



Possible Combinations of “Traders and Barbarians” with Other Expansions

Combinations with “Cities and Knights”

Barbarian Attack - Cities and Knights

It’s a challenging endeavor – but perfectly playable.

Set-up:

- Set up the game according to the instructions for “Barbarian Attack.”
- The barbarian hex and the barbarian fleet are not required.
- The Knights from “Traders & Barbarians“ are not required.
- The card set for “Barbarian Attack” is not required.

The basics regarding gameplay:

- Except for the following changes to the rules, all rules from “Cities & Knights” and “Barbarian Attack” continue to apply. The barbarians are used according to the rules for “Barbarian Attack.” You fight them with the Knights from “Cities & Knights”, which are also used according to the rules for “Barbarian Attack.”
- Set-up phase: Is identical for both games, hence no change required.
- Rolling the dice: Roll the three dice from “Cities & Knights.” If the “black ship” symbol is rolled, a barbarian is placed on the coastal hex showing the number rolled, provided that there are less than 3 barbarians on this hex.
- Trading / Gold: Gold can only buy you resources, not commodities.

Building:

- City wall: A city wall does not protect you from being conquered by barbarians.
- Knights: You must pay for Knights according to the rules for “Cities & Knights,” but you place them on an unoccupied path of the castle hex according to the rules for “Barbarian Attack.” Knights are always placed on paths, never on intersections.
- City expansions: Each time a city expansion is performed, the dice are rolled and a barbarian is placed on the coastal hex showing the number rolled, provided that there are less than 3 barbarians on this hex.
- Metropolis: A Metropolis can not be conquered. Maybe it stops to produce, but its Victory Points are not lost if the Metropolis is surrounded only by sea hexes and conquered coastal hexes. But if the player doesn’t own another, unconquered city, such a “quasi-conquered” Metropolis cannot be expanded further.

Knight actions / Battle against the barbarians:

- Relocating: Each Knight may move over a distance of up to 3 paths per turn (after trading and building), regardless if he is active or passive. He doesn’t have to move along a player’s own roads but may roam the island freely. An active Knight may continue to move for a distance of up to 2 additional paths before it is deactivated.
- Relocating and displacing: An active Knight can displace a weaker Knight; this deactivates the weaker Knight. A Knight cannot move over a distance of more than 3 paths and, at the same time, displace a Knight.
- For the battle against the barbarians, each active Knight is worth the Victory Points that correspond to his strength. Participation in a battle deactivates an active Knight. In order to defeat the barbarians, the activated Knights participating in the battle must together have more Strength Points than there are barbarians on the game area.
- Distribution of prisoners after a victory: Takes place as described in “Barbarian Attack.” If there is a prisoner left over, it goes to the player who has contributed to victory with the most Strength Points.
- Losses after a victory: If the die roll indicates a Basic Knight, it is removed from the game board; if the die roll indicates a Strong Knight, it is downgraded to a Basic Knight if available. If no Basic Knight is available, the Strong Knight is removed from the game board. If the die roll implies a Mighty Knight, it is downgraded to a Strong Knight or, if no Strong Knight is available, to a Basic Knight. If the Powerful Knight can not be downgraded at all, it is removed from the game board. The affected player receives a compensation of 3 gold, whether or not a Knight is removed or downgraded.

Barbarians:

Each 3 prisoners owned by a player are worth 1 Victory Point. The number of barbarians is not limited to those 36 contained in “Traders & Barbarians.” Should they run out of barbarians, the players may exchange 3 barbarians for 1 “Savior of Catan” card or “take note” of the Victory Points by means of the trade tokens from “Traders & Barbarians.”

Changes concerning cards:

- Inventor: You may exchange only 2 of the 5 black numbers at the center of the island.
- Bishop: Choose a hex. Draw a card from each player who has an (unconquered) settlement or city adjacent to this hex.
- Intrigue: Remove 1 barbarian from any hex of your choice and add him to your prisoners. o
Deserter: The new Knight is placed on the spot where the removed Knight stood before.
- Merchant: If the corresponding terrain hex is conquered, you also lose the merchant.

End of the game:

As always, the game ends when a player has attained 13 Victory Points.