Carcassonne: Pirate Coast

Setup: Sort through the Coast tiles and remove any tiles you do not wish to use. I recommend reducing the total number of coast tiles to 7-12 depending on the number of expansions used.

The Coast: The coast is built at the beginning of the game. The two river exits may not be placed next to each other. After there are no remaining coast tiles, complete any rivers using the River expansions. After the shoreline is completed, no tiles may be placed in the same row as or below the coast.

Pirates: All features on or connected to the shore or the river, including farms, are considered coastal features. As soon as a coastal feature is completed, all followers are returned to their owners. If the feature is completed by the scoring player, they may then use a standard follower as a pirate. Pirates can be added to roads or cities occupied by other players, provided that the current player *does not* currently have a follower on that feature. Big meeples, traders, mayors, and phantoms may not be pirates.
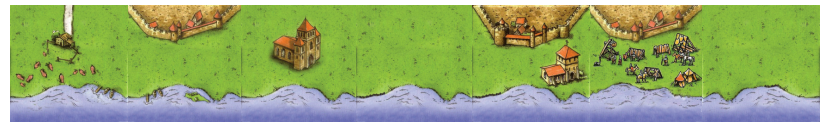
Jolly Roger: The player to place a tile with a pirate skull may remove one follower, owned by any player, from a coastal feature. If they do so, they may not place any followers that turn.

Scoring: Coastal roads, coastal cities, coastal cloisters and coastal cults are all scored normally. Coastal farms are scored as soon as they are completed, but earn only two points per city supplied.
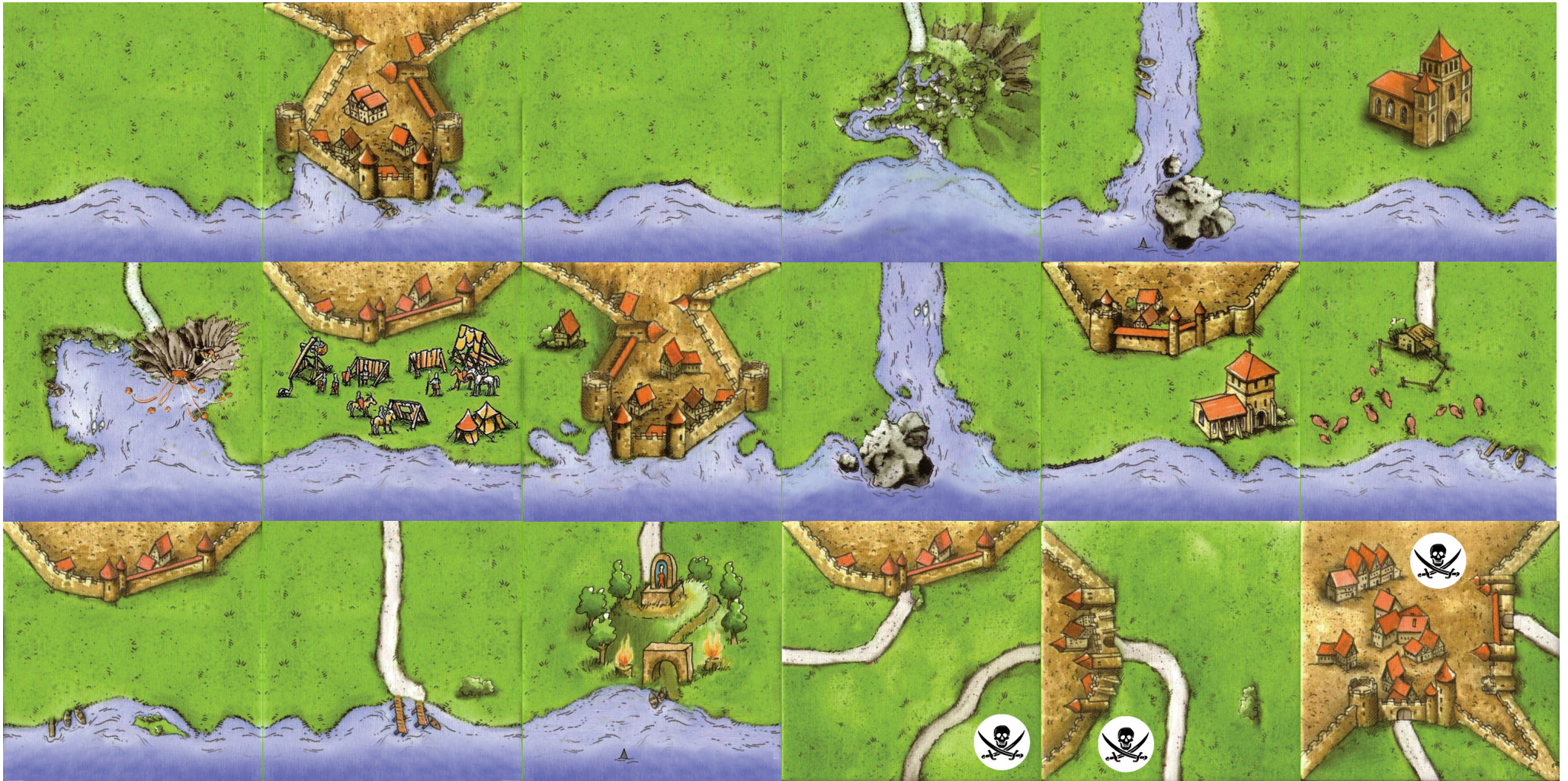
The following tiles contain two field segments:

The following tiles contain one continuous field:

Oversized