

Mansion

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Rooms

By default, each room is 4×5“ in size and floored with dirt if on the ground level, and with wood on any other level with 2 outside windows and no internal windows. The treasured item that the thief is after must be in the Trophy Room, if present. Otherwise in the Vault if one is present. If the mansion has neither Vault nor Trophy Room, then the treasured item is in the Master Bedroom.

- **Trophy Room**
 - Maximum 1
 - \$
- **Master Bedroom**
 - Required. Maximum 1
 - \$
- **Vault**
 - Maximum 1
 - \$
- **Corridor**
 - \$
- **Hallway**
 - \$
- **Stairway**
 - Required as needed
 - \$
- **Bedroom**
 - One bedroom is required for every 2 guests.
 - \$
- **Barracks**
 - One barracks is required for every 6 guards after the first 6.
 - \$
- **Foyer**
 - \$
- **Courtyard**
 - \$
- **Bathroom**
 - \$
- **Toilet**
 - One toilet is required for each floor.
 - \$
- **Guest Rooms**
 - One guest room is required for every 5 guests.
 - \$
- **Generator Room**
 - Required if there any electrical devices

- \$

Security

- **Candles**—May be snuffed out.
 - Light: 2—\$10
- **Torches**—May be snuffed out.
 - Light: 4—\$20
- **Gas Lights**—May be snuffed out but provide more illumination than torches.
 - Light: 6—\$30
- **Electric Lights**—Cannot be snuffed out, but may be turned off from a central generator.
 - Light: 8—\$100
- **Dirt Floor**—Default for rooms.
 - Sound: x1—\$0
- **Wood Floor**—Amplifies the sounds of footsteps.
 - Sound: x2—\$10
- **Marble Floor**—Amplifies the sounds of footsteps.
 - Sound: x3—\$25
- **Metal Floor**—Amplifies the sounds of footsteps.
 - Sound: x4—\$50
- **Moonlight**—At the beginning of a mission the Owner can declare one angle for moonlight to be entering from outside windows.
 - Light: 4 (from each appropriate window at the nominated angle only)

Equipment and Fixtures

- **Furniture**—May be hidden behind and interrupts light. Requires one success of 5 to climb over.
 - Light: x0.5—\$5
- **Generator**—For electrical devices
 - Sound: 8—\$100
- **Carpet**—Nullifies the sounds of footsteps.
 - Sound: x0—\$-5
- **Clock**—A distraction to guards.
 - Sound: 2—\$5
- **Rugs**—Nullifies the sounds of footsteps.
 - Sound: x0—\$-5

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