



## Possible Combinations of “Traders and Barbarians” with Other Expansions

### Combinations with “Traders and Barbarians” scenarios

#### The Fishermen of Catan - The Caravans

- Playable
- The lake replaces a forest hex. Place it next to an oasis. The number token “12” is placed next to the number token “2”. This hex produces if one of the two numbers is rolled.
- The game ends after a player has reached 12 or more Victory Points during his turn.