

Cities & Knights Variants

This document is a pointer to the variety of modifications and house rules made for the Cities and Knights expansion of Settlers of Catan.

I cannot claim to have a complete overview over the C&K variants. My main sources were the threads and archives of BoardGameGeek and siedeln.de.

If you want me to add another variant, or to change some of the descriptions herein, you can contact me via private messages

on BGG: <http://www.boardgamegeek.com/user/jorganos>

or via siedeln.de <http://www.siedeln.de/phpBB/profile.php?mode=viewprofile&u=13923>

Cities & Knights alters the Basic Game of Settlers of Catan by replacing the Development Cards (that are bought for 1 ore 1 wheat 1 sheep and offer a random draw from 14 knight cards, 5 victory point cards and 2 each of Road Building, Monopoly and Year of Plenty) with knight figures that are actually placed on the board and three decks of progress cards that aren't bought but received mainly via progress tracks. The concept of commodities alters the income statistics, and the overall game gets way more complexity.

Since Settlers of Catan comes as a modular game, it is practically purpose-made to introduce variants and home-brew expansions with the existing material, official expansions, material and concepts loaned from other games or entirely self-produced parts and rules.

Content

Cities & Knights Variants.....	1
Core Concepts in C&K.....	2
Twists to the C&K Rules.....	2
Using Event Card Decks Rather Than Dice.....	3
First Barbarian Arrival and Vicious Knights.....	3
Who Loses a City When the Invaders Win?.....	3
Altering the Barbarian Invasion Rules.....	4
Other Ways to Produce and Use Commodities.....	5
Different Options for City Walls.....	5
Additional Progress Cards.....	5
Adding More Functions to the Progress Charts.....	6
Combination with the other Expansions.....	6
Development Cards in Combination Scenarios.....	7
Official C&K Scenarios.....	7
Seafarer scenarios playable with (or without) C&K:.....	7
Scenarios requiring Seafarers and C&K.....	7
Traders & Barbarians scenarios playable with (or without) C&K.....	7
Fan Scenarios Usable With C&K.....	8
Stand-alone C&K Variants.....	8
C&K scenarios altering mainly non-C&K aspects of the game:.....	8
Combinations of C&K with the (old) card game.....	10
New Commodities and Progress Cards.....	11
Gold Rivers for a Sixth Commodity.....	13
Other Approaches to the Commodities for Hill and Field Hexes.....	14
Variants using Commodities but not the Barbarian Invasion.....	17
Military Expansions of C&K.....	20

Core Concepts in C&K

Knights as game pieces, with **individual strength**, **activated** or **deactivated**, that **may move along the owner's road system using an action** or in special scenarios or variants also off the owner's roads.

Commodity Cards for pasture, forest and mountain hexes that buy advances on **Progress Tracks**.

Progress Cards received as result of an **Event Die** and the red die rolling a number indicated on the progress track.

A barbarian **Invasion Fleet** threatening to destroy the least defended cities in case of lack of defence, but offering the opportunity to earn **Savior of Catan Victory Points**.

Temporary control of neutral game pieces beyond moving the robber or pirate: controlling the merchant is worth 1 VP and allows you to trade like a 2:1 harbor if you place it on one of your production hexes. Variants offer similar pieces for all (also variant) progress tracks.

A new class of city expansion, the **metropolis**, tied to the progress track.

Also typical of C&K, but not a core concept, is the lack of the Largest Army victory card and the lack of Development Cards.

Note that the Barbarian Attack variant in Traders & Barbarians shares the themes of invasion and knight pieces, but treats the problem quite differently by placing the invasion forces as game pieces on the board, knight placement through purchase of development cards and giving all knights identical strength, and a risk of loss in combat.

Twists to the C&K Rules

House rules and small variants can be applied to the minimal material required for playing C&K, just the basic game and the C&K set.

Tony Russel proposed a variant for an **Accelerated Game** making the cities yield commodities on top of the two resources a city produces in the basic game.

<http://www.boardgamegeek.com/thread/174711/what-i-thought-about-while-i-couldnt-build>

Tim L (aka Yeastman on BGG) propped to award only a single Defender of Catan card as wandering trophy to the player who last contributed the single highest amount of successful defending knight strength.

In the same thread, Mikael Ölmestig proposed an alternative resolution for the Defender of Catan cards by handing out knight development cards instead, and using the Greatest Army victory card for the actual victory points.

Tim L also proposed to use a charity deck like in Starfarers, awarding a random resource card to players who did not earn any resource on their own turn, until a certain victory point score is reached.

<http://www.boardgamegeek.com/thread/337620/charity-deck-floating-defender-card>

Using Event Card Decks Rather Than Dice

Unlike the German edition of the Event Card deck in Traders&Barbarians, the Mayfair edition has the red die roll printed on their version of the event deck. The event die still needs to be rolled.

Catan-Seasons by Kungfro takes the roll of the C&K event die to the cards. By introducing the concept of the seasons, the card deck could be limited to 76 cards rather than the 216 possible combinations of 3 independently thrown dice, while still sprinkling the events in.

<http://www.boardgamegeek.com/filepage/39253/catan-seasons>

First Barbarian Arrival and Vicious Knights

One variation or optional rule already suggested in the rules booklet is giving the players the choice how many knights he deactivates when the barbarian ship arrives. Sometimes you just want to save some of your active knights for after the attack, especially if you have a robber you want to displace.

It can be very hard to get an active knight onto the board if the ship comes quickly and the robber blocks your crucial production hex. That's why the newer editions rule that the robber doesn't move on a 7 (or due to any progress card) before the first arrival of the barbarian ship.

This means that a player who rolled a 7 won't get any resource on his turn early in the game, possibly while losing the 4 cards of one kind he collected for that missing resource if he holds 8 resource or commodity cards..

Since the player who rolled a 7 later on may rob one hand card, early in the game there could be a pile of mixed resource cards for the active player to draw a random resource card on a roll of 7 (or roll one of the resource dies from the dice game instead).

One variant (<http://www.boardgamegeek.com/thread/6368/initial-barbarian-arrival>) suggests that the event dice are rolled only after the first city expansion (progress track) is built. (In my experience the first expansion is built within the first game round, delaying the barbarian ship by maybe 2 or 3 player turns.)

Another variant (<http://www.boardgamegeek.com/thread/151932/should-ck-start-with-a-knight>) suggests to **start the game with an activated knight**. The thread soon points out how almost everyone still can lose the first city in a cutthroat game – while raised as an objection to this variant, I actually think that that method justifies using it.

Who Loses a City When the Invaders Win?

The official rules say that the player or players who contributed the least active knight strength to the defense must choose a city to reduce to a settlement. This can be hard on a player who (whether by choice or by bad luck) fails to produce enough ore, sheep or grain in order to build cities and build and activate knights, especially if another player can play a single point more of knight strength than the weaker player without defending his cities fully.

An in-depth discussion about this effect can be found here:

<http://www.boardgamegeek.com/thread/448142/barbarians-that-dont-result-in-decimating->

[the-litt](#)

In a standard game, each player may have up to four cities, but up to 12 points of knight strength. Normally, it shouldn't be a problem to field enough active knights, and the defensive battles often become an area of contention between players aiming for savior of Catan cards or the progress card of their choice.

In our friendly family games we had a house rule that a player who lost his last city could upgrade it again for the reduced price also offered by the medicine green progress card.

The same topic is discussed in this thread:

<http://www.boardgamegeek.com/thread/107321/barbarians-take-two>

Altering the Barbarian Invasion Rules

“Viscious Hordes” by Brook Gentlestream (aka Lord Rahvin on BGG) suggests to add a die roll to both the barbarian strength (i.e. the number of cities) and to the total strength of the active knights participating in the defense. If the barbarian total is higher than the defenders' total, the barbarians destroy one item per point of difference, beginning with the active player.

The variant also suggests to resolve the barbarian attack at any time during the turn of the active player.

<http://www.boardgamegeek.com/thread/662295/viscious-hordes-unofficial-rules-expansion>

A **variant to speed up the game** was presented by Gerstein1 on BGG: Each player rolls twice for production, both results apply. The barbarian is moved towards catan each round. Instead of rolling the event die, the white die indicates the type of city gate – even number, none, 1: trade, 3: politics, 5: science. The barbarians start late: only after victory points equal to the number of players have been placed as structures, the countdown begins.

<http://www.boardgamegeek.com/thread/605146/trying-to-fix-the-few-problems-in-this-awesome-exp>

I suggested some **other easy measures** if the duration of the game is an issue for the group:

- One way to speed up a game is using a support stack of cards (like 7 of each resource) that will give the active player an extra resource on his turn - as long as he has 6 victory points or less. That ought to speed up the initial building phase.

- Another rule (from the upcoming Explorers and Pirates expansion) is to give a gold piece to any player who failed to draw a resource on a resource roll other than a 7 a gold piece. Two gold pieces can be traded for any one resource (two such trades per turn). I guess 3 or 4 might be traded for a commodity card if you want even more speed. This somewhat weakens the Aquaeduct from the green branch, but so what? A player who has the Aquaeduct can choose between taking a gold coin or a resource card.

- Yet another way to speed up trading is an open market (this rule is used in Catan Junior and in Struggle for Catan): Create a random stack of resource cards by mixing 5 of each, then deal out 5 cards and place them face up in a special place. Keep the rest as redraw stack (or use the support stack mentioned above).

On his turn, the active player may exchange one hand card for one of the market cards. Each barbarian raid, replace the market cards.

- Another rule to avoid early loss of the first city is to have the first barbarian arrival a scouting mission only.

<http://www.boardgamegeek.com/thread/905058/variant-to-speed-up-gameplay>

Other Ways to Produce and Use Commodities

Depending on how far the game has proceeded, the demand for commodities undergoes strong changes. Being the first to play progress cards might give a huge advantage, and the third levels of the progress tracks provide valuable special abilities. On the other hand, losing the second ore at a city to coin commodities means that building a second city can take a while.

Late in the game, when all metropolises have been distributed and secured, spending 5 commodities for the last level in the progress track doesn't increase the chance to draw a progress card much, and all the commodities do is serve as a 2:1 trade good for needed resources.

Several variants suggest additional structures to be built next to cities that may yield commodity cards, e.g. factories (<http://www.boardgamegeek.com/thread/22611/fortress-and-factory-variant>) or journeymen (MMN, see below) placed on hex field corners next to a structure, or on intersections 1 edge away from a city. Other suggestions include new settlement expansions like e.g. a manufactory that produces a single commodity card instead of a resource (where applicable, otherwise a single resource – just like the second card produced by a city), and to balance the loss of resource income, a settlement expansion (e.g. a rural town) that produces 2 resources and no commodities.

Yet another suggestion proposes to introduce an ability to trade a resource for the matching commodity or vice versa 1:1 with the bank, possibly after purchasing the ability somehow (again structures like a factory, manufactory, or units like journeymen, or building at special harbors).

Different Options for City Walls

Military variants (below) often add a defensive function against attackers to the city wall, or replace the hand increment entirely.

The **Sheltered Cards** variant by gpcgamer on BGG alters the function of the city wall to create a safe deposit for one card (resource or commodity, no progress cards), protecting it from the robber or progress cards, not counting it toward the hand limit (which may or may not be increased as usual).

<http://www.boardgamegeek.com/thread/751770/city-wall-variant-sheltered-resourcecommodity-card>

A similar alternative method is the use of resource tokens for protection against the robber or cards with a similar effect (the **Resource Token Rules** by John Cousins, see below)

Additional Progress Cards

There is quite a wealth of additional or replacement progress cards for the blue, yellow and green tracks. Perhaps the most comprehensive collection of German language cards can be found here (also for download in Dutch):

<http://www.catanium.de/zusatzkarten.html>

<http://www.catanium.de/download.html>

More such cards are mentioned below in the variants introducing additional progress tracks, both for the new tracks (obviously) and in some cases for the traditional progress tracks.

On BGG, there have been several threads toting additional card ideas about, like

<http://www.boardgamegeek.com/thread/713608/need-ideas-for-additional-progress-cards-cities-k>

Adding More Functions to the Progress Charts

Why stop at level 3 for gaining a game effect of the progress charts? Scott Henneman produced a chart suggesting various restrictions on the game that can be lifted by investing in the progress tracks, thereby encouraging more attention to the city expansions. (I only wish the chart would have started counting at zero...)

<http://www.boardgamegeek.com/filepage/38052/catan-city-improvements-scott-henneman-summary-tra?>

Other expansions like MMN (below) add an additional ability at level five of the progress track.

Combination with the other Expansions

C&K came out as an expansion to the basic game. At the time this expansion was published (1999), there was only one other major expansion for the board game, Seafarers. All the old Seafarers scenarios for the rectangular frame can be combined with C&K without major problems, and the 5-6 player extensions cause no trouble either. The concept of special scenarios to be used with Seafarers was published around the same time, both in magazines like *Siedler-Nachrichten* (later *Catan-News*) and in fan publications on the internet. One early collection is *Das Buch zum Spielen*, a collection of submissions from German fans and Klaus Teuber himself, which provides lots of new scenarios, new material and new variants for the basic game and Seafarers. Unfortunately, the compilation started before C&K was published, so there is no support for C&K in these scenarios, and most have been declared incompatible with C&K. To be honest, most of the scenarios require some adjustments for the combination, but a lot of the variants work without much headache.

Pretty soon after C&K and *Das Buch zum Spielen* were released, the German edition was revised into using plastic material, introducing the hexagonal frame already with the basic game (with the harbors printed on it), eliminating all those useful sea and harbor hexes. That edition's Seafarers reintroduced sea hexes and harbor tiles to be put on frames or sea hexes. It also removed a couple of Seafarers scenarios from the first edition and included a number of scenarios by Klaus Teuber that had appeared in the *Catan News*. These scenarios include more rules variations than the early Seafarers scenarios, some of which making combination with C&K harder (requiring adaptations to the set-up or certain rules elements).

The arrival of Traders & Barbarians failed to cater to the C&K players in the official material. The Barbarian Attack scenario introduces a totally different kind of knight figure and of barbarians, showing a different way how to deal with a barbarian invasion. The other scenarios (or probably better: variants) lend themselves more easily to combination with C&K, but soon after the publication of T&B there were guidelines how to combine the

variants with C&K (or with Seafarers, both with and without C&K).

Not everybody chose to adhere to these guidelines, and quite a few variants for including all the variants in T&B with C&K and Seafarers exist, e.g. Supercatan (<http://boardgamegeek.com/filepage/55802/super-catan>), Matt Sall's Megacatan (<http://nerdaphernalia.blogspot.de/2010/07/mega-catan.html>) or Whaleyland's Complete Combo (<http://www.boardgamegeek.com/filepage/41874/catan-complete-combination-document-0-5>).

Development Cards in Combination Scenarios

Some variants have development cards rather than progress cards that fulfill specific functions in these variants not provided by C&K. The easy way to deal with this is to allow purchase of these special development cards. Things get a bit problematic when these decks contain knight cards (or their equivalent).

There are two official variants with separate sets of development cards: Barbarian Attack and Traders and Barbarians, both in T&B.

The official word on Traders and Barbarians is "The Development Card set for "Traders & Barbarians" is not required. ", and the official combination with Barbarian Attack does away with the development cards as well.

The other problem with development cards is that they prey on the usual resources you need for the knights. Both sheep and ore yield only one each on cities, and grain is used up with every activation of a knight. Development cards using alternative resources or perhaps even commodities would not be a problem in this regard.

Some of the magic variants below make the magic action cards development cards bought for magical crystals or similar.

Official C&K Scenarios

The Catan Online World has a number of scenarios adapted for C&K.

Seafarer scenarios playable with (or without) C&K:

Heading for New Shores (from Seafarers)

The Fog Islands (formerly Oceania I) (from Seafarers)

Oceania (formerly Oceania II) (from Seafarers)

Through The Desert (from Seafarers)

Greater Catan (from Schätze Drachen Entdecker or the original Seafarers rules)

Scenarios requiring Seafarers and C&K

Enchanted Land (from Schätze Drachen Entdecker)

The Great Canal (from Schätze Drachen Entdecker)

Traders & Barbarians scenarios playable with (or without) C&K

The Caravans

Other official scenarios useable with C&K include:

Multicatan for the Boardgame (part of the German Catan News 2005)

or, if you are adventurous, using the computer game rules for Multicatan (although you'll need some trick to create the wrap-around effect for the players on the head of the board). Official Combinations of T&B and C&K on the official website (service → combinations)

A lot of the other official scenarios can be adapted for use with C&K.

The ***Complete Scenario and Variant Guide*** to Settlers of Catan by Kelvin Chung has rules and setup information for all the scenarios and also shows which are playable directly. <http://kelvsysc.files.wordpress.com/2012/08/r13.pdf>

Fan Scenarios Usable With C&K

Various hex maps have been published trying to create fair starting positions for a C&K game, often in connection with Seafarers.

The Pirate's Isle by Sacha Spinks is a Seafarers scenario with four separate starting islands and a volcanic island in the middle which serves as home of the pirates that have developed some new qualities:

<http://www.boardgamegeek.com/filepage/10976/pirates-isle-pdf>

The Sands of Fate by R. Glenn Myron & Doug Thompson provides a set of fate cards and some effects that are triggered by settling on one of several desert hexes. Various events can lead to destruction of cities.

<http://www.boardgamegeek.com/thread/88911/cities-knights-of-catan-variant-rules>

Stand-alone C&K Variants

A number of military simulation variants have been designed for use with C&K knights, or softly replacing them.

Catan Horror is a combination of a C&K Catan game with Arkham Horror by Matt Sall (<http://nerdaphernalia.blogspot.de/2010/12/catan-horror-beta-v02.html>)

C&K scenarios altering mainly non-C&K aspects of the game:

Jon Ivar Toennesen's Variant Collection adds (among other, non C&K stuff) the option to transform one knight (regardless of the level) for the price of an upgrade (1 sheep 1 ore) into a castle that protects a single production hex and reduces the amount of knight strength required from your cities against the barbarian invasion by 1.

The collection also contains a suggestion for an alternate method to calculate losses due to barbarian wins.

Finally there is a nice new neutral (black) figure, the Black Knight, which can be placed on a free road intersection of another player, robbing one resource from one of the owners of adjacent roads and interrupting the road for purposes of road building or longest road. The Black Knight has a knight strength of zero and can be displaced just like a player knight by any active knight on a road network connected to that intersection.

There are a number of variants for other aspects and expansions of Settlers, too.

<http://www.boardgamegeek.com/filepage/10853/jit-settlers-eng-doc>

<http://www.boardgamegeek.com/filepage/21433/jit-settlers-alternative-games-doc>

Lord of the Rings Catan by Ted Yu (aka towerhouse) adds specialization cards for the first mighty knights in the game, emulating members of the Fellowship of the Ring, and wizard cards awarded to the first players reaching stage 5 on a progress track.

<http://www.boardgamegeek.com/thread/923867/variant-lord-of-the-rings-catan>

Die Königsstadt (The Royal City) by Sir Pi adds a new hex, the royal city. No settlements or cities may be placed on the royal city hex during set-up. The city receives a number chit, but doesn't produce any resources. Instead, when the number is rolled, a player with a settlement on the royal city hex may trade one resource 1:1 for another resource. A player with a city on the royal city hex may either trade two resources 1:1 for resource cards, or he may trade one resource 1:1 for the matching commodity.

A player with a city on the royal city hex may also purchase a **bailiff's privilege** for one of the progress tracks by paying 3 commodities of that track. A bailiff's privilege allows the owner to hold one more progress card than usual, and to draw an additional progress card of his bailiwick whenever he receives a progress card. Bailiff's privilege is worth one victory point which is indicated by placing a game piece in player color on the corresponding area on the royal city hex.

A player who has both the metropolis and the matching bailiff's privilege receives a **court office** tied to that progress track. The holder of a court office may once per player turn veto one play of a progress card of his bailiwick. The court office remains with this player even if another player takes over the metropolis.

This expansion is compatible to basic C&K, HZD and KGR (and might easily be accommodated for additional progress tracks).

Once upon a time there was a set of additional progress cards, too.

<http://www.siedeln.de/phpBB/topic.7883.-vorstellung-neuer-szenarien.html>

The Pioneers of Catan by Brigitte and Wolfgang Ditt provides special character cards that alter the game mechanics in certain ways. While not all such cards are useable with C&K, those that are are specifically shown as such. (English translation available in the complete scenario guide)

<http://boardgamegeek.com/boardgame/90100/die-siedler-von-catan-die-pioniere-fan-expansion-f>

The **Resource Token Rules** and **Citadel Rules** by John Mike Cousins are applicable for C&K and alter the function of the city wall. Rather than protecting two hand cards more than the limit of 7 cards, this variant allows the production of resource tokens in cities which aren't counted against the hand limit and cannot be stolen by the robber, the saboteur, master merchant or resource monopoly progress cards. A wedding progress card affects hand cards only, but the player may decide to pay one of the cards as a resource token. In all other regards, these tokens act like resource cards.

Resource tokens can be generated by cities with city walls (one resource token, the other resource or commodity has to be taken as card) and by citadels (a citadel with a city wall may take 2 resources as tokens), but only as the result of the resource roll, not of progress cards, bank trades or the aqueduct. Optionally, a robber moved onto a resource field may choose not to rob any adjacent player but take a resource token of that field's resource

type.

Each player may upgrade one of his cities to a **citadel** for 1 card of each standard resources. The citadel is worth 3 VP and generates one additional resource to the normal city income. This additional resource may be taken as a token. The citadel is considered defended against the barbarians. It qualifies as a city in all other regards and may be further upgraded to a metropolis. The citadel (only, none of the other settlements or cities on a blocked field) ignores the blocking of a resource number by the robber.

Unfortunately the web site which presented this rule isn't maintained any more, nor does web.archive.org have a functional image.

My variants ***Salt from the Marshes*** and ***Oversea Trading Cities*** for a combination of E&P and C&K introduce alterations mainly to the E&P component while affecting some minor aspects of C&K.

The Salt scenario (an adaptation of Oil Springs) has the option to build a lesser metropolis with salt and other resources, but also allows such lesser metropolises to be built using five commodities of a progress track that already has a special metropolis on the last level. The Oversea Trading Cities has the cities tied to the three standard progress tracks, and offering special trades (and possibly quests) for the connected commodities.

<http://www.boardgamegeek.com/thread/936158/salt-marshes-and-oversea-trading-cities-two-ideas>

Die Überquerung des Eismeer (Crossing the Frozen Sea) by Jochen Steininger doesn't add any rules variant to C&K but provides an interesting navigational challenge by simulating the changing nature of pack ice. Beyond a sea that can freeze over at a die toss a chain of active volcanoes offers access to a new type of resource. Once a player manages to establish a settlement on the production site at the far side of the volcano, the game ends.

30 sea hexes between the motherland and the volcanoes receive numbers in a range of 1 to 10. Each turn, the active player rolls a 10-sided die in addition to the resource roll and flips the three tiles with that number from open sea to ice or from ice to open sea. Ships in a ship line caught between two ice areas get crushed by the pack ice and are returned to the player. Orphaned ships may remain on the board, but the chain may only be continued once the ship is reconnected with the home land.

Access to the new resource requires first a settlement on the near side of the volcano (rewarded with one extra victory point), then a second settlement on the far side of the volcano worth 2 extra victory points.

The volcanoes have a 1 in 6 probability to erupt (each has a number between 2 and 5 and erupts if the red die shows this number; the white die indicates direction of the lava flow).

Once a road or ship has been built along the flank of the volcano, a settlement lost to an eruption may be restored even when the ship line has been broken.

http://www.siedeln.de/szenarien/die_ueberquerung_des_eismeer.php

Combinations of C&K with the (old) card game

Jacob Busby's ***Barons of Catan*** is a variant using the old card game (and potentially also cards from Rivals of Catan) with a C&K rules-like barbarian invasion. Knights are drawn from a card stack containing mainly knight cards, but also action cards from the card game.

BGG has an extensive session report here:

(<http://www.boardgamegeek.com/thread/755085/session-report-barons-of-catan-an-advanced-settler>)

New Commodities and Progress Cards

Ever since Cities & Knights came out, people seem to have asked themselves why there were only three landscape types with commodities, and what to do about the rest.

BGG had an interesting thread discussing the potential commodities for fields and hills:

<http://www.boardgamegeek.com/thread/574822/musing-about-possible-new-commodities>

In the German Catan community, two variants have become something like a standard:

Hexen Zauberer Drachen (HZD, *Witches Wizards Dragons*) by Katja & Reinhard Jatzke is an adaptation of the magic set of the old card game to a set of progress cards. Magic receives its own C&K research track, researched by a commodity **magic crystals** that is earned on hill hexes, but only by cities with a special expansion, the **citadel**.

An English translation of this expansion can be found on BGG:

<http://www.boardgamegeek.com/boardgameexpansion/91061/hexen-zauberer-drachen-fan-expansion-to-catan-cit>

Kirche Glauben Reformation (KGR, *Church Faith Reformation*) by Jochen Steininger picks up on HZD and adds the church as a third force, in conflict with both the magic and the science progress tracks. Cities may be expanded into the **diocese**, which allows the owner to harvest a commodity from grain fields, **bread**, and at step 3 of the progress track another commodity, **beer**, whenever the player received no income at a resource roll other than 7 (the player has the choice either to take a resource card from the Aqueduct in the science track, or to take a beer commodity from the religion track). Bread is harvested in addition to two grain cards, but only after a bakery has been built – this is meant to compensate the special need for grain in the C&K environment.

<http://www.boardgamegeek.com/boardgameexpansion/89606/kirche-glaube-reformation-fan-expansion-to-catan>

Building on these two expansions, the West Münsterland Catan Club (WMC2) added a set of rules for neutral pieces similar to the trader generated by the yellow progress card deck in their expansion **Stratege & Feldherr** (strategist and commander in chief).

Stratege und Feldherr (Strategist and Commander-in-Chief) by the WMC2 (West Münsterländer Catan Club) introduces three neutral game pieces to complement the merchant of the yellow progress track:

- The **Duke** (blue track, blue neutral game piece) is placed next to a knight. If the knight belongs to the player controlling the duke, a weak knight fights like a strong knight and a strong knight fights like a mighty knight (no effect on mighty knights). If the knight belongs to another player, a mighty knight fights like a strong knight, and a strong knight fights like a weak knight. The duke follows all movements of the knight, except when this knight is chosen to comply to a
- The **Scholar** (green track, green neutral game piece) that is placed next to a city or

settlement of another player and will copy one of the harvested resources or commodities for the controlling player.

- The **Squire** (white neutral game piece) that freezes and hides all buildings and units adjacent to the field it is placed on.

Very recently, all of these were taken together into **Hexen, Zauberer, Burgfräulein und Drachen (HZBD) + KGR +SF** (Witches, Wizards, Damosels and Dragons) by Fozzybär (the damosel is a renamed squire) and graphically enhanced into a combination with additional progress cards on siedeln.de.

This expansion takes the progress card count to 27 in all branches, reworking some of the HZD and KGR cards, has a victory point card and a neutral figure worth 1 VP while controlled for each of the progress tracks, and re-balances the interactions between the neutral figures (where applicable).

<http://www.siedeln.de/phpBB/topic.10574,-hzbd-undamp%3B-kgr-undamp%3B-sf-in-der-3-edition.html>

Die 6 Metropolen by Oliver Matt (aka “Zweisedler”) moves the crystal source for magic from clay to a new terrain type, the high mountains which generate only the commodity crystals, and only for citadels. This expansion provides a different set of progress cards for the hill hexes, with the stations on the progress track for hill hexes being Earth Cave, Hall of the Ancestors, Earth Temple, Rock Temple and Rock Castle.

The High Mountains introduce a new concept, too – forbidden edges for road building between two adjacent hexes of high mountains.

(http://www.siedeln.de/szenarien/die_6_metropolen.php – the rules are presented as images, which means auto-translate won't work without previous OCR).

Other than shifting the source of magical crystals and adding new magic progress cards, this scenario is compatible with HZD and KGR.

Ritter und Barbaren (Knights and Barbarians) by Tobias Killing adds another progress track that requires payment of different commodity cards for each level (if there are only 3 commodities, levels 4 and 5 require resource cards for the fourth and fifth card).

The progress cards are conflict-oriented.

There is also a new type of building, the bailiwick. It can be built for 1 wood, 1 sheep and 1 coin commodity, and may be placed on any land hex except gold hexes and those with a 6 or 8 as production number.

<http://www.siedeln.de/phpBB/topic.10309,-sur-szenario-undquot%3Britter-und-barbarenundquot%3B.html>

(Not identical to the military scenario by the same name by Ingo Todtenkopf, mentioned below)

A collection of progress cards (and progress card variations) for several of these expansions can be found (in German) on

<http://www.catanium.de/>

both as download files and as almanach.

Gold Rivers for a Sixth Commodity

Both HZD and KGR enjoy an almost official status in the German Catan community, but they leave the gold hexes open for a sixth expansion, and there are several independent expansions stepping up to close this gap. Since gold fields come with the Seafarers expansion, these expansions usually include Seafarers mechanics as well.

Künstler und Händler (Artists and Merchants) by Tobias Killing (aka Tobi)

This expansion turns gold into a type of resource card, and adds jewelry as the corresponding commodity. Gold cards can be traded 2:1 into any other resource.

The gold progress track has the stages Allmende (Commons), Catans Basar (Bazaar), Leuchtturm (Lighthouse), Haus der Kunst (House of Arts) and Handelszentrum (Trade Nexus), the progress cards are production- and trade-themed.

The Lighthouse stage offers an upgrade of a 3:1 harbor to also trade one specific resource variety 2:1 for the rest of the game.

<http://www.siedeln.de/phpBB/topic,8668,-kuenstler-undamp%3B-haendler.html>

That thread also introduces a variant of this expansion with gold digger figures.

Reichtum & Habgier (Wealth and Avarice) by Bettina and Christian Gleich has gold fields produce a resource of the player's choice for each settlement, cities produce a gold commodity and a resource of the player's choice.

The gold progress track has the stages Landhaus (small manor), Villa (manor), Schloss (palace), Denkmal (monument) and Großer Palast (great palace). Stage 3 allows all resources to be traded 2:1.

The progress cards are a mix of trading opportunities and cards stealing things from other players (like harbors, victory point cards...)

http://www.siedeln.de/szenarien/reichtum_und_habgier.php

Gold, Macht, Reichtum (Gold, Power, Wealth) by Hauke Brüning (aka commaehnder) introduces gold as a resource card, but doesn't use a commodity. Progress cards of the gold track are instead bought from the bank using gold – depending on your trading opportunities, you have to pay 4 gold for a card if you don't have any harbors able to trade gold, 3 gold if you have a 3:1 harbor, 2 gold if you have a gold special harbor or a trader on a gold hex.

Gold cards can be minted into gold coins – by spending 1 wood, up to 2 gold cards can be minted. Gold coins are immune to the robber and don't count towards the hand maximum.

Most gold progress cards are displayed openly before the player in order to take effect, and many require additional gold for activation. Some cards are removed after taking effect, others may remain there and activated again and again.

The expansion also introduces a neutral game piece, the tax collector. This game piece is worth one negative victory point, but allows an additional income of 1 gold coin for each production on a hex adjacent to the settlement or city the tax collector was placed with.

<http://www.siedeln.de/phpBB/!topic,8565,0.asc,0.html>

<http://www.siedeln.de/phpBB/download.php?id=35>

(The separate C&K fan expansion ***Macht Magie Nahrungsmittel*** (see below) has (besides commodities for hill and field hexes) gold nuggets as resource cards and gold bars as commodity cards for the Gold River hexes.)

Other Approaches to the Commodities for Hill and Field Hexes

Bread and Buildings by Martin Lærkes provides progress cards (but no graphics or progress tracks) for hill and field hexes (refined brick and bread). The bread progress cards deal with growth, the building progress cards have a number of interesting effects loosely tied to the theme.

<http://www.plasmoids.dk/settlers/Progresscards.htm>

<http://www.plasmoids.dk/settlers/breadnbuidings.doc>

Macht Magie Nahrungsmittel (MMN - Might, Magic, Nutrients – or better Food) by Jan Brockmann (of the Cuxtan clan) is the first in a series of three C&K expansions, and provides commodities for hill (mana essence), field (meat) and gold hexes (gold bars, and the resource gold nuggets – 3 nuggets can be traded for one gold bar).

The expansion also introduces **storehouses** that can be built next to settlements and cities, **support units** (serfs, farm hands and one journeyman – use e.g. small and large Carcassonne meeples) in player colors, two neutral game pieces (**magician** and **farmer**), and a **magical triangle**.

Apart from 2 gold hexes and the pirate (to block harbors), the Seafarers expansion is not used.

The ***Might*** progress track has the stations weapon smithy, black market, assassin guild, brothel and dark temple. The assassin guild stage enables the player to assassinate a knight on the board whenever the might track symbol is rolled on the event die, the dark temple stage allows another assassination, and also of captains.

In order to protect a knight from simple assassinations it is possible to upgrade up to three knights to captains (cost: 1 ore and 1 gold nugget).

The Might themed progress cards are generally nasty.

The ***Magic*** progress track has the stations wizard's staff, hag's kitchen, altar of mana-essence, druid hall and order of wizards. The third stage allows the owner to hold 3 extra resource cards for each city wall when a 7 is rolled, the fifth stage allows 4 extra resource cards per city wall and also protects all storehouses of this player from a destructive magic progress card.

There is a new construct – the **magical triangle**, cost 1 wool and 1 mana essence: basically three roads in player colors glued onto a cardboard triangle that may serve one of three functions.

As “platform” it is placed under a number chit on a hex field adjacent to at least one settlement or city of that player. It protects this player from being robbed by a robber on this hex, and also ensures income from this hex even if the robber has been placed here.

As “connection” it is placed under a building or knight figure blocking an open road, allowing the player to continue his road building and also reconnects the parts for calculating the longest road.

As “fortification” it protects a harbor from being blocked by the pirate. The pirate may still be moved onto that hex, but the harbor remains useable. (Without a fortification, a pirate blocks the trade through a harbor.)

The magic progress cards are a number of different spell effects. Five of the magic progress cards allow the placement of the neutral **magician** figure on a hill hex next to a city or settlement of the player. The magician will produce one mana essence card

whenever the number of that field is rolled, even if blocked by the robber. Controlling the magician is worth 1 VP.

The **Food (Nutrients)** theme introduces the **support units** (serf, farm hand and journeyman). A serf may be bought for a resource and a matching commodity. Serfs aren't placed on the game board, but count one support point. For another resource card with matching commodity, a serf may be upgraded to a farm hand and placed on the board. A farm hand – worth 2 support points) is placed on a hex adjacent to a settlement or city of the owning player, and increases the resource income for that settlement or city by one. The only limit for placing farm hands on a single position is the total number of farm hands and serfs per player (five). For another matched pair of resource and commodity, one farm hand next to a city or metropolis may be upgraded to a journeyman (exchanged for a larger meeple, worth 3 support points). That journeyman earns one commodity of his field in addition to the city's regular income. The first player with 5 support points, or afterwards the highest score in support points, receives the special victory card Self-Sufficiency worth 2 VP.

The **Food (Nutrients)** progress track has the stations farm, mill, baker, butcher and distillery. When reaching the third stage, all knights deactivated due to the defence of Catan vs the barbarians are immediately reactivated for free (but not after performing any actions). The fifth stage automatically reactivates all knights after performing an action, but still doesn't allow a second action in a turn. It also protects all support units from the famine progress card.

Five of the Food progress cards move (or place) the **farmer** neutral figure. The farmer may be placed on a pasture or field hex adjacent to a settlement or city of the player and will produce one sheep or grain resource whenever the number of that hex is rolled, even if blocked by the robber. Controlling the farmer is worth 1 VP.

The fifth stage of the progress tracks for science, trade and politics also gain another advantage: for the science track, 2 resources instead of one may be drawn when a roll other than a 7 yields no income; for the politics track, no assassinations may be performed on this player's knights; for the trade track, any two (different or same) commodities may be traded for one commodity or resource card.

The **storehouses** provide additional income whenever the barbarian ship arrives half way to Catan, called the emptying.

Storehouses are placed next to settlements or cities and come in three sizes. (The original rules suggest the use of a second set of Catan houses and cities in player colors, painted silver or similar on the roofs to denote storehouses. An alternative solution would be the use of Viking Edition settlements and cities for the normal cities, and the wood edition for storehouses.) Settlements may hold only a small storehouse (using a settlement piece, cost 2 resources of one kind) worth 1 storage point, cities may hold small or large storehouses (city pieces, worth 2 storage points, cost 1 resource and 1 matching commodity), or great storehouses (consisting of a city piece and a settlement piece, worth 3 storage points, cost 2 matching commodities). The first player with 5 storage points, or afterwards the highest score in storage points, receives the special victory card Storage worth 2 VP.

One resource card of each type (including gold nuggets) are combined into the storage stack. The emptying will produce up to four resource cards (or commodity cards) per player of the sort drawn from the storage stack, one for each storage point – storage points above 4 don't earn any additional cards. For each large storehouse, a player may draw 1 commodity instead of a resource of that type, but still a maximum of 4 cards in total. Excess storage points determine who receives a card in case the bank doesn't hold enough cards.

Big storehouses also reduce the number of hand cards that must be discarded if holding too many cards when a 7 was rolled.

<http://machtmagieundnahrungsmittel.de/>

<http://cuxtanclan.de/>

The next expansion **Schlachten, Nationen und Helden** (SNH, battles, nations and heroes) by Jan and Jörn Brockmann adds a military component to C&K, makes each player adopt a nationality, and has rules for battles. It may be combined with MMN (in fact, some nations have advantages which only work in combination). This will be discussed along with other military expansions of C&K.

<http://schlachtenationenundhelden.de/>

The third expansion **Adel, Pest und Luxusgüter** (APN, nobility, plague and luxuries) by Jan and Jörn Brockmann adds the threat of the black plague to Catan, and awards the players for evacuating village headmen, mayors and governors before the arrival of the plague. This appears to be intended as a separate C&K game and not directly related to MMN and SNH since there are no commodities for hill and field hexes.

APL has a couple of new mechanics for luxury trades (a harbor field has two diamond-shaped cards, one for the offer, the other for the price). Each player may accept one of these trades per turn, regardless whether he owns the harbor or not.

The plague mechanism relies on an event die and a progress track consisting of hex fields arranged around the board.

<http://adelpestundluxusgueter.de/>

Fischer Feldherren Fiskus (fishermen, strategists, finances) by Smilex is another omnibus variant with magic crystals as commodity on hill hexes and bread on field hexes.

This variant has no progress tracks for bread or magic crystals. The crystals are used to power spell cards that are bought (and activated) for 1, 2 or 3 crystals, depending on their strength.

Bread is used to pay for a reactivation of a knight in advance – this is important because in the military section of this game, there are rules for knights leaving the owning player's road system in order to attack or at least besiege other players' cities (never settlements). Only activated knights may be placed outside of their own road networks, if a knight should get deactivated away from his roads, the figure is immediately returned to the next road network position able to hold that knight.

Other variations of standard rules affect the fishermen of Catan, using both the coastal fishery chevrons from T&B and specially marked ships for high seas fishing. Since the city walls are used to defend cities against attacking knights (preventing their destruction), storehouses paid for with 2 wood offer the same protection for hand cards as city walls in the standard game. The Helpers of Catan get included as well, and by placing a journeyman figure (cost: 3 gold, 1 sheep, 1 grain) onto a next to a city the controlling player may decide whether to earn 2 resources, 1 resource and 1 commodity or 2 commodities when taking income for that hex. A similar function has the marble quarry which may be placed on a hill hex. The main source for gold is the bank, the original amounts are earned by building next to one of the rivers (also from T&B).

Another combat option for the knights are dragons, which can be tamed by mighty knights.

The magic section has two new neutral game pieces, the Merlin (placed by using a spell card) and the Evil Hag (acting as a different kind of robber).

<http://www.siedeln.de/phpBB/topic.10490.-fischer%2C-feldherren-und-fiskus.html>

The (yet unnamed) **C&K variant by Siedler 86** is a complete rework of the C&K progress tracks, with complete material files (text in German). There are 8 varieties of progress cards – 5 for the standard terrains, tailored to the resource (blue is less about politics but more about mining, metal, and still about warfare, for instance, green is more about forestry but still retains some of the science/book theme), one for fisheries and the seas, one for magic, and a last for faith. The commodity for faith, a blessing card, is not tied to die rolls but received in compensation whenever a player suffers a negative effect from a progress card.

Information and examples from this expansion are shown in this thread, for the complete set of files you'll have to contact the author:

<http://www.siedeln.de/phpBB/ltopic.10306.0.asc.0.html>

Variants using Commodities but not the Barbarian Invasion

Cities & Knights - A Separated Variant by Trucker Monkey separates the various components of C&K into a menu of variants that can be applied to any other Catan scenario or variant.

<http://www.boardgamegeek.com/filepage/59368/cities-knights-a-separated-variant>

Zombies and Knights by Scott Scislowicz (aka Muimdac13 on BGG) provides fun with zombie hordes (symbolized by a d6 indicating their size) devastating the island of Catan and battled by C&K knights.

<http://www.boardgamegeek.com/thread/433189/zombies-knights>

Whaleyland's project **The Principalities of Catan** has progress charts for wealth (using incense as commodity, produced in desert hexes), culture (ceramics, from hill hexes) and farming (bread, from field hexes), and a separate event die with white (deserts), red (hills) and orange (fields) city gates, 1 Tribute face, 1 Charity face and 1 Famine face (earlier versions: Year of Plenty) face. It introduces the **King** (a game piece given to the active player) and alters the desert hex into a **Trading Post**.

In order to keep this variant compatible with standard C&K, the white die is used to determine whether a progress card is awarded if a city gate shows up.

The **Trading Post** hex gets a number chit, but provides no resources. Instead, the owner of a settlement, city or keep on a trading post may trade resources at a 2:1 ratio when that number is rolled, even outside of their own turn. A city on a Trading Post hex also earns an **incense** commodity when the number is rolled.

Neither the robber nor knights are used in this variant.

The active player receives the **King**, which allows him to use any number of the **Treasury** cards to pay for any one acquisition during his turn, but not for trading with the bank or with other players.

As active player (holding the king figure), no tribute needs to be paid if it comes up on the event die.

If the charity event is rolled, all the cards from the treasury are randomly distributed among the players in a clockwise order, starting with the active player.

There are 2 new types of structure, the **Fief** – each player can build up to 3 fiefs – and the **Keep** – up to 2 keeps per player.

A **fief** costs 1 brick, 1 ore and 1 sheep and is placed in the center of a hex with a number chit; this hex need not be adjacent to any of the player's structures. The fief collects one resource of that hex whenever the number is rolled. When the **tribute** symbol is rolled, 1 resource of this type must be paid to the treasury, or the fief is removed from the hex.

A **keep** costs 1 brick, 1 wood and 1 ore and can be placed on any intersection on the board that is at least 2 edges away from the next structure (settlement, city, keep). Each keep raises the hand maximum at a 7 by 2, to a maximum of 11. In combination with C&K, keeps add to the effect of city walls.

When a **famine** event is rolled, the owning player must pay a grain or a sheep card or remove the keep from the board.

If a keep is connected to the road network of the owner, it may be upgraded to a settlement paying 1 sheep and 1 grain.

This expansion is still under construction. It is discussed on BGG:

<http://www.boardgamegeek.com/thread/882236/expansion-idea-the-principalities-of-catan-catan-p>

My own **Magier, Drachen, Schattenwesen** (Mages, Dragons, Shadows) is currently a draft for an expansion for the basic game using a progress track for magic. Settlements may be expanded into citadels (up to 3 per player), paying 2 ore, 1 wood and 1brick. A

citadel generates 1 resource per hex, just like a settlement. Without a mage a citadel still is worth 1 victory point, with at least one mage placed next to it, it is worth 2 victory points. Mages are available from a deck of development cards, which cost 1 wool, 1 brick and 1 ore, and come in different landscape types.

Once a player has built a citadel, he may play a mage card on a land hex of the appropriate type next to one of his citadels, paying 2 resources of that hex. The mages start activated, but will be deactivated when the build-up of shadow creatures attracted by the magical activity will break out. The shadow creatures use the same approach track as the barbarian ship. Reactivation of a mage costs 1 resource of the hex field the mage is placed on.

Mages produce magic chips (which get placed below the mage figure). Magic chips pay for researching the magic progress track and for playing and activating magical progress cards (actions and tomes).

<http://www.boardgamegeek.com/filepage/77057/magicians-and-dragons-for-boardgame-pdf>

<http://www.siedeln.de/phpBB/download.php?id=233> (German version)

This production figure approach for gaining magical energy could also be used to free the hills commodity from producing magical crystals.

Im Tal der Mira (The Valley of Mira River) by Simeas is set on the world of the free fantasy role playing project ***alea iacta est*** and uses the knights of C&K but not the barbarian ship. The game is centered on a two-hex capital region with 4 pre-defined starting positions for cities (violating the distance rule in this instance only). Setup has each player build one city on the predefined spaces of the capital region, one settlement on either the quarry or the glass hut hex, and one settlement anywhere on the board, each with one road.

A broad river (formed by sea hexes, with fishery chevrons) and a tributary (the four hex river from T&B) may only be crossed using bridges.

Knights are placed on intersections (also next to buildings occupying intersections) and have four movement points per round. Using a road costs one movement point, using an edge without a road costs 2 movement points. Roads of other players can be used for free, the use of bridges must be paid with 1 denare (the local gold coin currency), as must the use of another player's building at the end of the movement.

Additional rules are dealing with the barbarian villages on the map, the construction of prestige buildings, establishing a trade connection to the river port south of the capital, and gaining victory points through elaborate festivities (with some of the resources paying for the festivity redistributed to the other players).

There are **barbarian village** locations marked on the map that may be taken over through diplomatic or military means. When a road (or bridge) has been built leaving a gap of only one edge to the village, the event die is rolled again to determine the nature of contact. If it shows a city gate, a peaceful contact is possible – the player who made contact rolls a die, on a roll of 1 to 4, he receives that amount of gold pieces, on a roll of 5 or 6 he receives a card of the commodity for the progress track rolled on the event die. The active player may connect the village with another road and build a settlement on that location.

If the event die shows a barbarian ship, the village turns into a barbarian unit, and the player making contact loses a card from his hand (drawn by the left neighbor). No roads or buildings may be placed within one hex of the barbarian.

The barbarians can be approached militarily by sending an active knight onto the village location. At the end of the turn, the player rolls the red and the white die – the red die is the combat strength of the knight and may be raised by 1 for a strong and 2 for a mighty knight, the white die is the combat strength of the barbarian. If the result for the knight is

higher, the barbarian is removed and the victorious knight earns 3 denare. If the result for the barbarian is higher, the knight loses one level (a level 1 knight is removed from the board). The weakened knight has to fight again on the next turn of the player, it may not be upgraded while in contact with the barbarian.

In case of a tie, the barbarian calls another barbarian to his aid. The attacking knight may choose to retreat. A maximum of 2 barbarians can occupy a barbarian village, each barbarian must be defeated separately. The additional barbarian raises the barbarian combat strength by 1.

Prestige buildings are built using glass, marble and specific resources and commodities. When a player first earns marble or glass, he may choose one of the prestige buildings. The various buildings have different prerequisites, these have to be met in order to start with the construction.

A prestige building is built in three steps, a finished prestige building is worth 3 victory points.

Glass and marble harvested on the special fields, but only if there is a continuous connection of roads and bridges (of any player) between the settlement/city on that field and the capital.

Establishing the **Trade Connection** to the river port on the south is done by building one ship for each river hex between the capital area and that river port hex. The ships are placed in the middle of the water hexes, the first player to reach the river port hex with ships gains 1 bonus victory point.

The scenario is played to 16 victory points, with a prerequisite to have fulfilled two of a list of achievements.

<http://www.siedeln.de/phpBB/ptopic,145939.html>

More info on Alea: <http://alearpg.com/>

The Dragonslayers from Das Buch zum Spielen was adapted for C&K by Josh Helton.

The dragon replaces the barbarian invasion and is moved both on a roll of a 7 and when the barbarian ship is rolled on the event die – if both a 7 and the black ship are rolled, the dragon attacks twice that turn. When the dragon attacks, reroll the dice, it moves the number of hexes indicated by the red die in the direction indicated by the white die (which correspond to the numbers on the volcano hex applied clockwise to the edges). If the dragon reaches the edge of the board, it returns on the opposite side, continuing its move. The dragon draws a hand card (resource or commodity) from every settlement or city on that hex. Those cards are placed on the volcano hex in the middle of the board.

Players may try to fight the dragon – this prevents the robbing. First, they check the levels of active knights they have on the board (these knights needn't be next to the attacked hex). Each activated level is a number that defeats the dragon, every other number means the player loses. (Say the player has an active level 1 knight, an inactive level 2 and 2 active level 3 knights. He wins on a roll of 1 or 3, all other rolls lose). If the player wins, he gets a victory point token, the dragon is removed to the volcano, and the player may choose three of the cards the dragon has robbed so far.

If the player loses, he must remove as many knight figures (active or not) as he has rolled. Even if successful, the player has to deactivate one knight of each level.

<http://www.boardgamegeek.com/thread/591778/dragonslayers-from-das-buch-now-with-ck>

Military Expansions of C&K

Military interaction between players in standard C&K is limited to chasing away knights occupying intersections where roads from different players meet. The rules for this are

easy – the displacing knight must be stronger than the occupying knight.

Several variants surpass this, either by giving the C&K knights more options, or by replacing them with armies consisting of different unit types. Those variants using C&K knights or progress tracks (whether generally or as option) will be discussed here.

The Enchanted Island in SDE has knight movement beyond their road network and thereby earns mention here. Dragons are either stronger than the mobile knight or are eliminated.

Die Siedler von Rom (The Settlers of Rome) by Khamûl combines C&K with A Struggle for Rome. The knights are replaced by foot and horse barbarians, the sheep resource cards are replaced by the mix of horse and cattle resource cards.

The foot and the horse barbarians are divided into different armies. Foot barbarians and horse barbarians never attack together. They may defend jointly if both are part of a garrison. An army consists of up to 3 units (either foot or horse barbarians, and wagons), or, once the blue progress track has reached the 3rd level, 5 units. Horse armies move at speed 4, foot armies at speed 3. As in Struggle for Rome, extra movement may be bought with grain and gold. One grain will buy another full move for one army (3 steps for foot barbarians plus wagons, 4 steps for horse barbarians plus wagons). When an army moves along another player's roads, it has to pay that player 1 gold per road used.

All structures (settlements and cities, metropolises) are built like in a usual C&K game by the players. Whenever a structure is built, a plunder chit is placed below it. The structure may be plundered by another player's armies. A structure that has been plundered receives no income until a wagon is built and delivers a new plunder chit to place below the structure (and is removed from the board).

Armies can fight armies. The attacking army moves next to the attacked army, then the combat is resolved as in risk. Only barbarians can attack (whether horse or foot barbarians), but wagons may be taken as casualties. The attacker can break off the attack after each set of opposed rolls.

Any combat ends the army movement, regardless how many steps may still be available.

Armies can attack other players' settlements and cities. If the object still has its plunder chit, it will lose this card. If a city or settlement that has already lost its plunder chit is attacked, it will be conquered.

Settlements, cities and metropolises have a defensive strength and may hold units as a garrison. If there are units stationed in an attacked object, the attacking army must first eliminate these units before it can either plunder or conquer that object.

Settlements have a defensive strength of 2 and can hold a garrison of 2;
cities have a defensive strength of 3 and can hold a garrison of 2;
metropolises have a defensive strength of 4 and can hold a garrison of 2;
a city wall may increase the defensive strength and the garrison size of a city or metropolis by 1.

In addition to these usual building types, a player may also place a fortified camp on his roads. An outpost has a defensive strength of 2 and can hold a garrison of 3. It costs 1 wood and 1 grain.

A fortified camp will stop any other player's movement. Cities and settlements may be bypassed by an army. If a fortified camp is attacked and overcome, it is removed from the game board and replaced by one of the attacking armies.

If a settlement, city or metropolis without garrisoned troops is attacked, it can be plundered (provided the attacking armies have a wagon and match the defensive strength of the structure). The plunder chit is cashed in. The plundered structure still is worth its victory points, but doesn't produce anything until a new plunder chit is delivered. This happens when a wagon is brought to this structure and exchanged for a plunder chit.

A city that has already been plundered may be annexed by an army. The annexing army must give up a wagon and replaces the structure with a structure piece of its own color. The structure still counts as plundered until another wagon is brought to this structure and exchanged for a plunder chit.

There are two types of ship in this game, too – trade ships which create ship lines along which armies may be moved over water, and war ships that are placed on intersections and moved by the wind (as many intersections as the red die shows pips). Any additional movement has to be paid by one pasture resource card. A war ship may carry one army and can chase away the pirate.

Game components: The author suggests a mix of resource cards from both games. I suppose adding a horse or cattle sticker to all sheep cards would do the job just as well. If you dislike the plastic game pieces in *Struggle for Rome*, multiples of the wooden pieces of *Traders and Barbarians* (which can be ordered at catanshop.de) will do nicely to replace them if you repaint the bronze barbarians to player colors. Getting enough wagons is a bit painful, though, and might call for a creative solution (e.g. painting the camels in player colors).

<http://www.siedeln.de/phpBB/ltopic,8747,0,asc,9.html>

Ritter und Barbaren (Knights and Barbarians, not identical to the variant by the same name by Tobias Killing) by Ingo Todtenkopf is not an expansion for C&K in its own right, but it changes the anonymous barbarian invasion into an invasion army that enters the board and moves across the main island, causing mayhem and destruction on its way. The invasion army is moved across board using a set of movement cards whenever a 7 is rolled. Movement cards taking the invasion army off board (or, once it has reached the main island, off the main island) are discarded, the active player draws another movement card.

<http://www.siedeln.de/phpBB/topic,10309.html>

In order to play this scenario with C&K, a few changes are needed. The original scenario counts all the cities and settlements on Catan to determine the strength of the invasion force, in C&K only the cities are counted.

Calculate the number of cities and the number of cities and settlements on the board. The automatic defense with deactivating standard C&K knights will reduce the combat force of the invading army – in case of a victory, every point of deactivated knight strength above the number of cities eliminates 2 points of the number of settlements. In case of a loss, the strength of the invading army is reduced only by the number of deactivated knights.

Designate six arrival sites for the invading army on the board, if possible at some distance from the main island.

Unlike in the later combats, the battle upon arrival of the barbarian ship does not eliminate any knight strength.

The barbarian army can be represented by a stack of black wooden or carton disks.

Sieging Knights by Joe Doe aka Alejan offers a mechanic for an active knight to attack a building (settlement or city, no metropolis) that lies one of the attacker's roads from the knight. The attacker announces the siege and is deactivated, the defender can defend if he has any knights (active or inactive) within 1 hex of the building (and connected to the building via a road network). For each knight, a die is rolled, if one of the participating knights has a higher level than the opposition, he gets an additional roll for each level he exceeds the opposition. If the attacker rolls higher than all the defenders (if any), the attacking knight advances to the intersection previously occupied by the building. The building returns to the owner's pieces off board.

Optional rules suggest to reimburse the owner of the building from the bank, and to remove the attacking knight in case of a defeat.

<http://boardgamegeek.com/thread/742847/sieging-knights-variant>

Hexer und Heermeister (Warlocks and Warmasters) by Smilex uses the knight pieces from S&R, but not the progress cards. This is a combination of the magic and knights/siege variants from the variant collection Fischer Fiskus Feldherren.

Knights can be activated (and deactivated). Rather than being deactivated for every action they perform (as in standard S&R), the knights can perform one action of every available type (moving, attacking, driving off the robber) and remain active as long as a bread card is paid for each action.

Knights may be moved any distance along their own road networks at the cost of one action, or they may be moved 3 edges (some or all of them) beyond that road network at the cost of one action. Knights may be placed on the same intersection as a city or settlement. If sharing the location another player's city, the knight may attack that city or adjacent knights of other players, or simply lay siege.

One mighty knight per player may tame (and subsequently ride) a dragon, increasing his combat strength to 4. Knight and dragon are moved together at all times. If the dragon gets eliminated, so does the knight.

<http://smilex.funpic.de/>

<http://www.siedeln.de/phpBB/topic,10577,-variante-hexer-undamp%3B-heermeister.html>

Krieg und Frieden (War and Peace) by Helmut Pauer (aka 8chPi) combines elements of Risk and Diplomacy with Settlers of Catan. In combination with C&K the knights are removed from the game, instead the support points of armies are counted to fight the barbarian invaders. Since a C&K metropolis can be destroyed through military action, it may be temporarily taken out of the game and can be won by the first player to pay the 5 resources required for that metropolis (even if he already has built the last step on the research track, and of course requiring the 4 lower steps as well).

Units come in different unit types – infantry, cavalry and artillery, plus war ships and transport ships. They are either grouped into armies or assigned as defensive units in cities etc.

Combat resolution appears to be that of Diplomacy, with armies assigned to attack, defend or support.

On the non-combat side, this variant allows the building of non-progress track metropolises (that take 3 instead of 2 resources per hex field and count 3 victory points) for any set of 5 different trading cards (resources, commodities), but require three cities for every metropolis built this way.

http://www.siedeln.de/szenarien/krieg_und_frieden.php

Siedler mit Armeen (Settlers with Armies) by heli06 uses the same material as Krieg und Frieden but uses dice for combat resolution. The attacker rolls up to 3 (6-sided) dice, the defender rolls up to 4 dice – how many dice may be rolled depends on the units present and the object targeted. If the attacker rolled higher than the defender, the defender has to eliminate the difference in unit points.

The scenario uses storehouse rules like MMN.

<http://www.siedeln.de/phpBB/topic,8558,-siedler-mit-armeen-%28ritter%29.html>

Kampf auf Catan (Combat on Catan) by Toruk also uses the three unit types of Risk to build up armies that replace knights. These army units may be used to defend against the Barbarian Ship, but may also be used to defend cities against other players, or to attack other players' armies, cities and settlements, either to conquer or to destroy them.

Combat is resolved by throwing dice – the attacker's dice are determined by the strongest unit type in his army, the defender's dice by the type of building attacked or by the type of unit defending. The high roll wins and causes the opponent to downgrade one of his units (or, in case of the defender, his buildings). Buildings are first damaged, then reduced to the next lower level. A settlement may be conquered (replaced by one settlement of the attacker) rather than destroyed. If the conquest of a settlement causes orphaned roads or roads cut off other settlements of the defender (in terms of longest road calculation), those roads get eliminated.

<http://www.siedeln.de/phpBB/download.php?id=189>

<http://www.siedeln.de/phpBB/topic,10412,-neue-erweiterung%3A-kampf-auf-catan.html>

A companion document details combination of these rules with various other expansions, including E&P:

<http://www.siedeln.de/phpBB/download.php?id=313>

Schlachten, Nationen und Helden by Jan and Jörn Brockmann is mentioned above. One aspect of this variant is the placement of battle units with knights. Battle units cost the national resource (see below) and may be upgraded. Once placed with a knight, the units stay stationary.

Battle cards are similar to progress cards and affect the battles. The cards come in three levels and are equally distributed to the players before the game. Which level can be played and to which level the battle units may be upgraded depends on the progress charts.

In a battle, player pieces on the board adjacent to player pieces of the attacker can be attacked. A minimum total knight strength is required to attack certain board pieces (regardless of activation status or proximity to the game piece attacked).

In a battle, two dice are rolled like for a resource roll. Only units that occupy a hex with this number take part in the battle. A roll of 7 applies to battle units on a desert (or other land hex without a production number). Each player (also those not attacking or defending) total their battle units, then the attacker and defender may try to ally neutral players to their

side of the battle. Afterwards each player may play a battle card. The player with the higher total wins.

C&K Variants and Scenarios with Nationalities

Societies of Catan by Adam Glessner introduces **cultures** that have individual rules changes; **public objectives** revealed on at a time at each arrival of the barbarian ship, basically a mini-quest worth on VP; and **special abilities** that cost one each of the 3 commodities and offer once per turn actions.

<http://boardgamegeek.com/thread/126595/societies-of-catan-an-expansion-for-settlers-ck>

Schlachten, Nationen und Helden by Jan and Jörn Brockmann is described above. The scenario is played on the basic island, available nationalities are Egyptians, Highlanders, (Asian) Indians, East Asians, Portuguese, Romans, (ancient) Germans, Mexicans and South Africans, each with an initial advantage, a choice of two of four (or in combination with MMN five) special abilities and a national resource that is required to fight battles.

Völkerschlacht (Battle of the Nations) by WMC2 for 8 players combines HZD, KGR, S&F with a few national special abilities and a specific setup for Seafarers. In addition to ship lines, ships on the end of a line or standing alone may sail one edge per turn. The game has a rather crowded initial area with an undiscovered area and on one side a wide ocean with magical lands on the far side.

<http://www.wmc2.net/Erweiterungen/Besonderes/voelkerschlacht.htm>