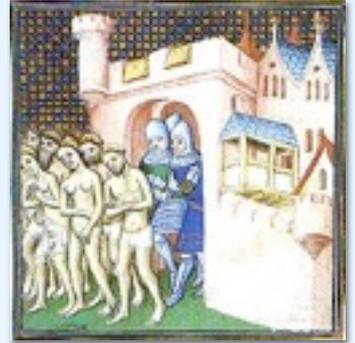


THE CATHARS

released in 2004

During the 11th and 12th centuries, a new religion called Catharism developed in southern France. The Roman Church decreed that this religion was heretical. By the beginning of the 13th century Carcassonne had become a stronghold of the Cathar religion. After unheeded warnings and the murder of a church legate, Pope Innocent III initiated a crusade against the Cathars. The besieging of Carcassonne in 1209 marked the start of 40 years of continuous war.¹



EXTRA PIECES

● 4 new land tiles

ADDITIONAL RULES

1. Placing a tile

The four normal land tiles should be mixed in with the other land tiles. Except for the following rules, they are treated in the same way as the other tiles.

3. Score completed roads, cities or cloisters

☀ A completed city

Cities which contain tiles with a Cathar symbol are said to be besieged. Whenever a besieged city is completed during the course of play, each tile scores only 1 point instead of the usual 2.² If the city contains a cathedral, it scores only 2 points for every tile. Should the city remain incomplete at the end of the game, it scores no points during the final scoring.

☀ Escaping a besieged city

It is possible to escape a besieged city via a neighbouring cloister.³ If a cloister directly borders a Cathar tile - even diagonally - then at the end of a player's turn, he or she may remove one knight from the city and return it to the supply.⁴

FINAL SCORING

☀ Scoring farms

The farmers supply provisions to both the besiegers and the besieged. As such, every completed besieged city scores double points in relation to farms - 6 points for a normal farm, or 8 points for a farm with a pig.⁵

TILE DISTRIBUTION

Quantity	Tile
1	
1	

Quantity	Tile
1	
1	
4	Total

FOOTNOTES & FAQ

¹ The picture shows Cathars being expelled from Carcassonne in 1209. Artist unknown. Source: Wikipedia (http://en.wikipedia.org/wiki/Image:Cathars_expelled.JPG). Public Domain / Creative Commons.

² **Question:** According to the rules, a besieged city which is completed during the game earns only one point per city tile. Do you then add the extra two points for every pennant, or do those extra points fall by the wayside?

Answer: Every city tile and every pennant (true, that could have been mentioned in the rules) earns one point, or two points with the cathedral. The word "only" is purely quantitative, referring to the points value alone. As such the change to the usual rules is as small as possible.

³ **Question:** Can a knight in a besieged city escape via an abbey, or only via a cloister?

Answer: Yes: the abbey has all the characteristics of a cloister.

⁴ **Question:** Can I simply free a knight after a turn, if a cloister borders [a besieged city], or do I have to build onto that city or cloister [in the same turn]?

Answer: Knights can escape when the conditions (cloister next to a Cathar tile) are fulfilled. A player is not obliged to build onto the city, nor onto the cloister. He or she must simply have a knight in the city.

⁵ **Question:** Does a player still score double points for a besieged city if it lies on a farm with a barn?

Answer: Yes.