



Possible Combinations of “Traders and Barbarians” with Other Expansions

Combinations with “Traders and Barbarians” scenarios

The Fishermen of Catan - Barbarian Attack

- Playable
- The lake is not included.
- It is not possible to drive away the Robber by paying 2 fish. If you pay 2 fish, you may move one of your Knights over a distance of up to 5 hexes.
- You must not build a road next to a coastal hex conquered by the barbarians, not even if you pay fish.
- The same rules that apply for using harbors apply for using fishing grounds adjacent to conquered terrain hexes.