



CATAN

Explorers & Pirates

Combination with Traders & Barbarians Expansion

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a. Friendly Robber

Since there is no robber in *Explorers & Pirates*, a combination is not possible.

b. Catan Event Cards

Many cards refer to game components such as the robber, knight cards, or harbors, which do not exist in *Explorers & Pirates*. Even so, you can use the cards if you ignore the events and only consider the depicted numbers.

c. Harbormaster

Since there are no harbors in *Explorers & Pirates*, this variant makes no sense.

d. The Fishermen of Catan

This scenario combines well with *Explorers & Pirates* if the following modifications are made:

- The 6 fishing grounds are placed at the locations marked with arrows. If you also want to include the lake, place it on the space marked with the “12” and remove a mountains hex from the terrain hexes designated for the starting island instead.
- Changes in the actions performed with fish tokens:
 - For 2 fish, you may ignore the pirate ship, meaning that all your ships may move past the pirate hex without having to pay gold.
 - For 5 fish, you may build a road instead of a ship.
 - For 7 fish, you may move one of your ships a second time.
- Since fish do not count as resources, you also receive gold if you have caught a fish but didn't receive resources.



e. The Rivers of Catan

In theory, this scenario can be combined with *Explorers & Pirates*. The same rules that apply to the gold you receive in *Explorers & Pirates* when you don't obtain resources via the production roll also apply to the gold you receive via the rivers.

However, because of the 2 swamplands forming part of the 2 rivers, 2 terrain hexes would have to be removed, that is, 2 terrain hexes on the starting island would not produce. In addition, the swampland of the longer river would occupy an area where a harbor settlement could be built, which, in a 4-player game, would put one of the players at a disadvantage. Therefore, I'd advise against combining this scenario with *Explorers & Pirates*. If nevertheless you want to try this combination in a 2- or 3-player game, you should place the rivers so that the swampland of the shorter river occupies the upper hex space marked with an "11" and the swampland of the longer river occupies the hex space marked with a "5". In this case, remove the terrain hexes of the type depicted on the rivers as well as 1 mountains hex and 1 pasture hex from the terrain hexes designated for the starting island.

f. The Caravans

In theory, this scenario can be combined with *Explorers & Pirates*. However, I'd advise against it, because the starting island in *Explorers & Pirates* is smaller than the starting island in *The Caravans*. But if you still want to give it a try, place the oasis hex on the space marked with the "12" and remove a mountains hex from the terrain hexes designated for the starting island instead. Since there is no Longest Road in *Explorers & Pirates*, the camels have no effect on roads.

g. Barbarian Attack and Traders & Barbarians

Only in combination with the *CATAN base game* can these two scenarios be played in a balanced fashion. There is no possibility of combining them with *Explorers & Pirates*.