**Grain Ship**
During your turn, you may trade 2 grain for any 1 other resource as often as you wish.

**Lumber Ship**
During your turn, you may trade 2 lumber for any 1 other resource as often as you wish.

**Brick Ship**
During your turn, you may trade 2 brick for any 1 other resource as often as you wish.

**Wool Ship**
During your turn, you may trade 2 wool for any 1 other resource as often as you wish.

**Austin**
If you hit my left cheek, don't even think you'll have time to hit the right one too.

**Harald**
I knock you out faster than you can curse the word "strategos" in this town.

**Inga**
The gods are expecting more offerings, and they expect you to hand them over to me!

**Osmund**
When it comes to gold and women, friendship wins. And it also wins when it comes to power.
Actually, friendship never lasts very long.

**Candamir**
A well sharpened axe is a tried and tested starting position for a successful conversation.
SIGLIND
Turning men into heroes belittles the importance of being a hero.

BRIGITTA, the WISE WOMAN
Play this card before rolling the dice. Choose the result of the production dice roll.

BRIGITTA, the WISE WOMAN
Play this card before rolling the dice. Choose the result of the production dice roll.

RELLOCATION
You may exchange 2 of your own regions or 2 of your own expansion cards. Resources stored on regions may not be changed and card placement rules must be followed.

SCOUT
Play this card when building a settlement. Take 2 cards of your choice from the region card stack. Reshuffle the region card stack.

SCOUT
Play this card when building a settlement. Take 2 cards of your choice from the region card stack. Reshuffle the region card stack.

MERCHANT CARAVAN
Discard exactly 2 of your resources and take any 2 resources of your choice in return.

MERCHANT CARAVAN
Discard exactly 2 of your resources and take any 2 resources of your choice in return.

GOLDSMITH
Discard 3 gold and take any 2 resources of your choice in return.
**Goldsmith**
Discard 3 gold and take any 2 resources of your choice in return.

**Yule**
Shuffle the event card stack as performed at the start of the game. Afterwards, draw an event card again.

**Year of Plenty**
Each region gets 1 resource for each adjacent Storehouse and Abbey, provided that storage space is available.

**Fraternal Feuds**
The player who has the strength advantage selects 2 cards from the opponent’s hand and returns them to the bottom of the matching draw stack.

**Invention**
Each player gets one resource of his choice for each building with a progress point – up to a maximum of 2 resources.

**Year of Plenty**
Each region gets 1 resource for each adjacent Storehouse and Abbey, provided that storage space is available.

**Feud**
The player who has the strength advantage selects 3 of his opponent’s buildings. The opponent must remove one of them and return it to the bottom of a matching draw stack.

**Traveling Merchant**
Each player may take up to 2 resources of his choice, paying 1 gold per resource.

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**Traveling Merchant**
Each player may take up to 2 resources of his choice, paying 1 gold per resource.

**Trade Ships Race**
The player who owns the most trade ships receives any 1 resource of his choice. In case of a tie, each player receives any 1 resource of his choice (each must have at least 1 trade ship).

**The Era of Gold**

**Storehouse**
Build 3 other resources on the 2 neighboring regions when the event "Bribe and Attack" is rolled.

**Toll Bridge**
Event "Huntful Harvest": You receive 2 gold.

**Gold Cache**
The Gold Cache may also be used to store the gold you received. When the event "Bribe and Attack" is rolled, the gold in the cache is neither counted nor stolen. Requires: Here with at least 1 strength point.

**Pirate Ship**
Your opponent must remove 1 trade ship of his choice from his principality and place it on the discard pile. Event "Huntful Harvest": You receive 1 gold.

**Large Trade Ship**
You may trade 2 resources of the left or right neighboring region for any 1 other resource of your choice.
**Merchant Guild**
- Money can't buy you happiness. But taking it away from others can.

**Moneylender**
- If you have the trade advantage and the event "Freak" is rolled on the event die, you may take 2 resources of your choice from your opponent.

**Harbor**
- As long as at least 3 trade ships are placed in your principality, the Harbor is worth 1 victory point.

**Trading Base**
- The Marketplace and the Harbor receive a second merchandise point.

**Mint**
- Once per each of your turns, you may use this Mint to trade 1 gold for 1 other resource of your choice.

**Staple House**
- If you build the Staple House, you immediately receive 2 resources of your choice. Requires: Merchant Guild.
**SALT SILO**
Each of your trade ships is worth 1 more commerce point.

**TRADE MASTER**
You immediately receive 2 resources of your choice from your opponent.
Requires: Merchant Guild.

**TRADE MASTER**
You immediately receive 2 resources of your choice from your opponent.
Requires: Merchant Guild.

**MERCHANT**
Take up to 2 resources of your choice from your opponent and give him 1 resource of your choice in return.
Requires: 3 commerce points or city.

**MERCHANT**
Take up to 2 resources of your choice from your opponent and give him 1 resource of your choice in return.
Requires: 3 commerce points or city.

**REINER THE HERALD**
Play this card before rolling the dice and determine the next Celebration.
You receive 1 additional resource for the Celebration.

**GOLDSMITH**
Discard 3 gold and take any 2 resources of your choice in return.

**BRIGANDS**
You may take as many resources of the same type from your opponent as 1 of your regions can accommodate.
Requires: Strength advantage.

**GUDRUN, TERROR OF THE SEAS**
For each of your Pirate Ships, your opponent must give you up to 2 gold.
**Irmgard, Keeper of the Light**

If you lose a card of your principality due to an event or an action, you receive any 1 resource of your choice.

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**Chapel**

If 1, 2, or 3 is rolled with the production die, the event Risk does not apply to you.

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**Chapel**

If 4, 5, or 6 is rolled with the production die, the event Risk does not apply to you.

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**Fairgrounds**

If you have more skill points than your opponent, you immediately receive 3 resources of your choice after building the fairground.

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**Hedge Tavern**

In the neighborhood, word has it that more people were seen going inside than coming out.

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**Hedge Tavern**

In the neighborhood, word has it that more people were seen going inside than coming out.

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**Tithe Barn**

After building the Tithe Barn, you immediately receive either grain or wool — that is, one of the chosen resources for each of your heroes.

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**Large Festival Hall**

Just a moment!

Didn't the estimate specify a much bigger tower?

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**Fire Brigade**

This city's buildings are safe from the flames.
**Traitor**

Your opponent must show you all the cards in his hand. You may add 1 of them to your hand. (in the Tournament Game, only units and action cards)

*Requires: Hedge Tavern.*

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**Riots**

A player who has 1 or 2 units with strength points or commerce points pays 1 gold. A player who has more than 2 of these units pays 2 gold. If a player doesn’t pay, he must remove one of these units and return it in the bottom of a matching draw stack.

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**Feud**

The player who has the strength advantage selects 5 of his opponent’s buildings. The opponent must remove one of them and return it to the bottom of a matching draw stack.

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**Chief Cannoneer**

I’ll show you how to produce a romantic castle ruin. *Requires: University.*
**Chief Cannoneer**
I'll show you how to produce a romantic castle ruin. Requires: University.

**Town Hall**
Place the Town Hall on your Parish Hall. At the end of your turn, you no longer pay for choosing a card.

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Place the Town Hall on your Parish Hall. At the end of your turn, you no longer pay for choosing a card.

**University (1x)**
Formerly, there was a hodge-tavern here. Now there are two of them next door. Requires: Abbey or Library.

**University (1x)**
Formerly, there was a hodge-tavern here. Now there are two of them next door. Requires: Abbey or Library.

**Library**
When you build the Library, you may immediately choose a card from a draw stack.
(Tournament: from your own stack).

**Library**
When you build the Library, you may immediately choose a card from a draw stack.
(Tournament: from your own stack).

**Pharmacy**
When the event Plague occurs, you receive any resource of your choice. You receive this resource whether you previously lost resources or not.

**Pharmacy**
When the event Plague occurs, you receive any resource of your choice. You receive this resource whether you previously lost resources or not.
**Benjamin the Traveling Scholar**
You may choose 1 card from the discard pile (Tournament from your opponent’s discard pile). Requires: Town Hall or fewer victory points than your opponent.

**Guido the Ambassador**
You may choose 1 card from the discard pile (Tournament from your opponent’s discard pile). Requires: Library or fewer victory points than your opponent.

**Gustav the Librarian**
You may choose 1 card from the discard pile (Tournament from your opponent’s discard pile). Requires: Library or fewer victory points than your opponent.

**Doctor**
Each region bordering your Bath House receives 1 resource. If you have various Bath Houses, you may only use 1 of them.

**Doctor**
Each region bordering your Bath House receives 1 resource. If you have various Bath Houses, you may only use 1 of them.

**Brigitta, the Wise Woman**
Play this card before rolling the dice. Choose the result of the production die roll.

**Relocation**
You may exchange 2 of your own regions or 2 of your own expansion cards. Resources stored on regions may not be changed and card placement rules must be followed.

**Plague**
Every region bordering a city loses 1 resource.
**Plague**
Every region bordering a city loses 1 resource.

**Plague**
Every region bordering a city loses 1 resource.

**Invention**
Each player gets any 1 resource of his choice for each building with a progress point – up to a maximum of 2 resources.