



A STOLEN GOODS

A *Carcassonne Central* expansion by Quevy

In a small house at the crossroads is hiding a shady individual, it buys the stolen by petty thieves in the neighborhood and then sell it at a good profit.

EXTRA PIECES

- 6 new followers Fences, one for each color.



ADDITIONAL RULES

Preparation

Each player takes a new follower in his color and adds it to the personal supply.

1. Place a tile

This expansion allows to interact with the intersections of the roads, they become a new function.



This tile contains an intersection.



Place the Fence in this zone.

2. Deploy a follower

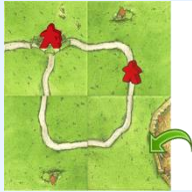
When a tile containing a road junction is placed, if no follower is placed or removed, you can place a follower Fence above the intersection.

3. Score

When a player places a tile that allows you to complete a road that contains one or more of his followers, if the road is directly connected to an intersection where there is her fence, in addition to the normal score he receives 1 bonus point for each of his followers on this road. This happens even if it does not have majorities of followers on the road. When all roads connected to

an intersection are completed, if it is present on a fence, the owner receives 2 point for each road that forms the intersection. Fence returns to the supply of the owner for future use.

Example 1



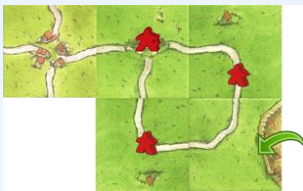
Red marks 6 points, 4 points for the road + 2 points for the fence (1 follower on the road).

Example 2



Red marks 8 points, 4 points + 4 points the way to the fence (2 followers on the road).

Example 3



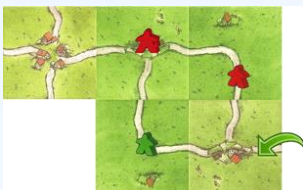
Red marks 12 points, 4 points for the intersection is complete, 4 points + 4 points the way to the fence (2 followers on the road).

Example 4



Red scored 16 points, 6 points for the intersection is complete, 6 points for the two roads + 4 points for the fence (2 followers on the roads).

Example 5



Green scores 3 points for the road, Red marks 11 points, 6 points for the intersection is complete, 3 points for the road, + 2 points for the fence (1 followers on the road).

Final Scoring

At the end of the game, control the roads connected to an intersection where there is a Fence, for each completed road the owner receives 2 point, for each incomplete road loses 1 point.

Example 1



Red scores 3 points, 4 points for two complete roads, subtract 1 point for the incomplete road.

Example 2



Green score 1 point, Red subtract 1 points, score 1 points for the complete road, subtract 2 point for the incomplete roads.

Interactions with Official Expansions

You can't place a fence if you insert a new tower piece, move the fairy and in all other cases that require it don't place a follower.

When using the expansion "**Phantom**", you can place the phantom after the placement of the Fence.

When using the expansion "**Treaders & Builders**", each time the current player completes a road, check if it is directly connected to an intersection where there is his Fence, if the road is placed a follower of another player, he can steal 1 good choice from that player and donate to it 1 points (the score of the player who owns the fence is decreased by 1 and the score of the player who owned the goods is increased by 1).

The fence can use the portal magic of "**The Princess & the Dragon**".

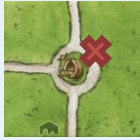
The fence can fly above an intersection using "**The Flying Machines**".



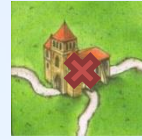
You can place a fence on the small house of this tile. It is a tile of "Hills & Sheep".



You can place a fence on the intersection of this tile. It is a tile of "Inns & Cathedrals" and "The Festival".



You can't place a fence on the intersection of this tile. It is a tile of "Abbey & Mayor".



You can't place a fence on the intersection of a tile that connects with a cloister or shrine.

Version History

- 0.1 First draft.
- 0.2 Edit in interaction.
- 0.3 Small edit.
- 0.4 Added introduction, reorganization of sections, change the scoring system, added in interactions.
- 0.5 Add example.
- 0.6 Small edit.
- 1.0 Final version

Acknowledgements

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- **Chris Ober** (obervet) and **Matthew Harper** (nijharper) for the Completely Annotated Rules (CAR) for Carcassonne.
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