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Carcassonne

The Postman of Carcassonne

This fan expansion was created by El Cartero de Carcassonne and Meepledrone. The region of Carcassonne relies on its postmen to deliver messages, make dispatches and communicate the proclamation of edicts from its rulers. Make way for them and pay attention!

COMPONENTS

- 12 landscape tiles for each edition with a post office (marked with an envelope symbol ☒, so that they can be easily found and sorted)
- 5 postman meeples in different colors



Post offices with one single road for the C1 and C2 editions



Postman meeples, one for each player

PREPARATION

Shuffle the tiles of your edition with the others from the game. Distribute the postman meeple in each color to their player.

THE POST OFFICE AND THE POSTMAN MEEPLE

The postman meeple has some special features:

- It cannot be placed in fields or gardens.
- It has 2 strength, that is, it is equivalent to a large meeple from expansion Inns & Cathedrals.
- It enables a number of additional actions in combination with post office tiles.

1. Placing a tile

If you draw a tile, place it according to the usual rules. If the tile has a **post office** on it, the placement will not be affected.

2. Placing a meeple

After placing a tile, you may perform one of the following actions:

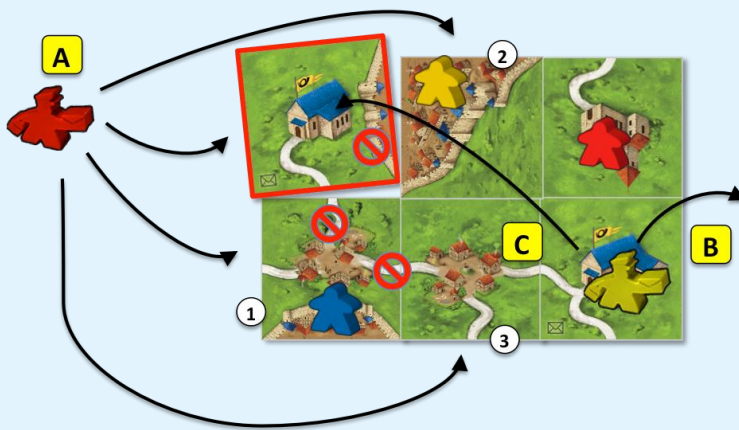
- **Place a normal meeple** according to the usual rules. If the tile has a post office, you can place your normal meeple on it as a customer.
- **Place your postman meeple** on a feature other than a field or a garden. If the tile has a post office, you can place your postman meeple on it as a clerk.
- **Remove your postman meeple** either from a completed feature with retained meeples, or from an uncompleted post office to receive points (see **3. Scoring a feature**).

If you placed a **tile with a post office**, as an alternative to the previous actions, you may perform one of the following actions, which will affect your own or an opponent's postman meeple:

- **Place your postman meeple** on an uncompleted feature of an **adjacent tile** (horizontally, vertically or diagonally). It does not matter if that feature is occupied; the postman carries an important message.
- **Remove a postman meeple from an opponent** on any tile on the board and return it to its owner. The postman meeple does not score points if it was placed on a post office.
- **Move your or another player's postman meeple**, placed on the board, to the post office of the newly placed tile.

When placing or moving your postman meeple, it can come from a feature on a previously placed tile, not just from your reserve. If you move an opponent's postman meeple, it can only come from a tile. If the postman meeple moved was on a post office, no scoring will take place.

If the removed or moved postman meeple was on a completed feature along with other meeples retained after scoring (see **3. Scoring a feature**), all those meeples will return to their owners' reserve.



Example 1: Red places this tile and may choose between actions **A**, **B** or **C**:

A. Red may place their postman meeple according to the usual rules on the newly placed tile except in the field (the player can occupy the road segment as a highwayman or the post office as a clerk, but not the city segment because it is already occupied).

Alternatively, Red can place their postman meeple on one of the uncompleted features (occupied or not) of the adjacent tiles horizontally, vertically and diagonally, marked with the numbers 1, 2 and 3:

- Tile 1: in the city occupied by Blue or on the road to the left (the closed road to the right and the road segment above -closed by the newly placed tile- cannot be chosen).
- Tile 2: in the uncompleted city occupied by Yellow (which could not be occupied in Tile 1).
- Tile 3: on the road on the right or on the one below (the road on the left is closed).

B. Red can remove Yellow's postman meeple from the post office without scoring.

C. Red can move Yellow's postman meeple to the post office from the newly placed tile. In this case, Yellow will receive no points for their postman meeple either.

3. Scoring a feature

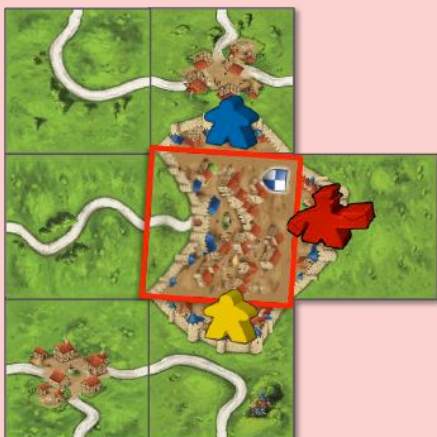
Scoring a feature with a postman meeple

Completed features are scored according to the usual rules, taking into account that the postman meeple has **2 strength** when deciding the majority in a feature.

After scoring a feature (road, city, monastery, post office) with a postman meeple, **its owner must decide whether to remove it or not.**

- If the postman meeple is removed, all the meeples will return to their reserves as usual.
- If the postman meeple is not removed, all other meeples in the same feature **will be retained** until the owner of the postman meeple or an opponent removes it (see **2. Placing a meeple**). The postman meeple must complete the founding proclamation of the feature before leaving.

In case there are several postman meeples in the feature, the removal of any of them will cause the return of all meeples to their owners' reserve.

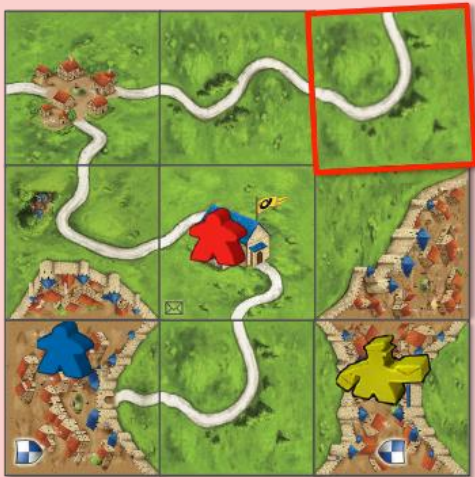


Example 2: Red completes this city occupied by their postman meeple and two normal meeples from Blue and Yellow. The postman meeple has 2 strength, so Red has the majority in the city and will receive 10 points for it. If Red decides to keep their postman meeple in the city, the meeples from the other two players will be retained until Red or another player removes the postman meeple in a later turn.

Scoring a completed post office

If a **post office** occupied by a normal meeple as a customer or a postman meeple as a clerk has been completed, the owner of the meeple will receive 9 points (1 point for the post office tile and 1 additional point for each adjacent tile surrounding it), that is, its scoring is similar to that of a monastery.

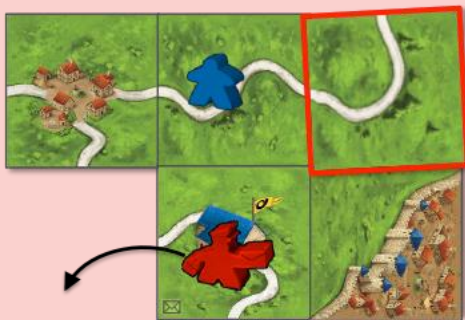
If the post office is occupied by more than one meeple, only those players with the majority will score for it, according to the usual rules.



Example 3: *Red* completes this post office with a normal meeple placed as a customer. The player receives **9 points** (1 for the post office tile and 1 for each tile surrounding it). *Red* then returns the meeple to their reserve.

Scoring a postman meeple removed from an uncompleted post office

If the player did not perform any action in **2. Placing a meeple** and decided to **remove their postman meeple from a post office**, the player will receive as many points as the post office is worth at that moment, that is, 1 point for the post office tile and 1 additional point for each adjacent tile surrounding it. In this case, the majority does not apply if the post office is occupied by more than one meeple, since the postman meeple alone is the one being scored, and not the post office. This scoring is similar to that of the abbot.



Example 4: *Red* places this tile and decides to remove their postman meeple from the post office where it is placed. As a result, the player will receive **5 points** (1 for the post office tile and 1 for each tile surrounding it). Then *Red* will move the postman meeple to their reserve.

Game end

At the end of the game, the postman meeple will still have 2 strength when deciding the majority in a feature during the scoring.

In addition, any uncompleted post office will be scored in a similar way to an uncompleted monastery and applying the majority if it is occupied by more than one meeple. Players with the majority will receive 1 point for the post office tile and 1 additional point for each adjacent tile surrounding it.

VERSION HISTORY

1.0 Initial version

ACKNOWLEDGMENTS

- Many thanks to expansion fans from all over the world, especially those of the Spanish and Catalan community, with a special mention to the Carcassonne Spain Association and the Carcassonne.cat organization.
- **Carcassonne Central:**
 - **Gantry Rogue** (Gantry) for creating the Carcassonne Central forum.
 - **Chris Ober** (obervet) and **Matthew Harper** (mjharper) for the Carcassonne Complete Annotated Rules (CAR).
 - **The WikiCarpedia (WICA) team** for creating and keeping updated the Carcassonne annotated rules wiki, successor to the CAR.
 - **Scott** (Scott) for this rules template.



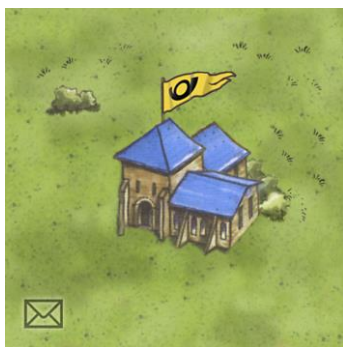
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C1 VERSION



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