

## Cities & Knights Variants

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.

### 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**.

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.

### 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**

### **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  
The Fog Islands (formerly Oceania I)  
Oceania (formerly Oceania II)  
Through The Desert  
Greater Catan

### **Scenarios requiring Seafarers and C&K**

Enchanted Land  
The Great Canal

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

The Caravans

### **Stand-alone C&K Variants**

**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>

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>)

## 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.

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.

**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.

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 **Strategie & Feldherr** (strategist and commander in chief).

Very recently, all of these were taken together and graphically enhanced into a combination with additional progress cards on siedeln.de.

**Strategie 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 replaced 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.

Recently, a reworked and expanded combination of HZD, KGR and Strategie und Feldherr with new cards (nice production quality, German text) was proposed by the user Fozzybär on siedeln.de:

<http://www.siedeln.de/phpBB/topic,10574,16f6b742abd3d95b6d19d443dcecede7d,-hzd-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](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.

### **Gold as 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](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/breadnbuildings.doc>

***Macht Magie Nahrungsmittel*** (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.

The next expansion **Schlachten, Nationen und Helden** (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.

The third expansion **Adel, Pest und Luxusgüter** (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.

**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**

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 (using the die from the old card game).

### **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.