

Maritime Trade

Cards in your hand:

- Gold Ship
- Ship Builder
- Siward the Scout

The stacks contain the following cards:

<p>Event cards:</p> <ul style="list-style-type: none">● Capricious Sea● Fortunate Trade Voyage (2x)● Trade Ships Race <p>Action cards:</p> <ul style="list-style-type: none">● Arsonist● Gero the Master Merchant● Guido the Ambassador● Gustav the Librarian● Hergild the Master Merchant● Maritime Trade Monopoly● Merchant● Merchant Caravan (2x)● Michael the Master Builder● Traitor <p>Road expansions:</p> <ul style="list-style-type: none">● Brigand Camp● Trading Post (2x)	<p>Settlement/city expansions:</p> <ul style="list-style-type: none">● Caravel● Grain Ship● Large Trade Ship (2x)● Lumber Ship● Olaf the Merchant Ship Captain● Ore Ship● Pilgrimage Site● Toll Bridge● Wool Ship <p>City expansions:</p> <ul style="list-style-type: none">● Bailiwick● Chapel (2x)● Harbor● Hedge Tavern● Lighthouse (2x)● Secret Brotherhood
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How to play the deck:

How you set up the regions does not matter here. First build Siward, then build the Ship Builder in the same settlement and the Gold Ship in the other settlement. Use Siward to view the 3 top cards of a stack, then draw another trade ship if possible. After you have built another ship, first expand and exchange cards in the process. Then, in the next settlements, build other ships or the Toll Bridge and the Pilgrimage Site. Build the Pilgrimage Site particularly if, via Siward, you found out about "impending" Good Neighbors or Religious Disputes. If your opponent plays an Era of Barbarians deck, you may want to quickly build a city and place a 3rd trade ship and the Caravel there. Through the Caravel and Siward, you may also be able to obtain the strength advantage if your opponent has less than 3 strength points in his deck. Otherwise, build the Caravel only in case of impending Barbarian Attacks and, in the cities, keep the spaces adjacent to the trade ships clear for the Lighthouses. If you fall behind, you can play Guido and

Gustav. Build the Trading Posts in such a way that the Large Trade Ships adjacent to the Lighthouses can trade resources of 3 possible regions at a 1:1 rate.

In the following list, all cards included in the stacks are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

<p>Basic cards:</p> <ul style="list-style-type: none"> ● Grain Ship ● Large Trade Ship ● Lumber Ship ● Merchant Caravan (2x) ● Ore Ship ● Wool Ship ● Toll Bridge <p>The Era of Gold:</p> <ul style="list-style-type: none"> ● Harbor ● Large Trade Ship ● Merchant <p>The Era of Turmoil:</p> <ul style="list-style-type: none"> ● Arsonist ● Chapel (2x) ● Hedge Tavern ● Traitor 	<p>The Era of Progress:</p> <ul style="list-style-type: none"> ● Guido the Ambassador ● Gustav the Librarian <p>The Era of Intrigue:</p> <ul style="list-style-type: none"> ● Michael the Master Builder ● Pilgrimage Site <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none"> ● Brigand Camp ● Gero the Master Merchant ● Hergild the Master Merchant ● Lighthouse (2x) ● Maritime Trade Monopoly ● Olaf the Merchant Ship Captain ● Trading Post (2x) <p>The Era of Barbarians:</p> <ul style="list-style-type: none"> ● Bailiwick ● Caravel ● Secret Brotherhood
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Variations:

Instead of the Toll Bridge, you can also add a Pirate Ship to your deck, in which case you would have to make sure that a Traitor doesn't steal it. Instead of the Chapels, which protect against Riots, you might also build Bath Houses or Arsenals, which protect against Plagues or, respectively, Brigand Attacks. To obtain more commerce points, you can also add the Salt Silo to your deck, although it is expensive. The Parish Hall would be an alternative to Siward - especially if you fear that you might not be able to build him. In this case, the Town Hall would also be an option, to be sure you can play Guido and to always be able to choose a card for free when exchanging cards at the end of your turn.