



MEEPLE UPGRADE

A *Carcassonne Central* expansion by Gwommy
Original idea by Kjam4

Does everyone really look alike and have the same qualities? Wouldn't life be boring if that were true? Do you think that meeples like being the same as everyone else? Now is their chance to be different.

EXTRA PIECES

- 6 Wooden Discs (one in each color)

ADDITIONAL RULES

Preparation






In addition to the normal setup, give each player a wooden disc in his color.

1. Place a tile

Tiles are placed using the rules from the normal game and any other expansions that you choose to play with.

2. Deploy a follower






When deploying a follower (or any other related action), you may instead choose to place your wooden disc under a follower or special figure in play. You may not place a wooden disc under a follower or special figure¹ that already has a wooden disc under it. An upgraded or downgraded figure is determined whether the disc's color matches the figure's color. Matching colors means the figure is upgraded. Following is a table for upgrades:

Type of Follower/Figure		Effect
	Knight, Thief or Farmer	Adds +1/2 strength when determining the majority of a city, road or farm.
	Monk or Heretic	An opponent may not place another cloister or shrine on a surrounding tile.
	Builder	You may choose to redraw a tile when taking an additional turn ² .
	Mayor	Adds +1/2 strength when determining the majority of a city (still 0 if no pennants).
	Wagon	You may also move the wagon to an uncompleted feature that is adjacent to its current tile.

¹ You may not place a wooden disc under pigs, barns, the Count, the dragon, the fairy, or any other special figures or follower occupations not listed above.

² If you choose this option, then you must take the new tile. Mix the other tile back in with the rest of the tiles.

When the disc's color and the figure's color do not match, that figure is considered to be downgraded. Here is a table showing the effects of a downgraded figure:

Type of Follower/Figure		Effect
	Knight, Thief or Farmer	Loses -1/2 strength when determining the majority of a city, road or farm.
	Monk or Heretic	The owner of this follower may not place another cloister or shrine on a surrounding tile.
	Builder	You may choose for your opponent to redraw a tile when he takes an additional turn.
	Mayor	Loses -1/2 strength when determining the majority of a city (still 0 if no pennants).
	Wagon	You may also move the wagon to an uncompleted feature that is adjacent to its current tile.

3. Score

Scoring points remains the same as the normal rules and the rules of the expansions that you may be playing with. After scoring a feature with a follower or special figure that has a disc under them, then each disc is returned to the owner's supply.

Final Scoring

No points are awarded for having a Wooden Disc in play or in your supply. Remember to take in effect any farmers that may be upgraded or downgraded when scoring the farms.

Additional Rules with Other Expansions

Princess and Dragon

- An upgraded follower or special figure cannot be visited by the dragon.
- A downgraded follower or special figure cannot contain the fairy.
- A follower with the fairy cannot be downgraded.

Tower

- You may not use a tower to capture a figure that has been upgraded.
- A figure that has been downgraded³ may be captured if it is 1 tile further away from the tower's reach.

Version History

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³ In this case, the disc under the figure is returned to the owner's supply.