Klaus-Jürgen Wrede

Carcassonne

The Hansa

In this mini-expansion, Carcassonne becomes a Hanseatic city. The roads and cities provide you with wares, which you ship throughout the Hanseatic League aboard cog ships.

The Hansa is an expansion for *Carcassonne* developed in cooperation with the European Hansemuseum Lübeck.

Components

21 Land tiles with barrel symbols (marked with)

7 Cogs

1 Tuck box

20 x Land tiles with barrel symbols

1 x River with barrel symbol

7 x Cogs

33 Barrel tokens:

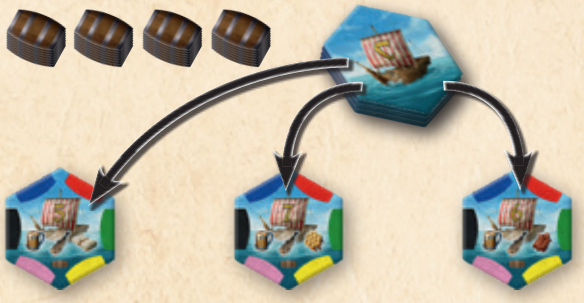
5 x Stockfish *5 x Beer* *5 x Salt* *5 x Fur* *5 x Linen* *5 x Wax* *3 x Rat*

1 x Tuck box

Setup

Shuffle the **barrel tokens** and place them face down next to the play area as a general supply. Shuffle the **7 cogs** and place them face down in a stack next to the barrel tokens. Reveal **3 cogs** and place them in a row, leaving plenty of space between them. Place the open **tuck box** next to the play area.

If you are playing with the mini-expansion **The River**, shuffle the new river tile into the usual river tiles. Otherwise remove it from the game. Shuffle the rest of the new land tiles into the other land tiles.



*This mini-expansion was developed for the **Carcassonne base game**, and its rules still apply.*
*You can combine **The Hansa** with other expansions. However, there will be no official rules for these combinations.*

1. Place a land tile

Some land tiles show barrel symbols. Each barrel symbol belongs to exactly **one road segment** or **one city segment**. If you draw a tile with one or more barrel symbols, place it according to the usual rules.

2. Place a meeple

You may place a meeple on a feature with a barrel symbol as usual.

3. Score points

Scoring a feature with barrel symbols

If one of your features showing one or more barrel symbols is complete, you first score the feature as usual. If you **score points** for this feature, you additionally receive **1 barrel token** from the general supply for **each barrel symbol shown** in this feature. Look at the tokens you have drawn **in secret** and hold onto them for now. If several players score points for the feature, all of them receive the corresponding number of barrel tokens from the general supply, beginning with the active player and then proceeding clockwise.

If you receive barrel tokens but there are not enough left in the general supply, take the remaining barrel tokens first. Then form a new, face-down supply from all the barrel tokens in the tuck box and take the remaining ones from there (if there aren't enough barrel tokens left, take as many as possible).

Blue has completed the road along which 3 barrels are visible.
You and Blue each score 1 point for each tile with a road segment, as usual (so 4 points).
After that, you both take 3 barrel tokens from the supply and look at them secretly.

Next, load your barrels onto the cogs. After the usual scoring, place all the barrel tokens you have drawn **face down** next to any of the **3 cogs**. You may also distribute your barrel tokens among different cogs. Each cog shows **3 different types** of barrel tokens. The tokens you place do **not** have to match these types. Place your barrel tokens next to the edge of the cog that matches your **player color**. You may look at the barrel tokens you have placed at **any time**.

Since it's Blue's turn, Blue places their own barrel tokens first.
Blue decides to place all 3 barrel tokens next to the cog with a 5.
After that, moving clockwise, it's your turn.
You decide to place the beer and the rat next to the cog with a 5 as well, but the wax next to the cog with a 7.

If several players have received barrel tokens this turn, they place them in clockwise order, starting with the active player.

Scoring a cog

If at least **5 barrel tokens** are next to a cog at the end of your turn, that cog is scored. *The fully loaded ship sets sail!* Turn all the barrel tokens next to this cog face up. If a player has placed a **rat** next to the cog, they now may remove **any 1 barrel token** (but not another rat) from this cog and place it into the **tuck box** along with the rat. If several players have placed rats next to the cog, they use their rats in clockwise order, starting with the active player. If a player has placed several rats, they use them one after another.

Next, remove all barrel tokens that do **not** match any of the **3 types** shown on the scored cog and place them into the tuck box.

The cog with a 5 is scored because there are 5 barrel tokens next to it at the end of your turn. Since you placed 1 rat, you remove 1 barrel token from this cog.
You decide to remove the stockfish from Blue and place both your rat and the stockfish in the box. You also place the salt in the box, since this cog does not show salt.

Any player who still has barrel tokens next to that cog may score points: The player with the **most** barrel tokens scores the **full** number of points shown on the cog's sail. The player with the **second most** barrel tokens scores **half** the number of points shown on the sail (rounded down). In case of a tie, all tied players score the corresponding number of points.

There are only 2 barrel tokens left next to the cog, one from you and one from Blue.
This means you both have the most barrel tokens and score 5 points each, as shown on the sail.

This means that all players with the most barrel tokens are considered first-place (they score the full number of points), and all players with the second-highest number of barrel tokens are considered second-place (they score half as many points).

Now place all **remaining** barrel tokens from the scored cog into the tuck box. Return the cog face down to the bottom of the cog stack. Reveal the top cog from the stack and place it in the empty space, so that there are 3 face-up cogs again. If multiple cogs are scored, score them from left to right.

In the **final scoring**, you do **not** receive any more barrel tokens. Instead, turn all barrel tokens that are still next to cogs face up. For **each of your barrel tokens** that matches one of the 3 types shown on the corresponding cog, you score **1 point**. Rats and non-matching barrel tokens as well as majorities at cogs score no points.

About Carcassonne: The Hansa

What do Carcassonne and the Hansa have in common?

They forge connections: in the game on the table, historically between people and places. This is precisely where the exhibition 'Let's play Mittelalter. How games tell history' (Oct. 2026 to Oct. 2027) comes in. The European Hansemuseum in Lübeck explores how games shape our perceptions of the Middle Ages and just how much history they contain. For Carcassonne's Hansa expansion, publisher Hans im Glück and the museum have taken this idea a step further. Key aspects of Hanseatic history – such as trade and shipping – are incorporated and translated into the logic of the game. In this way, Carcassonne is enriched with a new historical perspective.

If this expansion has sparked your curiosity to delve even deeper into this era, you'll certainly find the following background information interesting. Want to know more? Then why not pop into the European Hansemuseum in Lübeck when you get the chance.

Hansa

Hansas were initially groups of Low German merchants who joined together to undertake trading voyages. It took over a hundred years for this to develop into the Hansa. Their trade operated primarily on the basis of privileges. These were special rights that gave the merchants advantages over other traders, such as exemption from customs duties and taxes. In London, Bruges, Bergen and Novgorod, the Hansa maintained its own branches, known as 'kontors'.

From the 14th century onwards, the home towns of Hanseatic merchants allied to secure privileges and improve trading conditions. This alliance stretched from what is now the Netherlands to the Baltic region, but was little more than a loose association of interests, the composition of which changed frequently. From 1358 onwards, envoys from the cities met repeatedly at assemblies known as 'Hansetage'. There they discussed common concerns, such as the defence of their privileges. The last Hansetag took place in 1669, which is generally regarded as marking the end of the Hansa.

Trade Goods

Hanseatic trade was always wholesale in nature: vast quantities of goods were transported throughout Europe – not only across the North Sea and the Baltic Sea, but also overland. The goods featured in this expansion can only represent a small fraction of this trade: Hanseatic merchants for example also traded in herring, wool, grain, timber and metal goods.

Beer

Beer was an everyday product and was brewed almost everywhere. Nevertheless, there were some places with particularly high production levels and corresponding exports, for example Einbeck, Braunschweig and Hamburg, which was also known as the 'Brewhouse of the Hansa'.

Fur

Novgorod was a major trading centre for furs from all manner of animals. From there, Hanseatic merchants transported the furs as far as Western Europe. The buyers were mainly nobles and wealthy merchants.

Stockfish

Stockfish is gutted fish (usually cod) that has been air-dried at low temperatures, which means it can be kept for several years. Stockfish came mainly from the Lofoten Islands, the Shetland Islands, the Faroe Islands and Iceland. The largest market was in Bergen, Norway. From there, it was mainly shipped to England, but also to the Netherlands and Northern Germany.

Wax

Beeswax was in high demand, particularly from the Church, because, for religious reasons, no other material was permitted to be used for candles. However, it was not only candles that were made from wax; tablets, seals and medicinal ointments were also produced from it. Hanseatic merchants transported large quantities of wax from Novgorod to Central and Western Europe.

Salt

Salt served as a preservative and was therefore one of the most important commodities of all. Hanseatic merchants transported salt from Lüneburg via Lübeck to Scania in southern Sweden, where it was used to preserve herring. Danzig (Gdańsk) was also an important market. From the mid-14th century onwards, sea salt harvested along the Portuguese and French Atlantic coasts played an increasingly significant role, as it was considerably cheaper.

Linen

Linen is a fabric made from flax. In the late Middle Ages, linen was produced for export in regions such as what are now the Netherlands, Westphalia, Lower Saxony and Prussia. Hanseatic merchants then transported the fabric primarily to England, but also to the Netherlands, Scandinavia and Russia.

Rats

From 1347 onwards, the plague spread across Europe. It first reached the Mediterranean region via the Black Sea, and within a few years every part of Europe had been ravaged by the 'Black Death'. The pathogen responsible for the plague, the bacterium *Yersinia pestis*, is transmitted by rat fleas. However, the fleas can also infest humans. Both rats and fleas are synanthropic species and travelled along with the flow of goods and people. Hanseatic merchants therefore cannot be entirely exonerated from responsibility for the spread of the plague around the North Sea and the Baltic Sea.

Europäisches Hansemuseum: Dr. Lukas Boch (coordination), Lukas Stahn (texts)

Cogs

Cogs were large cargo ships rigged with a square sail. The so-called 'Bremen Cog', dating from around 1380, is the world's best-preserved merchant ship from the European Middle Ages. It was discovered in 1962 during dredging work on the river Weser. The salvage, conservation and reconstruction of the wooden wreck took decades. Since 2000, the wreck of the cog – over 20 metres long and just under 8 metres wide – has been on display as a freestanding exhibit at the German Maritime Museum in Bremerhaven. The Bremen Cog is regarded as an important testament to Hanseatic shipping, medieval shipbuilding and trade on the North Sea and the Baltic Sea.

Text: Lucas Haasis and Ruth Schilling, German Maritime Museum, Leibniz Institute for Maritime History in Bremerhaven

Europäisches Hansemuseum Lübeck gGmbH
An der Untertrave 1
D-23552 Lübeck
info@hansemuseum.eu
Coordination: Dr. Lukas Boch
Texts: Lukas Stahn

hansemuseum.eu

EUROPÄISCHES HANSE MUSEUM

© 2026 Hans im Glück Verlags-GmbH
Birnauer Str. 15, 80809 München
info@hans-im-glueck.de; www.hans-im-glueck.de
Game Design: Klaus-Jürgen Wrede & Hans im Glück Team
Illustration: Marcel Gröber
Graphics: Franz-Georg Stämmele & Laura Leiz

Distribution
Carcassonne & Co GmbH
Birnauer Str. 15, 80809 Munich
*Visit **www.cundco.de** for merch, mini expansions and our spare parts service.*