



THE THIEF

A THIEF STALKS THE MARKET. CAN YOU MANIPULATE HIM IN TANDEM WITH THE CONSUL TO SERVE YOUR OWN AIMS?.

SETUP

DURING SETUP, PLACE THE THIEF PAWN ON THE SAME SPACE AS THE CONSUL PAWN. PLACE THE THIEF TILE NEAR THE BOARD.

MOVING THE THIEF

WHENEVER A CLIENT IS MOVED BY A PLAYER, THE THIEF PAWN IS MOVED AN EQUAL NUMBER OF SPACES IN THE SAME DIRECTION.

EFFECT OF THE THIEF

WHENEVER THE THIEF PAWN STOPS IN FRONT OF A STALL HOLDING GOODS, HE STEALS ONE GOOD CUBE FROM THE TILE. THE PLAYER WHO MOVED THE THIEF CHOOSES THE GOOD AND PLACES IT ON THE THIEF TILE.

ARRESTING THE THIEF

WHENEVER A PLAYER MOVES THE CONSUL PAWN TO THE SAME SPACE AS THE THIEF PAWN, THEY SCORE REPUTATION POINTS EQUAL TO THE TOTAL NUMBER OF GOODS CUBES ON THE THIEF TILE. THE GOODS CUBES ARE THEN RETURNED TO THE RESERVE.

HOWEVER, IF THE THIEF PAWN MOVES TO THE SAME SPACE AS THE CONSUL PAWN, THERE IS NO EFFECT.

THE THIEF IS A MINI-EXPANSION FOR MASSILIA. THE BASE GAME IS NECESSARY TO PLAY WITH THIS EXPANSION.



1 THIEF
TILE



1 THIEF
PAWN