

KLAUS TEUBER

# CATAN

## TRADERS & BARBARIANS

EXPANSION

### COMBINING BARBARIAN ATTACK WITH TRADERS & BARBARIANS

#### SETUP

Create the board according to the Barbarian Attack scenario with the following changes:

- Return 1 forest, 1 pasture, and the desert to the box. They are not used in this scenario.
- Place the 3 commodity hexes and 9 “X” markers in their normal locations. Place the castle hex in its normal location.
- Collect 2 hills, 1 forest, 2 pastures, 2 fields, and 1 mountain hex. Randomly place them in the gray coastal area of the board.
- Collect 1 hill, 1 forest, 1 pasture, 2 fields, and 2 mountain hexes. Randomly place them in the white inner area.
- Place the number discs as shown. The castle commodity hex and the glassworks hex receive the number 12 disc and the number 2 disc, respectively.

Complete the setup according to the rules presented in both scenarios, with the following clarifications:

- Return the Longest Route bonus VP tile, the Largest Army bonus VP tile, and the robber to the box. They are not used in this game.
- Use the Barbarian Attack development cards. Return the Traders & Barbarians development cards to the box.
- Place 1 barbarian on the castle commodity hex and 1 barbarian on the glassworks. Do not place any other barbarians.



# RULES

The game is played normally, using all the rules from both scenarios, with the following changes.

## RULES CHANGES TO BARBARIAN ATTACK

- When you place a barbarian on a coastal hex, associate it with an edge or interior path. So, the barbarian is on the hex, but also next to an edge or path. If you need to place a barbarian and all the hex's edges and paths have an associated barbarian already, place the barbarian at the center of the hex.
- Each edge or path may only have 1 barbarian associated with it. The 2 barbarians placed during setup are not associated with an edge or path. They are placed at the center of the commodity hexes.
- If barbarians conquer a commodity hex, the number disc is turned face down, no more barbarians may be added to the hex, and the hex no longer produces resources during the Production phase. Commodity delivery and pick up are not affected.

Treason: When you move 2 barbarians, you may place them on any unconquered hex, including hexes in the center of the island. Each barbarian must be associated with an edge or a path.

## RULES CHANGES TO TRADERS & BARBARIANS

- Resolve a 2 or 12: Do not reroll the dice. Place a barbarian on the coastal hex with that number.
- Resolve a 7: Hexes do not produce and players "Discard Resources" as normal. Do not move a barbarian. Steal 1 random resource card from another player.
- Drive off a barbarian: When you successfully drive off a barbarian during the End of Turn phase, place the barbarian on any unconquered hex. The barbarian must be associated with an edge or a path.

## WINNING THE GAME

If you have **14 or more VPs** at any point during your turn, the game ends and you are the winner!

