The call of the shepherd and the tinkle of bells are common sounds on the meadows outside the city walls of Carcassonne. Occasionally a sheep will wander from the fold and what shepherd wouldn’t search far and wide for a sheep that was lost?

**EXTRA PIECES**

- Six Shepherds (one in each colour)\(^1\).
- Thirty Sheep (five in each colour)\(^2\).

**ADDITIONAL RULES**

**Preparation**

At the beginning of the game, each player receives one shepherd and five sheep into their supply, each in their own colour. With the exception of the following rules, the basic rules for Carcassonne remain unchanged.

**1. Place a tile**

There are no new tiles in this expansion. However, there are some new rules for existing Carcassonne tiles which have depictions of sheep on them.

**2. Deploy a follower**

After laying a tile containing a section of field, a player may choose to deploy either their shepherd (upright) or one of their sheep to that section of field. At no time can a shepherd or sheep be placed on a section of field where the same player already has a sheep. A shepherd may only be placed onto a section of field that does not contain another player’s shepherd. However, a shepherd may be placed in a field that contains any player’s farmer or barn. When placing a sheep, it does not matter if the field contains a shepherd, sheep, farmer (with or without a pig), or barn of another player. It is especially beneficial to place a sheep on a tile, in a section of field with a depiction of sheep on the tile. Both shepherds and sheep generally stay on the board until the end of the game.

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\(^1\) It is suggested to glue a shepherds crook made from a paper clip or similar material to an extra regular figure from the Carcassonne base game.

\(^2\) Any sheep figures would be sufficient. It is suggested to use those from the game Agricola.
3. Score

The object of this expansion is to connect the field section containing your shepherd with as many field sections containing your sheep as possible. Neither the shepherd nor the sheep have any affect on the scoring of farmers or barns. Likewise, farmers and barns have no affect on the scoring of shepherds and sheep. No scoring takes place until the end of the game.

Final Scoring

At the end of the game, each player receives 5 points for each of their own sheep that is in play and connected to their shepherd. In addition, they receive 1 bonus point for each connected sheep that is played on a tile with a depiction of sheep\(^1\). No points are awarded for connecting a shepherd to a sheep of any other player. Any sheep that have been played, but not connected to that player's shepherd are considered lost. That player loses 3 points for each lost sheep. Likewise, if any lost sheep are placed on a tile, on a section of field with a depiction of sheep, that player loses an additional 1 point. Players neither score points nor lose points for sheep that remain in their supply and are not put into play.

Playing Shepherds with official expansions\(^4\)

The Princess and the Dragon: It is possible for both shepherds and sheep to be removed by the Dragon. However, both are protected by the fairy as the dragon cannot occupy the same tile as the fairy.

The Tower: It is possible for both shepherds and sheep to be taken captive by the tower, however, the captive sheep are removed from play and not returned to the player.

The Count of Carcassonne: Neither shepherds nor sheep can be placed into the city of Carcassonne.

Playing Shepherds with fan-made expansions\(^4\)

The Jester and the Minstrel: The shepherd is very attentive to his sheep and is not affected by either the Jester or Minstrel.

The Leper: The Leper takes a point from a player when it crosses the path of a shepherd, but not a sheep.

The Missionary: Shepherds may be converted by the Missionary, but sheep may not be converted.

The Black Tower: The same rules for the Tower apply to the Black Tower.

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\(^1\) As the one pictured below.

\(^4\) Available at the time that *Shepherds* was released.
Fairy Tales: (featuring the Big Bad Wolf): Sheep not connected to their own shepherd may be eaten by the Wolf, but those connected to their own shepherd are protected from the Wolf.

Archery Tournament: Shepherds do not compete in the Archery Tournament as they are busy protecting their sheep.

Drought and Pestilence: If a drought tile is placed onto a field containing either a shepherd or sheep or both, the shepherd and/or sheep are removed and returned to the player’s supply.

Fighters and Scholars: A shepherd may not gain levels.

Version History

1.0  Final revision
0.2  First edit, minor changes & added illustrations
0.1  First draft

Acknowledgements

- Thanks to Kevin Graham (LittleMisfit) and Scott Myers for permission to make this adaptation of Sheep & Shepherds.
- Many thanks to meepleater for providing the illustrations for this expansion.
- What would I do without Scott and Novelty and their help with corrections?
- Thanks to Derek Whaley (Whaleyland), Jonathan Warren (Joff), and JPutt927 for their encouragement and helpful comments on this expansion.
- Gantry Rogue (Gantry) for creating the Carcassonne Central web site where this fan-made expansion was developed and hosted, and for his comments, which contributed to the development of this expansion.
- Matthew Harper (mjharper) for the Completely Annotated Rules (CAR) for Carcassonne.
- Scott (Scott) for inspiring this terrific template, and Jonathan Warren (Joff) for making the original template upon which this one was based.