



Combination of “Barbarian Attack” with “Seafarers”

General:

- “Barbarian Attack” requires a continuous land surface where each coastal hex has a different number. With most of the “Seafarers” scenarios, this premise is hard to reconcile or cannot be reconciled at all. Scenarios that have no continuous land surfaces at all definitely won’t work.
- The following applies for all combinations of “Barbarian Attack” with “Seafarers” scenarios:

- Shipbuilding I: Unlike roads, you can build ships also on the edges of conquered hexes.
- Shipbuilding II: You cannot expand/modify a ship route if it originates at a conquered settlement or, respectively, is not connected to one of your own, unconquered settlements. In order that a ship route may be expanded, one of your ships must be directly adjacent to one of your own, unconquered settlements.
- The Robber and/or Pirate are never included in the game.
- Unless indicated otherwise, the number of Victory Points of the respective “Seafarers” scenario remains unchanged. (Note: You must focus on two things at the same time – the defense of the island, and shipbuilding/settling the island. This might make it more difficult for you to get the many additional Victory Points that can be obtained during the game, which would not occur if you had to focus on one of the two things only. The number of available resources is always the same, but in the combinations you have to decide if you would rather build ships or Knights (in addition to building roads/settlements, which is what you do anyway).

Heading for New Shores

- Playable. The main island is assembled according to the set-up of “Barbarian Attack.”
- Barbarians land on the main island only. Knights can only be placed and moved around on the main island.
- You can settle the four small islands according to the rules for the “Heading for New Shores” scenario. New barbarians will land on the main island even if you build a settlement or upgrade a settlement to a city on one of the small islands.

The Four Islands

- No meaningful play is possible (see above)

The Fog Island

- This is a difficult case, and playability is, therefore, reduced. Since the main island consists of coastal hexes only, “Barbarian Attack” becomes a slightly different game – there are only very few secure hexes, and the game may thus change from “defense against the barbarians” to “escape from the barbarians.”
- Changes to the set-up: Replace the hills hex showing the “12” with the castle hex. Add the number token “12” to the fields hex showing the “2.”

- The other rules for “The Fog Island” – also regarding the Victory Points – remain unchanged.

- Changes to the “Barbarian Attack:”

o During set-up, no barbarians are placed on the hex showing both the “2” and “12.”

o During the whole game, barbarians land on the main island only – never on the Fog Island.

o New barbarians will land on the main island even if you build a settlement – or upgrade a settlement to a city – on the Fog Island.

Barbarians land in Catan: Some numbers appear once and some twice. Each time you build a settlement or upgrade a settlement to a city, roll the dice until 3 new barbarians have landed on different terrain hexes of Catan. If a number is rolled that appears twice on the island, a barbarian moves onto one of the corresponding hexes. Both hexes must be filled evenly with barbarians. If both hexes have the same number of barbarians (or no barbarians at all), the player who rolled the dice decides which hex the barbarian is placed on.

Recommendation: We suggest that during the set-up phase each player first builds a settlement and then a city; this would help the game pick up the pace a little quicker.

Through the Desert

- Playable.

- Changes to the set-up:

The set-up of the terrain remains unchanged, except for the following modifications:

o Replace the western (left) desert hex with the castle hex.

o Place the number tokens of the main island (without the land north of the desert belt) as follows, starting with the hills hex on the upper left and continuing with the next row underneath, moving from left to right, and so forth:

Hills “9,”

Mountains “8,” hills “2,”

Pasture “12,” fields “5,” forest “4,” fields “8,” forest “5,”

Fields “10,” hills “6,” forest “9,” mountains “3,”

Pasture “4,” hills “11,” pasture “6.”

Each number on the coastal hexes thus appears exactly one time.

- The other rules for “Through the Desert” remain unchanged.

- Changes to “Barbarian Attack:”

o During the whole game, barbarians land on the main island only – never on the foreign territories.

o New barbarians will land on the main island even if you build a settlement – or upgrade a settlement to a city – on the foreign territories.

The Forgotten Tribe

- Playable.

- Changes to the set-up:

The following changes are made when setting up the main island:

o Replace the northwestern (upper left) fields hex with a pasture hex.

o Replace the western (center left) pasture hex with the castle hex.

o Replace the eastern (center right) mountains hex with a desert hex.

o Rearrange the number tokens of the main island. 1st row, starting with the northeastern pasture hex (upper left): Pasture “9,” forest “8,” mountain “10,”

hills “3,” forest “4,” mountains “2;” 2nd row, starting with the hills hex (center left): hills

“4,” pasture “8,” fields “5,” forest “6;” 3rd row, starting with the southwestern forest hex

(lower left): forest “12,” fields “6,” mountains “5,” pasture “2,” hills “11,”

fields “12.”

- Thus, the “2” and the “12” each appear twice on the coastal hexes of the main island, and all other numbers one time each.
- At the beginning of the game, 1 barbarian is placed on each of the four hexes showing a “2” or “12.”
- Of course, the four Development Cards used in this combination are taken from the Development Card set of “Barbarian Attack.” If you reach one of these cards, you must immediately reveal and resolve it.
- The other rules for “The Forgotten Tribe” remain unchanged.
- Changes to “Barbarian Attack:”
- If a “2” or “12” is rolled, a barbarian is placed on each of the two corresponding hexes.

Cloth for Catan

- Because there is no continuous land surface, no meaningful play is possible.

The Pirate Islands

- Pirates and barbarians – not an easy lot for the Catanians. But it can be done.
- Changes to the set-up:
 - Replace the pasture hex showing the “12” with the fortress hex. Replace the forest hex northeast of the fortress hex with a pasture hex.
 - Rearrange the number tokens, starting with the fields hex in the Northwest of the main island:
 - Fields “10,” hills “4,”
 - Mountains “5,” forest “9,”
 - Forest “2”+“12,” pasture “8,” pasture “5,”
 - Fields “6,” hills “9,” fortress,
 - Pasture “11,” forest “5,” pasture “9,”
 - Mountains “8,” forest “4,”
 - Fields “3,” hills “10.”
- Rule changes to “The Pirate Islands:”
 - The card set of “Barbarian Attack” is used for play. No cards are removed, not even in a three-player game.
 - Warships: If you reveal a “Knightly Consecration” card, you additionally may convert a ship into a warship. Once the card stack is depleted, reshuffle it according to the rules for “Barbarian Attack.”
 - Ships / warships: You may build ships or convert them into war fleets, respectively, only as long as the coastal settlement on the west coast is not conquered.
- Rule changes to “Barbarian Attack:”
 - Special Preparation: No barbarians are placed on the hex showing the “2”/ “12.”
 - Set-up phase: No city is built.
 - Barbarians land in Catan: Barbarians land only on the main island in the East. Some numbers appear there once and some twice. Each time you build a settlement or upgrade a settlement to a city, roll the dice until 3 new barbarians have landed on different terrain hexes of Catan. If a number is rolled that appears twice on the island, a barbarian moves onto one of the corresponding hexes. In this case, both hexes must be filled evenly with barbarians. If both hexes have the same number of barbarians (or no barbarians at all), the player who rolled the dice decides which hex the barbarian is placed on.
 - New barbarians will land on the main island even if you build a settlement or upgrade a settlement to a city on the Pirate Island.
 - However, no barbarians land on the main island for the recapture of the pirate fortress.

- End of the game: The game ends when a player has conquered the pirate fortress of the color he is represented by and has at least 12 Victory points.

The Wonders of Catan

- Changes to the set-up:

- The center area of the main island is assembled in a slightly different way:

In the row with the mountains hex "12" in the West, from left to right:

Hills (11), fields (6), fields (10), mountains (6), pasture (3), forest (9).

In the row with the mountains hex (3) in the West, from left to right:

Mountains (3), fields (4), castle hex, pasture (5), hills (4). Place the number token "12" on the pasture hex showing the "2."

- Changes to "The Wonders of Catan:"

o The Wonder can be built only as long as the building requirements are met. If this is no longer the case, building is interrupted and may be continued only when those requirements are met again.

- Changes to "Barbarian Attack:"

o Special Preparation: 12 barbarians are placed on each desert hex. These hexes already count as conquered. The barbarians landing in Catan are withdrawn in equal proportions from these desert hexes. If the desert hexes contain identical numbers of barbarians, the active player decides from which desert hex to withdraw a barbarian. (Therefore, a settlement next to the desert is not protected from being conquered!)

o Barbarians land in Catan: During the whole game, barbarians land on the main island only – never on the two small islands in the Southeast and Northwest.

o Barbarians land in Catan: New barbarians will land on the main island even if you build a settlement – or upgrade a settlement to a city – on one of these small islands.

Barbarians land in Catan: Some numbers appear once, some twice, and some even three times. Each time you build a settlement or upgrade a settlement to a city, roll the dice until 3 new barbarians have landed on different terrain hexes of Catan. If a number is rolled that appears two or three times on the island, a barbarian moves onto one of the corresponding hexes. In this case, both hexes must be filled evenly with barbarians. If the two or three hexes all have the same number of barbarians (or no barbarians at all), the player who rolled the dice decides which hex the barbarian is placed on.

- End of the game: The game ends when a player has finished building his Wonder, or has attained 12 Victory Points and his Wonder has reached a higher building level than his game partners.

New World

- No meaningful play is possible.

Version 1 dated 03/23/2008, by Sebastian Rapp and Klaus Teuber