

Combination of *Legend of the Sea Robbers* with *Cities & Knights*,

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Introduction

Legend of the Sea Robbers is an expansion of the *Seafarers* expansion and was developed in celebration of the 20th anniversary of the *Seafarers* expansion.

Legend of the Sea Robbers consists of 4 chapters. In most cases, combining *Seafarers* scenarios with the *Cities & Knights* expansion works well; however, not all chapters or scenarios of the *Legend of the Sea Robbers* expansion can easily be combined with *Cities & Knights*. Below we give you our opinion on the individual chapters’ suitability for combination with *Cities & Knights* and recommend, for each chapter, small but useful modifications to obtain a more fluid gameplay.

General

If you combine a chapter of the *Legend of the Sea Robbers* expansion with the *Cities & Knights* expansion, the rules described in the section “Seafarers of Catan Variant” on page 13 of the *Cities & Knights* rules booklet apply.

According to the *Legend of the Sea Robbers* rules, you build 3 settlements. Because in *Cities & Knights* you also build a city during the set-up phase, in each scenario of a chapter you place a city instead of your second settlement.

Characteristics of the Individual Scenarios when Combined with *Cities & Knights*

Chapter 1 – The Castaways

In the scenario of chapter 1, from the beginning until halfway through the game the chances of obtaining ore are minimal. It isn't until the second half of the game that you have ways and means to obtain larger amounts of ore. Since at the beginning of *Cities & Knights* it is particularly important to build knights to defend your own city or cities against the barbarians, we do not recommend combining chapter 1 with *Cities & Knights*. If you want to try it anyway, each player should be allowed to start with an inactive knight: After building his/her city, each player places a knight on an unoccupied intersection adjacent to one of his/her roads or ships.

We recommend that to win the game, a player must reach 14 or more victory points on his or her turn.

Chapter 2 – The Attack

In the scenario of chapter 2, ore production from the mountains hexes is also poor, but you can obtain additional ore production from bog iron ore mining in the pastures. However, if you have a settlement adjacent to a pasture hex and you choose to take 1 ore when the number of that hex is rolled, you forfeit 1 wool. Like ore, you need wool to build knights and units (gold miners) and, importantly, to build ships. With the following additional rules, the combination should work well though:

- Each player starts with an inactive knight, which – after building his/her city – he/she places on an unoccupied intersection adjacent to one of his/her roads or ships.
- Place 6 bog iron ore tokens on each pasture hex.
- If you have a city adjacent to a pasture hex and the number of that hex is rolled, you choose between an ore card and a wool card; the second card you receive is the commodity “cloth.”

We recommend that to win the game, a player must reach 15 or more victory points on his or her turn.

Chapter 3 – The Battle Against the Sea Robbers

In the scenario of chapter 3, you build catapults to defeat the sea robbers. A catapult costs 1 ore and 1 lumber. The mountain hexes should supply sufficient ore to build both knights and catapults. However, there will nevertheless be a lack of ore. With the following additional rules, the combination should work well though:

- Each player starts with an inactive knight, which – after building his/her city – he/she places on an unoccupied intersection adjacent to one of his/her roads or ships.
- After building his/her first coastal settlement, each player chooses a 2:1 harbor token from the supply and places it adjacent to this settlement.

We recommend that to win the game, a player must reach 16 or more victory points on his or her turn.

Chapter 4 – The Spice Islands

“The Spice Islands,” the scenario of chapter 4, can easily be combined with *Cities & Knights*. We don’t think that any modifications are required.

Please note: The city walls from *Cities & Knights* and the trade options from “The Spice Islands” complement each other. For example, if you have 2 city walls and 2 trade options, your hand may contain up to 15 resource cards without being penalized when a “7” is rolled.

We recommend that to win the game, a player must reach 17 or more victory points on his or her turn.

“Spices for Catan” Variant

The “Spices for Catan” variant is the core of the scenario in chapter 4. This variant can easily be combined with some scenarios of the *Seafarers* expansion, too – also together with the *Cities & Knights* expansion. [Here](#) you can find more about this topic.

How to Use the Friend Cards from “Legend of the Sea Robbers” when Playing in Combination with “Cities & Knights”

Jerok the Smith

Since “Cities & Knights” does not include development cards, the following applies when you use Jerok the Smith: *“When you build a basic knight or promote a knight, only pay 1 wool.”*

Oda the Healer

When you use Oda: If you do not receive resources when the dice are rolled for production (and the dice roll is not a “7”), take any 1 resource of your choice. If you have the Aqueduct, take any 1 additional resource of your choice.

Wulf the Nightmare

Since “Cities & Knights” does not include development cards, the following applies when you use Wulf the Nightmare: *“If you use a knight to chase away the robber, you may move the robber twice in a row. Each time you move him, steal 1 resource card from an affected player.”*

Lias the Pickpocket

In “Cities & Knights,” a player’s hand also contains commodity cards. If you use Lias, alternatively you may steal a commodity card from an opponent’s face-down hand.

Reiko the Strong

If a “7” is rolled and you use Reiko, your hand may contain 4 more resource cards (in combination with C&K, these cards may also be commodities) than allowed. If you have city walls, the protection they offer also counts. For example, if you have 3 city walls and you use Reiko, your hand may contain 17 resources and commodities without being penalized when a “7” is rolled.