

Possible Combinations of “Traders and Barbarians” with Other Expansions

Combinations with “Traders and Barbarians” scenarios

Traders & Barbarians Ultimate

Ignasi and his friends created a blend of all 5 Traders & Barbarians Campaign scenarios:

- The Fishermen of Catan
- The Rivers of Catan
- The Caravans
- The Barbarian Attack
- Traders and Barbarians

- 1) Leave a space between the odd numbers in the sea frame to enlarge the playfield.
- 2) Remove 2 hills hexes, 2 mountains hexes, 1 pasture hex.
- 3) Roll a regular dice and the color dice. Assemble the game board according to the result in the illustration below and randomly fill the gaps with the remaining hexes. (Castles should be together for aesthetics questions).
- 4) Remove the “Longest Road”, and “Largest Army” cards. Add the “Harbormaster” card instead.
- 5) Play only with the development cards from “The Barbarian Attack.”

6) All number tokens are used in this scenario. Place the tokens starting from any corner hex and then, proceeding either clockwise or counterclockwise (the direction doesn't matter). Skip the hexes that do not produce resources (swamps, deserts, castles, etc.). If the corner hex you want to start from belongs to one these hex types, place the first number token on an adjacent hex that points in the desired direction. There are no initial barbarians in any hex.

7) In the set-up phase, place 1 settlement and 1 city.

8) The robber has now two effects: He prevents a hex from producing resources (it can be also placed on the lake or on the fishing frame), and he increases the number of movement points required to move the wagon by 2 (affecting the whole hex). Note that the robber can only be

moved by rolling a 7, by spending fish (off the board) or by using a wagon to force him away (in this case, it can only be placed in non-productive hexes).

9) Each player receives 5 coins; placing settlements and roads adjacent to a river gives no coins during the whole game, bridges placement gives still 3 coins.

10) When determining where to place a camel, only wool cards can be used for bidding.

11) With only one grain, you can speed up all your knights up to 5 movements (instead of 1 grain per knight). On the other hand, it is no longer possible to speed up your wagon by paying grain.

12) Crossing a river with your wagon costs you:

- 4 movement points if the wagon crosses without a bridge, • 1 movement point if the wagon crosses a bridge, and
- crossing a bridge costs one coin as roads do.

13) When barbarians attack, assign them to a side of the hex (only one per path, regardless the hex), they increase the movement cost to move the wagon of that path by two. If you force them away with your wagon, move them to another side of the same hex. Camels reduce by one the movement cost.

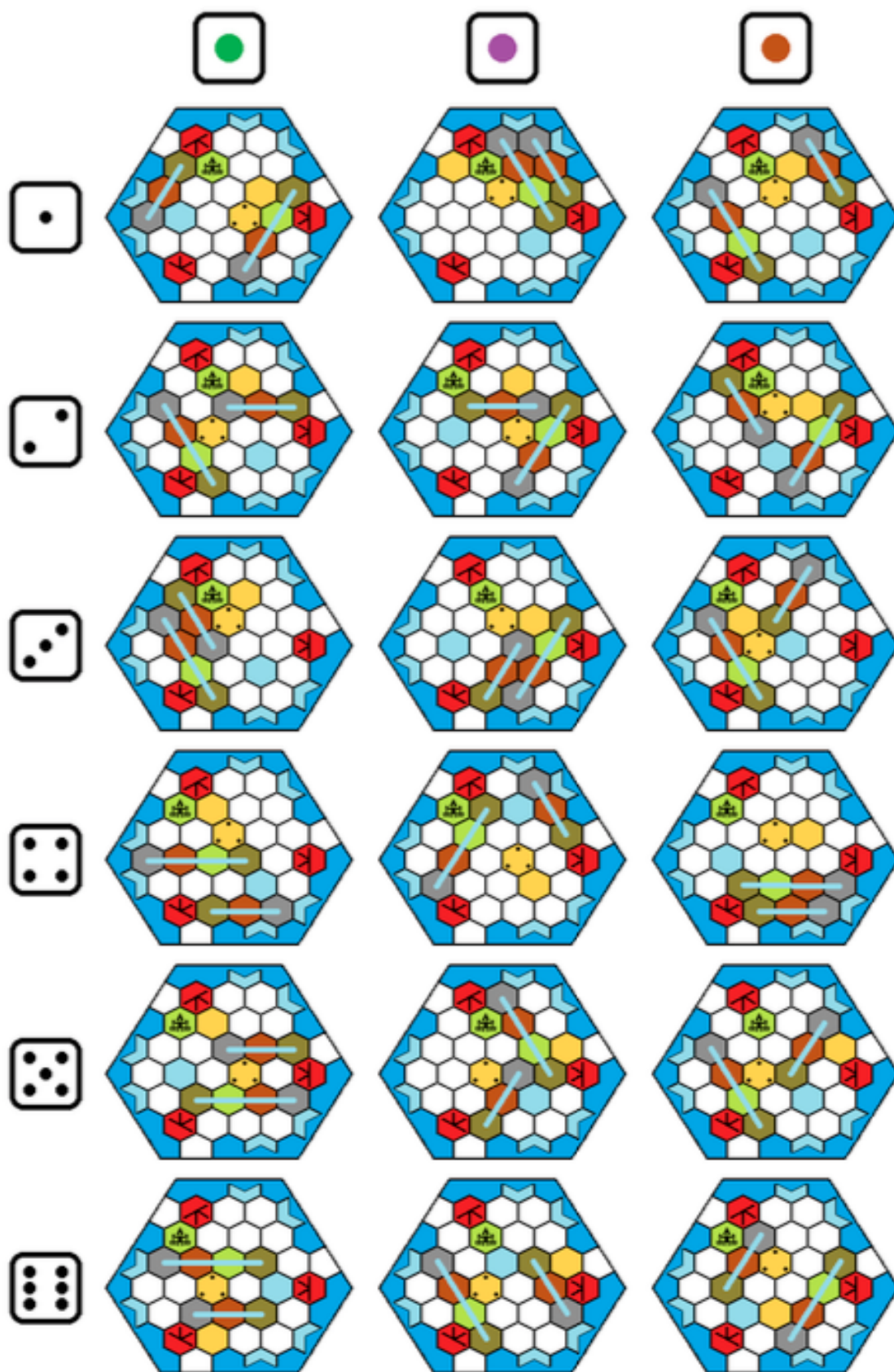
14) At the end of each turn, do the following:

1. Place camels
2. Move knights
3. Move wagon

15) The first player to reach 15 victory points wins.

16) Each player should record his/her victory points. It is suggested to play with a point track.

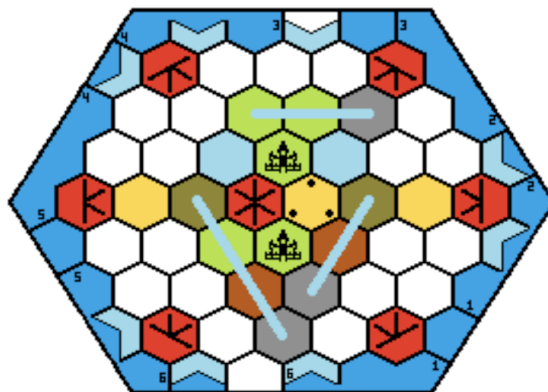
17) Apart from the modifications listed above, this scenario is played as described in the rules.

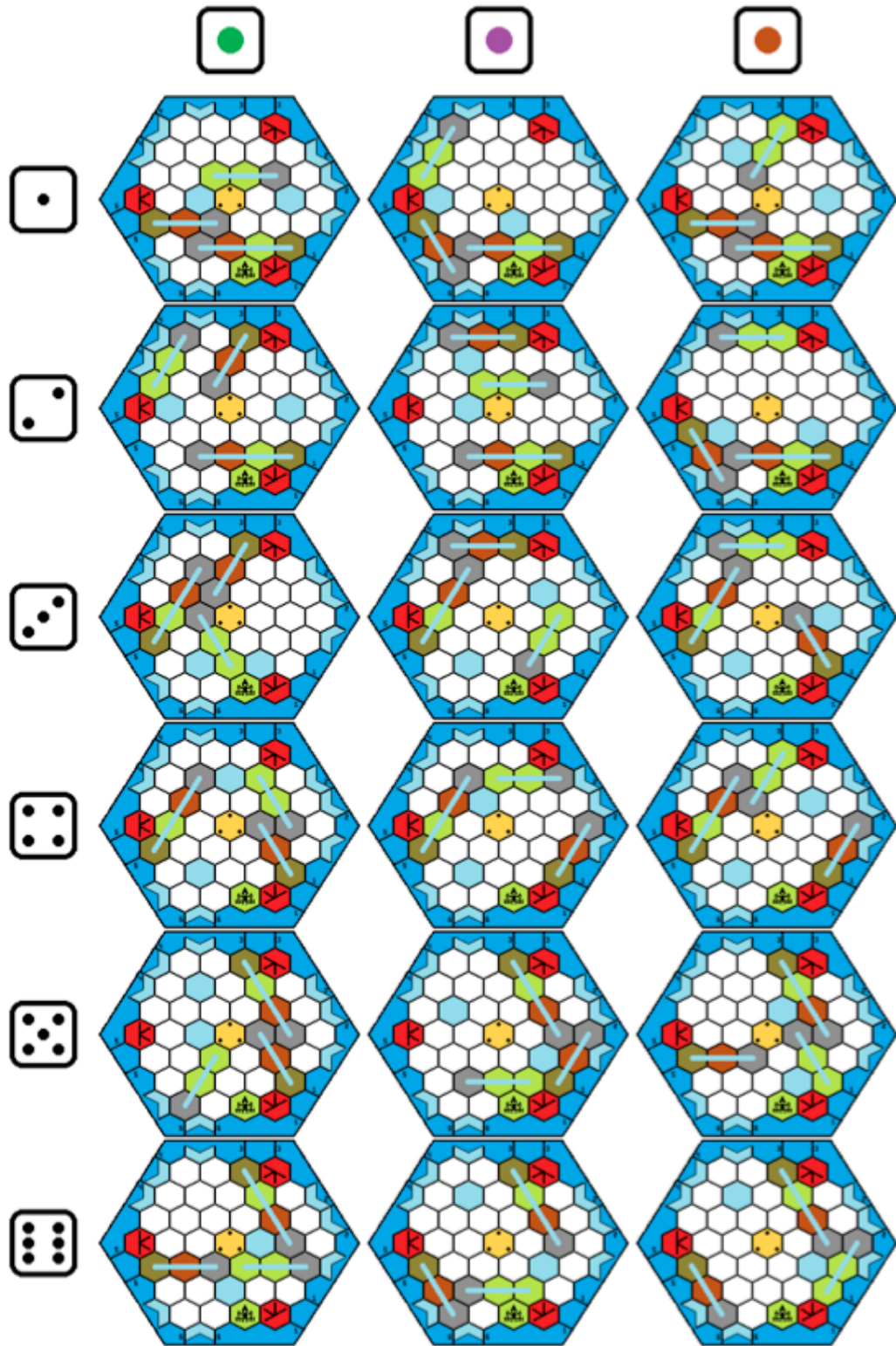


Traders & Barbarians Ultimate for 5 & 6 players.

- The Fishermen of Catan • The Rivers of Catan
- The Caravans
- The Barbarian Attack
- Traders and Barbarians
 - 1) All the rules for 3/4 players in this scenario are applied.
 - 2) Additional rules for 5/6 players Traders & Barbarians expansion are applied normally.
 - 3) Remove 2 hills hexes, 3 mountains hexes, 3 pasture hexes, 2 desert hexes
 - 4) From the 5/6 expansion, it is only used the fishermen expansion hexes and the river hex.
 - 5) Roll a regular dice and the color dice. Assemble the game board according to the result in the illustration below and randomly fill the gaps with the remaining hexes. (Castles should be together for aesthetics questions).
 - 6) All number tokens are used in this scenario. Change the ordering, switching R and K. Place them as explained for 3 and 4 players.

If you want to play a less variable game, just set up the board as following and switch R and N number tokens:





For questions regarding this scenario please contact Ignasi at: ignamapa@hotmail.com