills & Sheep: Vineyards The Wheel of Fortune: The Inquisition sector Mini #2 - Messages (Dispatches): Message 3 (Smallest Monasteries (monasteries (monasteries (monasteries (monasteries (monasteries (monasteries)) As stated in the rules of Big Box 6. ↑ The expansions included in Big Box 6. ↑ The expansions include Machines), Mage and Witch and The Robbers. 1 As far as the Big Box 6 is concerned, the sixth set of (pink) meeples is a part of the basic game, not Inns and Cathedrals. The same happens in Big Box 6 with the sixth abbot meeple. Prior to Big Box 6, the Base Game included five abbots, with the sixth included with the sixth set of meeples in Inns and Cathedrals. ↑ An abbot could be placed onto an abbey or a shrine/cult place, as they are considered monastery/abbey and a shrine/cult place. The abbot's special ability would allow him to quit the challenge, even if his monastery/abbey or shrine/cult place was not complete, and would score the incomplete feature (monasteries, Japanese buildings and Darmstadt churches. The same rules mentioned in the previous note would apply. See Monasteries in Germany / Japanese Buildings, Monasteries in the Netherlands & Belgium, and Darmstadt Promo for more details. ↑ The abbot is considered a meeple, but he has limitations as described in this sentence. Therefore the abbot can use a magic portal and can be used as a flier. However, the abbot can only end up on an unfinished monastery or garden, and the monastery or garden must be unclaimed if using the magic portal. (3/2015) ↑ In contrast with the previous clarification from 3/2015, the Order of Play included in Big Box 6 omits the abbot from the list of figures that can be a flier. This omission is due to a mistake by HiG, as confirmed by one of the German proofreaders (Kettlefish) in this post from 5/2018 on Carcassonne Central: The abbot cannot be placed on a tower. See The Tower for more information. ↑ You do not place a meeple because you have decided not to, or you don't have any left in your supply. ↑ The wording of the ZMG rules speak about "the player deciding to not place a meeple." This can be misleading. It may be interpreted as if the player needs at least one meeple in their supply in order to decide not to place it. This is not the intent in the original rules by HiG. ↑ The actual C II rules refer to not placing a "meeple," but they are also referring to special figures not considered as meeples such as the builder, the pig or the barn, as can be implied according to the figure classification provided in Big Box 6 and making it extensive to all the expansions. Therefore this stipulation actually refers to not performing any other 2. Placing a meeple action at all but this is not explicitly stated. In other words, the publisher was keeping the rules as simple as possible at the moment when not all the new edition expansions had been released. (12/2014, updated 9/2018) ↑ This scoring occurs immediately during the 2. Placing a meeple phase when the abbot is removed. This effectively protects the abbot from the dragon and produces a scoring round for Messages. Afterwards, the normal scoring phase occurs. (3/2015) ↑ You can only score the abbot placed on a monastery or a garden before the feature is completely surrounded by tiles. In this case, you always score the abbot (on the feature), never the feature itself. (11/2020) ↑ Abbots placed as abbots on special monasteries (German monasteries, Dutch & Belgian monasteries or Japanese buildings) could be also removed as per the interpretation of the rules. The Abbot rules don't contain any limitation to prevent players from doing so. In this case, a player removing the abbot from a special monasteries will score it as if placed on a normal monastery at the end of the game, as indicated in the rules (the position of the abbot meeple is irrelevant). Note that you are scoring the meeple, not the feature it is placed on. An official clarification would be necessary. ↑ If playing with The Flier (Flying Machines), the 20th Anniversary Expansion or The Gifts, several meeples may occupy the same feature. As a consequence, multiple abbots may occupy a monastery or a garden. If so, each abbot could be removed and scored several times before it is completed. When scored during or after the game, a monastery or garden with several meeples will take into account the majority on the feature.

