

CATAN

— CITIES & KNIGHTS SCENARIO —

LEGEND OF THE CONQUERORS™



AUTHOR & CREDITS



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Born in 1952, Klaus lives near Darmstadt, Germany. He is one of the most successful game designers in the world. Four of his games received the title “Game of the Year”—among them his greatest success, *Catan*®.



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Born in 1984, Benjamin lives in Frankfurt, Germany. Growing up as the son of a game designer, he has played board games since he could hold cards in his hand and roll the dice. After completing his psychology and business management studies, he worked for several companies. In 2010 he decided to work full time in the game industry.

In 2017 we celebrated the 20th anniversary of *Seafarers*, the first—and highly successful—Catan expansion, by publishing *Legend of the Sea Robbers*, a continuous story told over the course of four linked scenarios.

After my son Benjamin and I had finished our first Legend in fall 2016, we immediately started developing our second Legend. We wanted to dedicate it to the *Cities & Knights* expansion to commemorate its 20th anniversary.

At the time, neither we, nor the CATAN editorial team led by Arnd Fischer, anticipated the titanic project we were getting ourselves into with *Legend of the Conquerors*. Countless tests, the design of the game components, and many discussions about the gameplay of the 3 scenarios required far more time than estimated. Hence, the projected release date was delayed by almost a year.

But the fact that you are reading these lines means that we have finally succeeded. *Legend of the Conquerors* is waiting to be experienced and played by you. Have lots of fun, and don’t let the conquerors get you down!

Yours,

Klaus and Benjamin Teuber



THANKS

Many thanks to all of the playtesters and rules reviewers! Particularly legendary playtesters were: Caroline Fischer, Martine Frimpong, Alexandra Kunz, Claudia Teuber, Leif Teuber, Kilian Vosse, and all of the intrepid participants in the playtesting rounds during the CATAN weekends 2017 and 2018!

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INTRODUCTION

About 570 years after the arrival of the first settlers, Catan was discovered by seafarers from the Old World. Trade and the sharing of knowledge with the countries of the Old World allowed Catan to flourish. However, Catan's wealth also attracted barbarians who ransacked the regions and cities of Catan. Thanks to their knights, the Catanians were able to repel the barbarians. The *Cities & Knights* expansion is based on the events that occurred during this period.

A hundred years after Catan's founding, a powerful country from the Old World sees Catan as a worthy prize and threatens Catan's freedom and independence. In the three chapters of *Legend of the Conquerors*, you experience this part of the story of Catan. Northern Catan is attacked by a large army of the foreign power, with the goal to conquer Catan. Will you—the commanders of the Catanian troops—succeed in preventing the conquerors from occupying all of Catan and drive them off the island?

INDEX

Authors, Credits	02	Special Rules	24
Introduction	03	Amber & Wine	24
General Preparation and Rules	04	Battle Progress Cards	25
Chapter 1—Resist!	06	Foundry and Horse Farm	25
Game Components, Preparation	09	End of the Chapter	27
Set-up	10	Chapter 3—Free All of Catan!	28
Special Rules	12	Game Components, Preparation	31
The Conquerors Land	13	Set-up	32
The Conquerors Advance	14	Special Rules	34
Placing & Moving Knights	15	Forts	34
Battle	16	End of the Chapter	36
Liberating a Terrain Hex	17	End of the Legend	37
End of the Chapter	18	Epilogue	38
Chapter 2—Stop the Conquerors!	19	Almanac of Progress Cards	39
Game Components, Preparation	21	Overview of Game Components	42
Set-up	22	The Chronicle	44

PLEASE NOTE

Before you play *Legend of the Conquerors*, we strongly suggest that you play the *Cities & Knights* expansion a couple of times. Knowledge of the *Catan* base game rules and the *Catan: Cities & Knights* rules is required.

The full scope of the legend unfolds best when the same group of players follows the entire story arc by playing all 3 chapters from beginning to end. Each chapter is prefaced by a segment of the story of Catan.

You can also play the chapters as separate scenarios with different players and independent from each other.

Before the first game, you must affix 2 stickers to each of the 20 conqueror pieces. A light Sticker on one side, a dark sticker on the other. Both stickers on a figure must bear the same flag value (i.e.: Light “5” on one side, dark “5” on the other). Once complete, you will have 5 sets of 4 conquerors. Each set either with the number 2, 3, 4, 5, or 6 on their respective flags. You also must affix the 16 hexagonal stickers to the bottom sides of the 16 forts. All game components are listed in the Overview of Game Components at the end of this rules booklet. The overview also includes a suggestion for sorting the game components into the available zip-close bags.

The *Catan* series of games, with its extensions and expansions, has been revised several times. On our website (catan.com), we provide detailed information about the differences between the editions and how to combine them.

PREPARATION & RULES

The rules of the *Catan* base game and the *Cities & Knights* expansion apply. The preparation described in the following section applies to all chapters. The changes to existing *Catan* and *Cities & Knights* rules that apply to *Legend of the Conquerors* are also explained in this section. Additional preparations and rules are listed in the respective chapters.

PREPARATION

GENERAL PREPARATION

- Set aside the following components from the *Catan* base game: 2 frame pieces, all of the building costs cards, the “Largest Army” card, and all of the development cards.
- Set aside the “Barbarian Tile” from the *Cities & Knights* expansion.
- Assemble the board for 3 or 4 players, distributing the frame pieces, terrain hexes, and number tokens as shown in the respective illustrations of the chapters.
- Place the settlement markers and road markers on the intersections and paths marked with red borders.
- Put the resource cards, commodity cards, progress cards, and the “Defender of Catan” victory point cards beside the game board
- Place the “Longest Road” card, the merchant piece, and the three dice beside the game board.
- Each player takes all the playing pieces in one color from the *Catan* base game and 6 knight tokens from *Cities & Knights*.
- Each player takes 1 development flip-chart.
- Place the respective chapter tile beside the game board.
- Place the barbarian ship on the starting space (unmarked) of the movement track and one marker per player on the first space of the Hero Track.



GENERAL RULES

CHANGES TO BASE RULES

1) Chapter Tile

• Movement Track for the Barbarian Ship



If you roll a ship on the symbol die, move the barbarian ship 1 space in the direction of the arrow on the movement track.

Exception: If you roll a “7” on the pipped dice and a ship on the symbol die, do not move the barbarian ship.

If you move the barbarian ship onto a space with a picture, you must immediately resolve the respective event. The events in the 3 chapters differ and are explained in the chapters’ special rules.

Only one of the events appears on all three chapter tiles.

Barbarian Attack:



This is the “Attack of the Barbarians” event you already know from *Cities & Knights*. In *Legend of the Conquerors*, besides fighting the conquerors, you must also fend off the barbarians. When you resolve the “Attack of the Barbarians” event, follow the *Cities & Knights* rules.

Resource Production:

According to the *Cities & Knights* rules, you don’t take your resources until after resolving an event.

• Hero Track

The hero track is depicted in the lower left area of each chapter tile. If you perform certain actions during the game, you will move your marker upward 1 space. The number next to each space indicates how many additional victory points you have.

2) General 3:1 Trade

Instead of the usual 4:1 trade in *Catan* and *Cities & Knights*, in *Legends of the Conquerors* the trade rate is 3:1. You can trade 3 identical resources/commodities for any 1 resource/commodity of a different type with the supply.

ADDITIONAL GENERAL RULES

1) Victory Point Track

To keep track of your victory points on the victory point track located on the board frame, you must mark them with one of your markers.



At the beginning of a chapter, place one of your markers on the victory point space indicated in the preparation for that chapter. If a space is ever occupied by multiple markers (e.g.: as at the beginning of the game), put them on top of each other. Each time you receive or lose victory points, change your marker's position on the victory point track accordingly. Don't forget to take the additional victory points of the hero track into account.

2) Chronicle

You can find the blank form for the Chronicle on the back of these instructions. If you want to play *Legend of the Conquerors* several times from beginning to end, you can either copy the blank form before the first game or download the form from catan.com and print a copy.

After you finish a chapter, enter the game results indicated into the light areas of the Chronicle. Enter the legend points you have received into the darker areas of the Chronicle. The sum of the legend points shows your score during the course of the legend. The allocation of points is different in each chapter and is explained in the section "End of Chapter" section for each chapter..

You can see an example of a completed Chronicle below.

3) Overall Score

After you have played all chapters, the player with the largest sum of legend points wins *Legend of the Conquerors*.

In case of a tie, determine the most heroic player of all played chapters combined. To do so, add up the numbers entered in the light-colored spaces of the "Position on the Hero Track" rows of the 3 chapters. The player with the largest sum wins. If the tie persists, multiple players win.

Game Results Legend Points

Chronicle of Catan				
Chapter 1 - Victory		Name	Name	Name
Victory Points				
Position on the Legend points track				
Legend Points				
Chapter 2 - Victory		Name	Name	Name
Victory Points				
Position on the Legend points track				
Legend Points				
Chapter 3 - Victory		Name	Name	Name
Victory Points				
Position on the Legend points track				
Legend Points				
Subtotal of Legend points				
Subtotal of Legend points				
Subtotal of Legend points				
- Defeat -		Name	Name	Name
Legend Points				
Grand total of Legend points				

Legend Points for Overall Score

Example of a completed Chronicle

Chronicle of Catan					
Chapter 1 - Victory		Claudia	Arnd	Otmar	Benjamin
Victory Points	13	6	9	2	10
Position on the Legend points track	3	0	2	1	4
Legend Points	6	3	5		4
Chapter 2 - Victory		Name	Name	Name	Name
Victory Points	9	3	9	3	15
Position on the Legend points track	2	1	3	2	5
Legend Points	4	5	7		7
Subtotal of Legend points		10	8	12	11
Chapter 3 - Victory		Name	Name	Name	Name
Victory Points	7	2	17	9	12
Position on the Legend points track	3	2	5	0	3
Legend Points	4	9	7		8
Subtotal of Legend points		14	17	19	19
- Defeat -		Name	Name	Name	Name
Legend Points					
Grand total of Legend points					

Example of entries for "Victory"

Example of entries for "Defeat"

CHAPTER 1 — RESIST!

CHAPTER 1—RESIST!



INTRODUCTION

670 years have passed since the first settlers arrived on Catan. A fleet consisting of many caravels loaded with warriors have been sighted on its way to Catan.

Thora

Thora stared out the window. Dark rain clouds shrouded the countryside, making everything look gray and sad. A lightning bolt struck the ground, its flash soon followed by a deep rumble. A gloomy spectacle, as gloomy as Thora's thoughts, which desperately revolved around the question of how it could happen that Catan, her beloved homeland, was at the edge of an abyss.

Thora remembered the historical manuscripts she had read in her youth.

After her ancestors' arrival on Catan, fate had, from time to time, brought other explorers from the Old World to their island. In most cases, severe storms had turned proud seafarers into helpless castaways stranded on the coasts of Catan. Others had simply lost their bearing due to poor navigation; emaciated and close to dying of thirst, they were lucky enough to reach the shores of Catan.

The newcomers weren't always well-disposed toward the island's inhabitants, but in the end they had to come to terms with their hosts because most of the unfortunate sailors deemed it impossible to survive the long, dangerous voyage home in their few longships that had remained intact.

Thora clearly remembered some evenings of her childhood when her grandmother told her and her siblings exciting stories, her words accompanied by lively gestures. One of those stories was about a day when her grandmother was still a child herself. "That day," her grandmother said, "ships no Catanian had ever seen before entered the harbor of our capital. Massive, pot-bellied ships. Some with as many as four huge masts—each hung with sails that could easily have covered an entire homestead."

Thora smiled. At the time, her grandmother had definitely exaggerated a lot. But the caravels, as the foreign seafarers called their ships, were ocean-going and able to carry their crews back to their homeland much more safely than the longships known to the Catanians.

Back then—almost 100 years ago—Catan was happened upon by explorers from the Old World. It has been regularly visited by them ever since.

A lightning bolt hit one of the towers of the council hall, and the almost simultaneous, roaring thunderclap made Thora tremble. Was that a bad omen for the future?

Thora took a deep breath.

She had to admit to herself that the continuous contact with the Old World during the first decades after they had first been to Catan had definitely brought many benefits. Trading with the Old World helped Catan flourish. It wasn't just the profitable exchange of goods and resources—a lively exchange of knowledge was also taking place. Soon aqueducts were built on Catan to supply the cities with fresh water, guilds and trading houses stimulated Catan's economy, and just a few years ago the island's first university was established in the capital city.

Catan's wealth not only attracted peace-loving merchants—greedy adventurers came as well. Initially, small groups of them plundered the regions of Catan and returned with their loot to their ships. They were brutal and unscrupulous, which is why the Catanians gave them the derogatory name "barbarians."

When the barbarians became more numerous and more brazen and pillaged a city, threatening to burn it down, the Council of Catan decided to raise a standing army and reinforce the fleet. The Catanians finally managed to repel the marauding hordes and since then, the barbarian attacks were far less successful.

But now everything was different, Thora thought. A new chapter in Catan's history had begun. It wasn't a promising chapter ...

Aegis put her hand on her sister's shoulder. "There were too many of them, Thora. The caravels of the conquerors were armed with cannons. After the first cannon fire, I gave the order to retreat. I didn't want to risk losing all our ships."

"I know," Thora turned around to face Aegis.

Not only was Aegis her sister, she was also the commander of the Catanian fleet. "A short while ago, a messenger from the North came. He informed the Council that the enemy fleet has landed on the northwest coast. The conquerors have started to build a fortified camp."

Thora hesitated before putting the impending disaster into words. "This time, it's not barbarian hordes that want to ransack our land; this time, a powerful enemy is coming with an army."

Almost whispering, she continued. "This time, Aegis, it's not about skirmishes with barbarians—this time, our survival and our freedom are at stake."

Aegis agreed with her older sister. Like herself, Thora was in the prime of her life. The streaks of silver in her brown hair and some incipient wrinkles added maturity and authority to her pleasant appearance.

When the Council elected Thora commander-in-chief of the Catanian army and temporary sole ruler, she had replaced her councilwoman attire with pants, boots, and a girdled, plain tunic. She didn't want to dress differently than the Catanians she had to send into battle against the conquerors.

There was a knock at the door, and warlord Roven entered the office of the commander-in-chief. Behind him, covered by Roven's massive figure, a small-boned woman with wheat blonde hair and a pretty face strode into the room and self-assuredly positioned herself beside Roven. Despite the gravity of the situation, Thora had to smile at the unlikely couple. Next to

Roven, who was two heads taller and three times wider, brawny, and dark-skinned, Lea, Catan's supreme healer, looked as dainty as an elf.

Roven cleared his throat and announced in a sonorous voice that measured up to his imposing appearance, "The troops are ready to leave, Thora."

He sighed, "Unfortunately, Lea insisted on leading the healer squad herself." With a facial expression of both irritation and concern, he looked down at his petite wife.

"Come on, big guy. Don't worry about me. I know how to look after myself," Lea put her delicate hand into Roven's big paw and gave him an encouraging smile.

Thora was grateful for the respected healer's support. During the battles, the infantry Roven was leading to the northwest of Catan and the men and women he intended to recruit in the North would be in dire need of Lea's healing skills.

"Abide by my command, Roven." Thora said. "I'm not ordering you to expel the invaders from our island. You know as well as I do that we can't achieve this, given the superior number of invaders. Just hold them back as long as possible and retreat eastward early enough to keep our troops from suffering major losses. We must buy time to organize our defense."

Roven nodded briefly. "We'll try to lure individual groups of barbarians into traps and to ambush them."

He continued, visibly annoyed, "By the way, I also do not want to needlessly gamble with the lives of the Catanians I'm entrusted with."

Roven made a scant bow to Thora and Aegis. Without further talk, he and Lea he briskly left the office.

"I think you have offended his pride, Thora," said Aegis. "Sometimes Roven acts a bit impulsively, but you can trust that he will obey your orders."

"I hope so, Aegis," Thora sighed. "I would have liked to assign Dagur to him. Dagur is level-headed and intelligent and could have some moderating effect on Roven. But we need him and his cavalry here, in case the invaders attack our south coast, too."

Thora resignedly stared out on the rainy landscape. "We might not be able to stop the enemy from conquering our island. Unless a miracle happens ..."

CHAPTER 1 — SET-UP

Additional Game Components for Chapter 1



- Chapter tile



- 4 Conquerors Strength 2



- 4 Conquerors Strength 3



- 4 Conquerors Strength 4



- 4 Conquerors Strength 5



- 4 Settlement markers



- 4 Landing markers



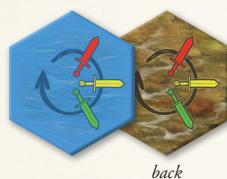
- 5 Trading stations



- 8 Markers (4 x 2)



- 1 Directional token



- 18 “Politics” progress cards
(see “Almanac of Progress Cards” on page 33)



back

- 4 Road markers



- 1 Directional die



- 8 Personal overview cards



4x

4x

back

GENERAL PREPARATION

The general preparation is explained on page 4. Assemble the game board for 3 or 4 players according to the illustrations on the following pages.

ADDITIONAL PREPARATION

- Place the 2:1 trade tokens with the trading station side up on the marked locations of the game board.
- Place the hexagonal directional token on the marked frame piece. Make sure to align the token correctly: the yellow sword must point east (as shown in the board set up).
- On each sea hex, place 1 landing marker.
- Each player places their victory point marker on space “4” of the victory point track located on the frame.
- Remove the politics cards of the *Cities & Knights* expansion and replace them with the new politics cards of *Legend of the Conquerors*. Shuffle the new politics cards and put them into the empty card tray compartment.
- There is no robber. Leave it in the box.
- Place the directional die beside the directional token.
- Take the personal overview cards for Chapter 1. The overview cards show the victory conditions and give a concise description of the 3 events.

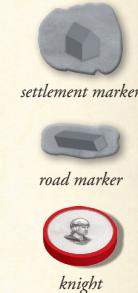
SET-UP PHASE

Each player places 2 settlements, 1 city, 1 city wall, and 1 knight.

Building the First Settlement and Placing a Knight

If you are the starting player, replace one settlement marker with a settlement piece. Then replace the adjacent road marker with a road piece. Finally, place 1 inactive basic knight (level 1) on the intersection adjacent to this road.

The other players follow in clockwise order and, one by one, place their playing pieces in the same way.



Building the Second Settlement

If you are the last player to build your first settlement, you are the first to place your second settlement on any legal, unoccupied intersection. Then place 1 road on an adjacent path.

The other players follow in counterclockwise order and also place their second settlements and adjacent roads.

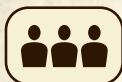
Building the Third Settlement and Taking Resources

If you are the last player to build your second settlement, you are the first player to place your third settlement and road. Take the resources from the terrain hexes adjacent to your third settlement.

Each other player then follows, in clockwise order.

Continued on page 11

CHAPTER 1 — THREE-PLAYER SET-UP



Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	0	0	0	18
Conquerors	0	0	0	0	0	0	9	3	12
Total	4	3	3	4	4	0	9	3	30

Number Token	2	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	0	0	0	0	0	0	0	0	0	0	0
Total	1	2	2	2	2	2	2	2	2	1	18

CHAPTER 1 — FOUR-PLAYER SET-UP



Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	1	0	0	19
Conquerors	1	1	1	2	2	0	13	4	24
Total	5	4	4	6	6	1	13	4	43

Number Token	2	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	2	1	0	1	1	1	0	0	0	1	7
Total	3	3	2	3	3	3	2	2	2	2	25

CHAPTER 1 — SPECIAL RULES

Converting a Settlement into a City with a City Wall

If you are the last player to build your third settlement, choose any 1 of your settlements, replace it with 1 city, and surround the city with 1 city wall. Other players follow in counter-clockwise order.

GOAL OF THE CHAPTER

The conquerors land on the northwestern coast and from there advance eastward. In chapter 1, your knights are still weak, but you should prevent the conquerors from occupying 7 or more hexes (with number tokens) in a 3-player game and 10 or more hexes (with number tokens) in a 4-player game.

CHANGES TO EXISTING RULES

1) No Robber When You Roll a “7”

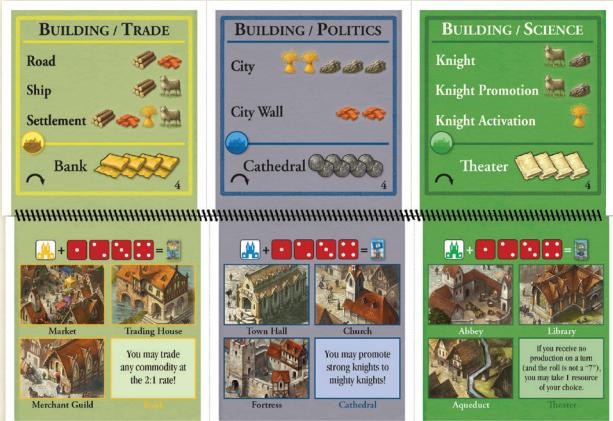
You play without the robber. If you roll a “7,” you may not draw a card from an opponent.

However, if a “7” is rolled and your hand contains more than the allowed number of cards, you still lose half of your resource and commodity cards.

Please note the following general change to the basic rule: If a “7” is rolled on the pipped die and a ship is rolled on the symbol die, the barbarian ship does not advance.

2) No Building Metropolises

You are not allowed to build metropolises. In each area of development, city improvement ends with level three (page 3 of your development flip-chart).



Development flip-chart in chapter 1

Special Rules

1) The Conquerors Land

If the barbarian ship is moved to the “The Conquerors Land” event space depicting the purple flag marked “2,” you place 1 conqueror of strength “2” on each hex marked with a landing marker.

After this event, each time the barbarian ship is moved to a “The Conquerors Land” event space, you place another conqueror matching the strength flag on each hex marked with a landing marker.

2) The Conquerors Advance

When the barbarian ship moves onto a “Conquerors Advance” event space of the chapter tile, one by one you move each conqueror 1 hex toward the east, southeast, or northeast. The conqueror’s movement is not totally predictable. To simulate this, you must roll the direction die for each conqueror to determine which way it moves. Carefully follow the following steps to move the conquerors:

1. The Order in Which the Conquerors Advance

Each “Conquerors Advance” space depicts a directional die icon of a red or green sword. This indicates on which side of the game board the conquerors’ advance will begin. Green indicates that the advance will start in the southeast. Red indicates that the advance will begin in the northeast. So, if the green sword is depicted, the southernmost conqueror starts. The other conquerors follow from south to north.



Example 1—
Where does the advance begin?:
The barbarian ship has moved to the green sword event space on the chapter tile.
Look at the Directional marker on the game board. It indicates that green is pointed southeast. That means the “Conquerors Advance” begins with Conqueror “A,” because it is located the farthest southeast. “B” follows because it is the next conqueror in a northern direction. Then any other conquerors in a northern direction follow.



Continued on page 12

CHAPTER 1 — SPECIAL RULES

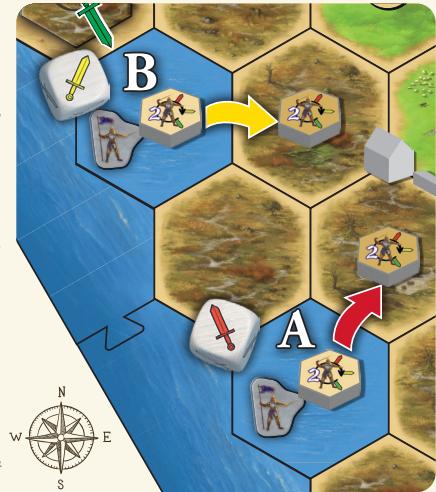
If multiple conquerors occupy in the same row, you first move the conqueror located furthest east. Then, from east to west, you move each conqueror in that row before moving the conquerors in the next row.

Example 2—Movement order for the advance: The barbarian ship has moved to the red sword event space. Therefore, the northernmost row of conquerors move 1st, followed by the next row of conquerors to the south, and so on. Conqueror “A” starts the advance. In the next row to the south, “B” advances before “C” because it is farther east. “D” advances next. In the next row to the south, “E” is farther east, so it advances next, followed by “F.” Then “G” advances and, finally, “H” advances last.



- Proceed similarly with all following conqueror(s). Finish each row before proceeding to the next row. Remember, you cannot move a conqueror more than once during a single advance, so you must not move conquerors that may have switched rows during their movement.

Example 3—Roll to move each conqueror: The barbarian ship has moved to the green sword event space, so conqueror “A” advances first. Roll the directional die to determine where “A” moves. You rolled a red sword; therefore, you move “A” northeast and then flip it over. “B” advances next. You rolled a yellow sword, so move “B” east and flip it over.



- You **may not** move a conqueror onto the following areas:
 - the frame of the board (the puzzle-pieces)
 - a hex occupied by another conqueror
 - a sea hex
 - a landing hex (a hex with a landing marker)
- If, for any reason, you can't move a conqueror in the direction indicated by the die roll, choose the next color sword, in clockwise order, and move the conqueror in that direction instead (*i.e.: Red changes to yellow, yellow to green, green to red*). This substitute move order is indicated by the circular arrow on the direction marker.

Example 4—Conqueror advance is partially blocked: You roll a green sword for conqueror “C”. But you can't move it in that direction because conqueror “B” already occupies this hex. Instead, move conqueror “C” to the adjacent hex in the red sword direction (indicated by the circular arrow symbol on the directional token) and flip “C” over.



2. Orienting the Conquerors

It is important that you move each conqueror only once per “Conquerors Advance” event. To indicate which conquerors have already moved, flip the conqueror piece over as you move it. The opposite side of the piece is a different color to show that you have moved the piece. Also be sure to keep the conquerors oriented so that their direction arrows match the directional token on the board.

3. Rolling the Die to Move Each Conqueror

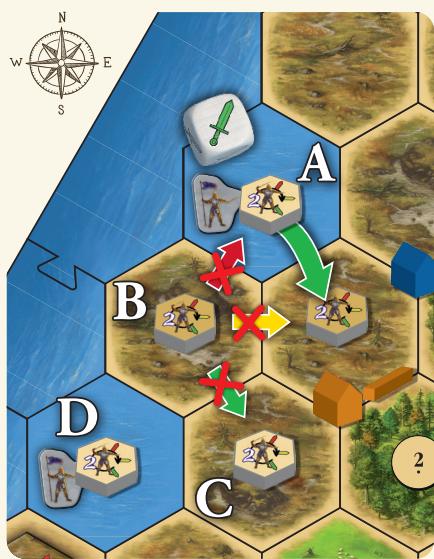
Starting with the first advancing conqueror, roll the directional die once for each conqueror’s movement as follows.

- Roll the die and move the respective conqueror 1 hex in the direction indicated by the die’s sword icon if possible (see the third bullet following). Remember to flip the conqueror piece over as you move it.

- In rare instances you can't move a conqueror in any of the 3 possible directions. If that occurs, don't move it, but it is important to **remember to flip it over**.

**Example 5—
Conqueror
advance is
totally blocked:**

The barbarian ship has moved to the red sword event space. "A," is the northernmost conqueror, so it advances first. You roll the die and get a green sword. Move "A" in the direction indicated



(southeast). Conqueror "B" should advance next; however, the adjacent hexes in the southeast and east are either occupied by other conquerors, are a sea hex, or a landing hex. Therefore "B" cannot move and stays in place. Flip it over because it may not move for the rest of this conquerors advance. Next, roll the directional die (once each) for conquerors "C" and "D."

4. Conquered Terrain Hexes

When a conqueror moves onto a terrain hex with a number token, that hex is conquered. To indicate that the hex is conquered, flip the number token over. If you move the conqueror to another hex, the hex the conqueror has left remains conquered.



Rules for conquered terrain hexes:

- Conquered hexes no longer produce resources/commodities.
- Keep the roads, settlements, and cities you built adjacent to conquered hexes; their corresponding victory points remain.
- You may not build a new settlement on an intersection adjacent to a conquered hex.
- You may not upgrade a settlement adjacent to one or more conquered hexes to a city.
- You may only build roads on paths adjacent to at least one unoccupied, unconquered hex.

**Example 6-A
conquered
hex:** You may
not build a
road between
the swamp and
the conquered
pasture hex.



You may build roads on the other paths. Blue cannot build a settlement on the "X" intersection. Red may not upgrade her settlement to a city. The conquered hex cannot produce.

3) Placing and Moving Knights

The Cities & Knights rules apply, i.e., you may only move your knights along your own road network.

In addition, the following rules for placing knights apply:

- If you pay 2 ore and 2 wool or 3 ore and 3 wool, you may immediately build a strong knight or—if you have reached the third level of improvement in the area “politics”—a mighty knight and place it according to the rules. You thus don't have to first build a basic knight and then promote it.
- You may place a newly-built knight directly on an unoccupied intersection adjacent to a hex with a conqueror if:
 - 1 of your roads connects to this intersection,
 - the intersection is not adjacent to 2 or 3 hexes occupied by conquerors (see page 14, “Encirclement”), and
 - no battle is triggered that the knight would lose (see below).

4) Battle

If a conqueror moves to a hex whose intersections are occupied by one or more of your and/or your opponents' knights, battle occurs immediately. Compare the conqueror's strength with the strength of the knight or the total strength of all knights occupying intersections adjacent to the hex the conqueror stands on. For this battle, it doesn't matter whether or not your knights are active.

- The conqueror is stronger: The conqueror wins. The defeated knight(s) are removed and their owners put them back into their supply.
- The knight(s) are stronger: The knight(s) win. The conqueror is removed from play.
- Both parties are equally strong: There is a standoff; none of the playing pieces involved in the standoff are removed. Despite the standoff, the conqueror has conquered the hex it was moved to (flip the number token over).

Example on page 14

CHAPTER 1 — SPECIAL RULES

Example 7a:

You advance a strength "2" conqueror to the hex located between the red (active-strong) and the blue (inactive-strong) knights. The combined strength of these two strong knights is "4." The conqueror loses and is removed.



Example 7b:

Next, you advance the strength "3" conqueror. The blue strong knight on the intersection loses and the owner puts it back into their supply. Since the hex is now conquered, flip the number token over.



Encirclement: After each battle, check whether a knight has been encircled. A knight is considered encircled if it stands on an intersection bordering 2 hexes each of which is occupied by a conqueror.

If your knight is encircled, remove it. After removing an encircled knight, check whether there is a knight adjacent to a hex with a stronger conqueror; if so, that knight is removed as well.

Example 8a:

First, a strength "4" conqueror advances northeast. The 2 knights (red = active-mighty and blue = inactive-basic) have a combined strength of 4. It's a tie, so conqueror stays and conquers the hex.



Example 8b: Next, you advance the strength "3" conqueror east. That conqueror and the adjacent red mighty knight (strength 3) are tied. However, 2 conquerors now encircle the red knight and defeat it. Remove the red knight. Finally, this causes a problem for the blue knight. Without the support of the departed red knight, blue is weaker (strength 1) than the adjacent strength "4" conqueror. Remove the blue knight.



Battles When Knights Attack

Your knight attacks a conqueror on its hex if:

- you move your knight to an intersection of the hex,
- you build a knight on an intersection of the hex, or
- you promote one of your knights located on an intersection of the hex.

You may not sacrifice a knight.

You may not:

- Move a knight to, or build a knight on, an intersection bordering two hexes that are both occupied by a conqueror (encirclement) or
- Move a knight to, or build a knight on, an intersection at a hex occupied by a conqueror if this action would result in the knight's immediate defeat.

Breaking a tie: If a conqueror and one or more adjacent knights are tied and you place a knight on an unoccupied, legal intersection at this hex or you promote a knight adjacent to this hex, the knights win and the conqueror is removed.

Example 9a: The red mighty knight (strength 3) and the adjacent strength "3" conqueror are tied.

Blue places a basic knight (strength 1) on the intersection marked with the green arrow. Blue cannot place the knight on



the intersection marked with a red "X", due to encirclement (i.e., between the 2 conquerors). The strength "3" conqueror (A) is defeated by the two knights (with a combined strength of 5), and is removed. Once the hex is liberated, its number token is turned face up (see page 15).

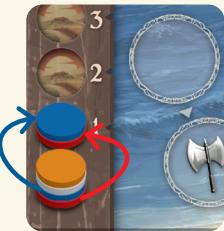
Example 9b: Blue now upgrades his basic knight to a strong knight. Then he places a new basic knight on the intersection marked with the green arrow, to protect his strength "2" knight in case the strength "3" conqueror moves to the pasture hex (the knights' combined strength is 3).



CHAPTER 1 — SPECIAL RULES

Reward for a Victory

Each player who participated with one or more of their knights in a victory over a conqueror moves their marker up 1 space on the hero track. Each player may only move up 1 space per successful battle, no matter how many of their knights were involved in the battle or how strong they were.



Example 10: In example 9, Red and Blue contributed to winning the battle against the conquerors. They each move up 1 space on the hero track.

5) Liberating a Terrain Hex

If you build or move a knight to an intersection at a conquered terrain hex (and it potentially defeats a conqueror on that hex), turn the hex's number token face-up and liberate the hex. See example 9a.

END OF THE CHAPTER

There are three possible end conditions for this chapter:

- The conquerors occupy 7 or more (in a 3-player game) or 10 or more (in a 4-player game) terrain hexes with number tokens. You have suffered defeat.
- The barbarian ship reaches the last space of its movement track. Resolve the “The Conquerors Advance” event. If afterwards you haven’t suffered defeat (see above), you have achieved victory. The player with the most victory points wins. In case of a tie, the position on the hero track determines the winner. If the tie persists, the tying players share the win.
- One player reaches 13 victory points. That player wins the chapter and secures an early victory for the group.

Defeat

1. Awarding of Legend Points

Although you were defeated in this chapter, the most heroic players receive legend points. You enter them into the “Defeat” table of the Chronicle.

- If your marker occupies the most advanced position on the hero track, you earn 2 legend points. This may apply to multiple players.
- If your marker occupies the second most advanced position on the hero track (at least space 1), you earn 1 legend point. This may apply to multiple players.
- If all players’ markers are still on the starting space, no one earns legend points.

Important: In all 3 chapters of *Legend of the Conquerors* combined, a player cannot reach more than 6 legend points after defeats.

Enter the respective number of legend points into an empty field of the “Defeat” table.

2. Repeating Chapter 1

“The powers of fate have turned back time and give you another chance. Should fate have more mercy on you when you repeat the chapter?”

If your answer is “no,” you play chapter 1 again, without changes.

If your answer is “yes,” each player starts chapter 1 with

- an inactive, strong knight (level 2),
- the first level of the “politics” city improvement,
- the first level of the “science” city improvement, and
- a randomly drawn “politics” progress card.

Victory

1. Awarding of Legend Points

For each player, enter the number of victory points (VPs) and the position of the space reached on the hero track into the “Chapter 1” table.

For the VPs, legend points (LPs) are awarded as follows. The player(s) with:

- the most VPs each receive 6 LPs.
- the second-most VPs each receive 3 LPs.
- the third-most VPs each receive 2 LPs.
- the fourth-most VPs receives 1 LP.

For the spaces reached on the hero track, award LPs as follows:

- Remove the marker of the player(s) with the most VPs from the hero track.
 - The player(s) whose marker(s) now occupy the most advanced position on the hero track each receive 2 LPs.
 - The player(s) whose marker(s) now occupy the second-most advanced position on the hero track each receive 1 LP.
 - **Important:** Any player(s) whose marker(s) are on the starting space of the hero track receive 0 LPs. Even if they are in the most or second-most position on the hero track.
- Enter the LPs into the “Chapter 1” table of the Chronicle.

2. Chapter 2 Begins

In chapter 2, the story of Catan has new challenges in store.

CHAPTER 2 — STOP THE CONQUERORS!

CHAPTER 2: STOP THE CONQUERORS!



INTRODUCTION

Under the command of Warlord Roven, the Catanians successfully slowed down the advance of the enemy army. At the right moment—before the Catanian troops would suffer major losses—Roven retreated with most of the population of the Northwest to the northeastern part of the island.

CAPTAIN WYLER

Thora was ready to welcome the captain. Accompanied by a guard, a wiry, aged sailor whose weather-beaten face testified to many years spent at sea entered her office.

“I salute you, Captain Wyler. I hope you had a smooth passage and are satisfied with your business.”

With a mischievous smile, Wyler scrutinized the Catanian ruler standing upright and proudly in front of him. “Oh, business? Of course, that’s why I’m here. But this time there’s a bit more at stake. I’m acting on behalf of my king, who sends you greetings and wants to propose a very special business deal.”

Thora perked up her ears. Captain Wyler came from a country

in the Old World that Catan had good trade relations with. If the king of that country was proposing a business deal, it might be helpful in the struggle against the conquerors. It seemed as if the captain had guessed Thora’s thoughts.

“My king wants to help you fight your enemy. As a sign of his friendship and goodwill, he sends you three caravels equipped with cannons. They are anchored in the harbor. You can man them with your people at any time. In the holds of the ships you’ll find more cannons, armor, and longbows, which should allow your fighters to stop your enemy’s advance.”

Thora could hardly believe her luck. Was this the miracle she had hoped for?

“Captain Wyler, that sounds very generous of your king. However, you mentioned a business deal. So, what’s the catch? And if your king is so interested in our independence, why doesn’t he send troops right away to support our fight?”

Wyler looked Thora straight in the eye.

CHAPTER 2 – STOP THE CONQUERORS!

“Our king cannot openly side with you because at the moment he doesn’t want to risk a war with the country that is trying to conquer your island. But he also doesn’t want Catan to fall into the hands of one of his biggest competitors in the Old World either. Regarding your second question, of course our king isn’t altruistic, or else he wouldn’t be king. In exchange for the ships and weapons, he wants an appropriate amount of amber. He also wants some of the superb Catanian wine made from the grapes that grow on the slopes of your beautiful island. You can discuss the amounts with our negotiators. If you deliver the agreed amounts on my next visit, we will provide you with more high-quality weapons and armor.”

Thora mulled over the offer. Amber was found on Catan at many locations and didn’t have a particularly high value on the island. Even less-wealthy families were able to afford amber jewelry. Given the circumstances, for the sake of their independence, people would surely be willing to sacrifice their amber jewelry and abstain from consuming Catanian wine for a while.

“If you don’t demand outrageously high amounts of amber and wine, we’re in agreement. Before you leave, though, answer me one more question: Why are the countries of the Old World suddenly so interested in Catan?”

“Can’t you guess, dear Thora? For one thing, Catan is a rich island, and for another, it is located exactly between the Old World and the New World in the West that was discovered more than 20 years ago. Your enemy needs your island as a base for their journeys between the two worlds. By the way, my king is sure that in thanks for kindness you will allow him to establish a base on Catan,” he said.

Thora had understood the veiled threat. This king definitely didn’t act selflessly, but as long as she could save Catan’s independence, she was fine with any concession.

The captain bid farewell and Thora sent for her husband, who was in the city. It didn’t take Dagur long to arrive at his wife’s office.

When the broad-shouldered cavalry leader greeted Thora, he had an expression of respect and high esteem in his eyes. After a warm embrace, Thora told her husband about her conversation with Captain Wyler.

Dagur was a rather down-to-earth man who preferred being outdoors riding a horse over sitting in a dark office occupying himself with state affairs. However, he listened with interest. “That’s really good news, Thora. Although it seems to me that we are but pawns in the hands of the powers of the Old World. If fate is with us, we may get a chance to defend our freedom.”

With the crooked smile that Thora so loved about him, Dagur changed the subject. “By the way, I talked to one of our spies. He reported that the conquerors currently do not intend to advance southward but first want to attack our troops in the Northeast. Therefore, I suggest that I ride north with part of my cavalry to help our people there.”

“I hope the spy is reliable,” Thora hesitated for a moment, as if weighing the pros and cons of her options. “All right, then I’ll ride with you and leave the South in the hands of my deputy. I think our troops expect me to lead them as their commander-in-chief.”

A couple of days later, Thora had made all the necessary arrangements. She had briefed her deputy about the ongoing state affairs and entrusted him with the defense of the South.

The three ships Captain Wyler had provided were heading northeast, to supply the defenders with weapons and armor. Together with Dagur and part of his cavalry, Thora also set out for the Northeast, where she had to stop the advance of the enemy.

CHAPTER 2 – STOP THE CONQUERORS!

Additional Game Components for Chapter 2



- Chapter Tile



- 4 Foundry tiles



- 8 Markers (4 x 2)



- 4 Horse farm tiles



- 4 Conquerors Strength 3



- 4 Conquerors Strength 4



- 4 Conquerors Strength 5



- 4 Conquerors Strength 6



- 4 Settlement markers



- 4 Landing markers



- 5 Harbors



- 32 Amber tokens



- 18 “Politics” progress cards



- 18 “Battle” progress cards



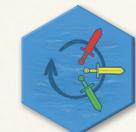
- 4 Road markers



- 1 Directional die



- 1 Directional Token



- 4 Cannons (4 x 1)



• Shuffle the new “battle” progress cards and place them face down beside the game board.



• There is no robber in this scenario. Leave it in the box.

• Place the directional die beside the directional token.

• Each player places their victory point marker on space “4” of the victory point track located on the frame of the board.

• Each player takes 1 “foundry” tile and 1 “horse” tile and places them face up in front of themselves.



• Each player places 1 cannon of their color on the foundry and 1 horse on the horse farm.



• Take the personal overview cards for Chapter 2.

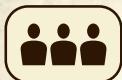


SET-UP PHASE

Each player places 2 settlements, 1 city, 1 city wall, and 1 inactive, basic knight—exactly as described in chapter 1 (page 8).

Continued on page 14

CHAPTER 2 — THREE-PLAYER SET-UP



Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	1	0	0	19
Conquerors	0	0	1	0	0	0	9	1	11
Total	4	3	4	4	4	1	9	1	30

Number Tokens	2	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	0	0	2	0	0	0	1	0	0	0	1
Total	1	2	2	2	2	2	3	2	2	1	19

CHAPTER 2 – FOUR-PLAYER SET-UP



Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	1	0	0	19
Conquerors	1	1	1	2	2	0	13	4	24
Total	5	4	4	6	6	1	13	4	43

Number Tokens	2	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	1	0	0	1	1	1	1	0	0	2	7
Total	2	2	2	3	3	3	3	2	2	3	25

CHAPTER 2 — SPECIAL RULES

COLLECTING AMBER IN THE SET-UP PHASE

If you place a settlement on an intersection with 1 or 2 amber tokens, add the amber token(s) to your supply. If you place a road adjacent to a settlement and this road leads to an intersection with 1 or 2 amber tokens, add the amber token(s) to your supply.

GOAL OF THE CHAPTER

After the conquerors have largely conquered the northeast of Catan, they advance further eastward in order to subdue the entire North. Prevent the conquerors from occupying 4 or more hexes with number tokens in a 3-player game and 5 or more hexes with number tokens in a 4-player game.

CHANGES TO EXISTING RULES

1) No Robber When You Roll a “7”

Play without the robber. If you roll a “7,” you may not draw a card from an opponent. However, if a “7” is rolled and your hand contains more than the allowed number of cards, you still lose half of your resource and commodity cards.



2) No Building Metropolises

You are not allowed to build metropolises. In each area of development, city improvements end with level three (page 3 of your development flip-chart).



3) 5 Progress Cards

You may have up to 5 progress cards (not counting face-up victory point cards) in front of you. If you receive a sixth progress card and you cannot play any progress card (because it isn't your turn), you must immediately discard one of them and place it under the corresponding stack.

SPECIAL RULES

The rules described in Chapter 1 also apply to this chapter. They are supplemented by the following rules.

Amber and Wine

You need these two commodities to buy battle cards.



General Rules for Amber and Wine

- The amber tokens and wine tokens are not part of the cards in your hand and are not taken into account when a “7” is rolled. Opponents may not steal these tokens from you.
- You may include amber and wine in your “domestic trade” (i.e.: trade with players) You may trade them for other commodities and/or for combinations of resources and commodities.

- “Maritime trade” (i.e.” trade via ports) with amber and wine is **not** permitted. Therefore, you may not trade these commodities for resource cards or commodity cards of the supply.

Collecting Amber

If you build a road adjacent to an intersection with 1 or 2 amber tokens, take the token(s) and add it to your supply.

Producing Wine

If the number of a hills hex or fields hex with wine tokens is rolled, you receive 1 brick card and 1 wine token or 1 grain card and 1 wine token for each city you have adjacent to one of these hexes. In addition, the following applies:

- If various players have a settlement at a terrain hex with wine tokens, the active player takes a wine token first. The other players follow in clockwise order.
- If the wine tokens on a fields hex or hills hex are depleted, you receive the usual 2 grain or 2 brick for your city.

Help from the South

If the barbarian ship is moved to a “Support from the South” event space, each player receives either 1 amber token or 1 wine token from the supply, depending on the picture on the event space.



Battle Progress Cards

The “battle” progress cards support you in your battle against the conquerors.



Purchasing Battle Cards

- If the barbarian ship is moved to a “Wyler’s Help” event space of its movement track, each player may buy up to 2 battle cards. Draw the card(s) face down from the supply.
- A battle card costs 1 wine and 1 amber. Put the commodities into the general supply.
- If various players want to purchase battle cards, the active player takes their card(s) first. The other players follow in clockwise order.



General Rules for Battle Cards

- A battle card counts as a progress card, so all usual development cards rules apply to them as well. When purchasing battle cards, you must keep in mind that there's a limit of 5 progress cards per player at any time. For example, if you already have 4 progress cards, you may only buy 1 battle card. This limit also applies to the active player.
- Unless it says otherwise on the battle card, you can only play it on your own turn.
- In the “Almanac of New Progress Cards” (page 33) you can find more detailed descriptions of the cards.

CHAPTER 2 — SPECIAL RULES

Foundries and Horse Farms

You can get more support by better equipping your knights. Building a foundry allows you to use a cannon, which makes a knight stronger. Building a horse farm allows you to use a cavalry, which allows a knight to move faster.

Foundry and Cannoneer

Each player can build 1 foundry. It costs 1 lumber and 1 ore. As soon as you have built a foundry, turn the corresponding tile face down. Place the cannon beside one of your knights on the game board. The cannon makes the knight a cannoneer and provides that knight with 1 additional strength point. The general rules for knights also apply to the cannoneer.

In addition, the following rules apply:

- When moving a cannoneer within a continuous chain of roads, you always move the two cannoneer pieces (knight + cannon) together.
- If you pay 1 lumber on your turn, you can move the cannon piece from one of your knights to another of your knights on the board. This other knight is now your cannoneer.



A cannon gives 1 extra strength.

You may move a Cannon to another knight for 1 lumber.

- You are not allowed to voluntarily return the cannon to the foundry tile.
- If your cannoneer is defeated during the advance of the conquerors, return the knight to your supply and place the cannon on the foundry tile. If it is your turn, you may promote another one of your knights on the board to cannoneer.
- The movement and battle rules for knights described in Chapter 1 also apply to the cannoneer. The only difference between a cannoneer and a knight is the additional strength point a knight receives because of the cannon.

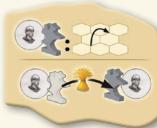


Strong knight and cannon = cannoneer with a total strength of "3"

Horse Farm and Cavalry

Each player can build 1 horse farm. The horse farm costs 1 lumber and 1 grain. As soon as you have built it, flip your horse farm tile face down. Place your cavalry piece beside any one of your knights on the game board. This piece promotes that knight to cavalry, enabling it to move outside your own road network. The general rules for knights also apply to cavalry. In addition, the following rules apply:

- When moving a cavalry, you always move the 2 cavalry pieces (knight + horse) together.
- If you pay 1 grain on your turn, you can move the cavalry piece from one of your knights to another of your knights on the board. This other knight is now your cavalry.



Cavalry are allowed to jump to unoccupied intersections.

You may move a horse to another knight for 1 grain.

- You are not allowed to voluntarily return the horse to the horse farm tile.
- A cavalry may jump to unoccupied intersections
- For 1 grain, you may move a horse to another knight
- If your cavalry is defeated during the advance of the conquerors, return the knight to your supply and place the horse on the horse farm tile. If it is your turn, you may promote another one of your knights on the board to cavalry.
- If your cavalry is displaced by an opponent's stronger unit, you may place your cavalry on any unoccupied intersection adjacent to one of your roads. Therefore, you don't have to move your cavalry to an intersection within the continuous road along which he was originally placed.
- The movement and battle rules for knights described in Chapter 1 also apply to cavalries. The only difference between a cavalry and a knight is the option to move your cavalry outside your own continuous road.

On your turn, you may move your active cavalry to any unoccupied intersection of your choice if:

- This intersection is adjacent to one of your roads or
- This intersection is adjacent to a terrain hex with a conqueror and the conqueror is being defeated.

After this action, you must deactivate your cavalry.



Knight + horse = cavalry

CHAPTER 2 — SPECIAL RULES

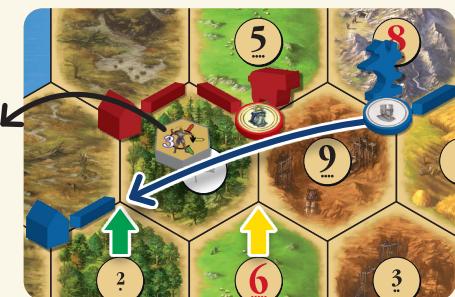
If you have moved your cavalry to an intersection adjacent to one of your roads, you can choose to:

- Leave the cavalry on the new intersection and deactivate it or
- Move the cavalry (for example, after a successful battle) back to the intersection you had removed it from and then deactivate it.

After the conqueror's defeat: If you have moved your cavalry to an intersection that isn't adjacent to any of your own roads, you must immediately move the cavalry back to the intersection you had removed it from.

Please note: Your cavalry only breaks another player's continuous road if you move it to an intersection adjacent to one of your own roads.

Example 11:
Blue moves his strength strong cavalry (strength 2) to the intersection marked with the green arrow. Together, his cavalry and Red's strong knight have 5 strength points and defeat the strength "3" conqueror. Because Blue's knight is connected to a blue road, Blue may leave his knight where it is or move it back to the intersection it came from. Theoretically, Blue could have moved his knight to the intersection marked with the yellow arrow. If he did, Blue would have been forced to move his knight back to its prior location immediately after defeating the conqueror.



Important: Cannon and horse exclude each other. A knight that has become cannoneer cannot be given a horse and vice versa.

END OF THE CHAPTER

There are three possible end conditions for this chapter:

- The conquerors occupy 4 or more (in a 3-player game) or 5 or more (in a 4-player game) terrain hexes with number tokens. You have suffered defeat.
- The barbarian ship reaches the last space of its movement track. You resolve the "Conquerors Advance" event. If afterwards you haven't suffered defeat (see above), you have achieved victory. The player with the most victory points wins. In case of a tie, the position on the hero track determines the winner. If the tie persists, the tying players share the win.
- One player reaches 14 victory points. That player wins and secures an early victory in this chapter.

Defeat

1. Awarding of Legend Points

Although you were defeated in this chapter, the most heroic players receive legend points. You enter them into the "Defeat" table of the Chronicle.

- If your marker occupies the most advanced position on the hero track, you earn 2 legend points. This may apply to multiple players.
- If your marker occupies the second most advanced position on the hero track (at least space 1), you earn 1 legend point. This may apply to multiple players.
- If all players' markers are still on the starting space, no one earns legend points.

Important: In all 3 chapters of *Legend of the Conquerors* combined, a player cannot reach more than a total of 6 legend points after defeats.

2. Repeating Chapter 2

"The powers of fate have turned back time and give you another chance. Should fate have more mercy on you when you repeat the chapter?"

If your answer is "no," play chapter 2 again, without changes.

If your answer is "yes," each player starts chapter 2 with:

- An inactive strong knight (level 2),
- The first level of the "politics" city improvement,
- The first level of the "science" city improvement,
- A "politics" progress card, and
- A "battle" progress card.

Victory

1. Awarding of Legend Points

For each player, enter the number of victory points and the position of the space reached on the hero track into the "Chapter 2" table.

For the victory points, legend points are awarded as follows.

The player(s) with:

- The most VPs each receive 7 legend points.
- The second-most VPs each receive 5 legend points.
- The third-most VPs each receive 3 legend points.
- The fourth-most VPs receives 1 legend point.

For the spaces reached on the hero track, legend points are awarded as follows:

- If you have the most VPs (or are tied for most), remove your marker from the hero track.
- The player(s) whose marker(s) now occupy the most advanced position on the hero track each receive 2 legend points.

Continued on page 24

CHAPTER 2 — SPECIAL RULES & CHAPTER 3

- The player(s) whose marker(s) now occupy the second-most advanced position on the hero track each receive 1 legend point.
- The player(s) whose marker(s) are on the starting space receive no legend points.

Enter the legend points into the “Chapter 2” table of the Chronicle.

2. Chapter 3 Begins

In Chapter 3, the story of Catan has further challenges in store for you.

CHAPTER 3: FREE ALL OF CATAN!



INTRODUCTION

The conquerors encountered stiff resistance when marching toward the largest city in the northeast of Catan. The Catanians benefited from being familiar with the terrain of their homeland and knowing the appropriate places to effectively obstruct the path of the intruders and ambush them at the same time.

Whenever the conquerors were busy removing an obstruction, Catanian archers emerged from a nearby forest, showered the enemy with arrows, and immediately retreated into the forest.

Dagur and his cavalry pursued the conquerors' squads of hunters and pillagers that secured provisions for their army. Only very few squads returned unscathed to their army.

When the enemy was only a day's march away from the city they intended to conquer, Thora put the plan she conceived into action. She placed more archers on the city wall and hid with her army behind a forested hill nearby. Thora hoped that the conquerors would regard the occasional attacks of her archers and Dagur's attacks on the squads of pillagers as nothing but the actions of desperate partisans and not suspect a larger army close by.

When the conquerors arrived in front of the city, they first set up a provisional camp. The next morning, they attacked. First they fired their cannons until parts of the city wall began to crumble. When they stormed the partially-destroyed city wall, the Catanian archers on the remaining wall sections inflicted considerable losses on them. However, this didn't stop the conquerors. Some of their combatants had already entered the city when Thora finally gave the order to attack.

Almost simultaneously, the cannons provided by Captain Wyler fired at the conquerors' camp, Dagur and his cavalry attacked the enemy from the rear, and Roven's infantry started moving. Following the example of their forebears, the infantrymen had formed up into a shield wall.

The conquerors were bewildered and initially ran around aimlessly. At this point, the wall was no longer the target of the conquerors, and the rain of arrows shot by the archers on the wall killed many of them. Thora's attack left the enemy combatants with no choice but to regroup and square off against the attacking Catanians behind them. The battle for Catan had begun ...

After the Battle

Thora felt deeply exhausted. Tired, she took off her helmet. Dagur stopped his horse next to hers and grasped her hand.

“We have won, Thora! Those dirty dogs have retreated and are licking their wounds,” Dagur looked expectantly into his wife’s eyes. Astonished, he noticed that her eyes were not joyful, but looked at him with sadness. Dagur didn’t understand.

“Thora, didn’t you hear me, we have decided the battle in our favor! That mainly happened thanks to you. During the battle the Catanian flag you carried undulated at many different places but was always present. You encouraged our men and women to surpass themselves and defend their freedom. Aren’t you happy about our victory?”

Thora’s voice sounded tired. “Yes, we won, Dagur. But at what price? Many—far too many—Catanians met their death. I saw so many of us die. While he and his brave soldiers defended me on

CHAPTER 3 — FREE ALL OF CATAN!

the battlefield, Rowen died jumping in front of a lance thrust that was meant for me.”

Dagur understood. He pressed Thora’s hand. “Thora, every Catanian knew that they could lose their life during this battle. Most of them preferred death to the fate of being subjugated for the rest of their lives, or being taken to a foreign country far away from their homeland and from their loved ones, whose futures would be uncertain.”

“You are probably right, Dagur. But did we allow each Catanian to choose their fate?”

Thora spurred her horse and rode to the field hospital, where Lea and her group of healers were taking care of the many wounded. Thora dismounted and approached Lea, who was skillfully bandaging a woman whose sword arm had been severely injured.

“Lea, I am so sorry about Roven,” Thora said.

Lea’s eyes were swollen from crying. Filled with grief, she gave Thora a blank look and nodded briefly, without interrupting her work.

Dagur had ridden behind Thora and dismounted next to her. For a while, they stood silently side by side. “Thora, we must not hesitate now. As soon as possible, we should go after the intruders who got away and drive them into the sea where they came from.”

“Our fighters are exhausted, Dagur. Many of them are injured. The enemies who took flight—and they are many—will retreat to the stockade forts they hastily built everywhere in the North.

“We do not have enough fighters to chase them away from there. No, for now we must hold the still-unoccupied ground and protect people from the pillages committed by the conquerors. I will ride to the South and recruit new fighters. You will be the commander-in-chief here until I come back with the new fighters.”

Captain Wyler’s Secret

Four weeks later, Captain Wyler once again steered his ships into the harbor. The caravels, full to the brim with more weapons, armor, and cannons, lay low in the water. He also brought another seven caravels to reinforce the Catanian fleet and turned them over to Aegis, the fleet commander, who was visibly delighted.

Thora greeted the captain. Her eyes rested on the seven new caravels anchored in the harbor. “It seems that your king was very satisfied with our last amber and wine shipment.”

“Indeed, esteemed Thora. Besides that, he was overjoyed that you have stopped the conquerors’ advance. Regard the seven ships as a gift from the king, to pay tribute and respect to you and the valiant Catanians.”

“Please pass my thanks on to your king. I presume, though, that his extremely generous gift wasn’t entirely unselfish, was it?”

Captain Wyler smiled. “Oh, you already seem to know my king quite well.”

Wyler’s expression became serious. “Your enemy is equipping new troops. They are supposed to unite with their compatriots who have barricaded themselves inside their forts in the north of your island. Your enemy still intends to conquer your entire island. If you don’t succeed in destroying the enemy’s forts before the new troops arrive, you’ll hardly have a chance to preserve your independence. If the troops unite, you will be in a hopelessly inferior position. Then the weapons and armor we provided you with won’t help you either.”

“How much time do we have left?”

“Our spies are reporting that the enemy’s fleet will leave in about 4 weeks.”

Thora was thinking. She would have to shorten the training of the new recruits. In a week’s time at the latest, she would have to take them to the North, to join the existing army and destroy the conqueror’s forts.

Captain Wyler coughed slightly and interrupted Thora’s thoughts. “Dear Thora, your situation is serious, despite your victory. I esteem you, so I will tell you a secret now. My king’s notion of his biggest competitor in the Old World potentially conquering your beautiful island and incorporating it into his kingdom causes him sleepless nights. As I already mentioned, your island is an important strategic stopover on the voyage to the bountiful countries of the New World in the West. I am convinced that my king would have tried to conquer your island, hadn’t his competitor preempted him. Consequently, he secretly supports you against your enemies because he can’t risk open war with them. Now you surely understand the reason behind his generous gift. Use your fleet—now not so insignificant—wisely. You shouldn’t use it openly against your enemy. I advise you to wait until the enemy fleet has landed on the north shore and the major part of the crews have disembarked. Then it should be easy for your sister Aegis to capture your enemy’s ships.”

“I thank you for your trust, Captain Wyler. We will make good use of your king’s gift.”

Two weeks later, Thora returned to Dagur with her fully-equipped troops. The assault on the enemy forts began.

CHAPTER 3 — FREE ALL OF CATAN!

Additional Game Components for Chapter 3



- 4 Conquerors Strength 3



- 4 Conquerors Strength 4



- 4 Conquerors Strength 5



- 4 Conquerors Strength 6



- 4 Settlement markers



- 5 Trade stations



- 16 Forts



- 4 Road markers



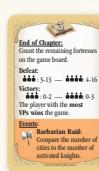
- 3 Roadblock markers



- 18 “Battle” progress cards



- 8 personal overview cards



- 32 Amber tokens



- 32 Wine tokens



- 4 Foundry Tiles



- 4 Horse farm Tiles



back

- 4 Cavalry (4 x 1)



- 8 Markers (4 x 2)



GENERAL PREPARATION

The general preparation is explained on page 4. Assemble the game board for 3 or 4 players according to the illustrations on the following pages.

ADDITIONAL PREPARATIONS

- Place the 2:1 trade tokens with the trading station side up at the locations shown on the game board.
- Place the roadblock markers on the paths indicated in the illustrations.
- Place the amber tokens on the intersections indicated in the illustrations. The number indicates whether 1 or 2 tokens are on an intersection. The remaining tokens are the supply.
- Place the wine tokens on the intersections indicated in the illustrations. The number indicates how many tokens (1–5) are on an intersection. The remaining tokens are the supply.
- Mix all of the forts without looking at their bottom sides and randomly distribute them among the marked terrain hexes. Place conquerors with strengths 3 to 6 into the forts, as shown in the illustrations.
- Use the “politics” progress cards from the Cities & Knights expansion. You don’t need the “politics” cards from *Legend of the Conquerors*.

- Shuffle the “battle” progress cards and place them face down beside the game board.
- Place the robber on a frame piece.
- Each player places their victory point marker on space “3” of the victory point track.
- Each player takes 1 “foundry” tile and 1 “horse farm” tile. Place them face up in front of you.
- Each player places 1 cannon of their color on the foundry and 1 horse on the horse farm.
- Take the personal overview cards for Chapter 3.

SET-UP PHASE

Each player places 1 settlement, 1 city, and 1 knight.

Building the First Settlement

If you are the starting player, replace 1 settlement marker with 1 of your settlements and then replace the adjacent road marker with 1 of your roads.

The other players follow in clockwise order.

Continued on page 29

CHAPTER 3 — THREE-PLAYER SET-UP



Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	0	0	0	18
Conquerors	1	1	1	1	1	0	7	0	12
Total	5	4	4	5	5	0	7	0	30

Number Tokens	2	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	0	1	0	1	1	1	1	0	0	0	5
Total	1	3	2	3	3	3	3	2	2	1	23

CHAPTER 3 – FREE ALL OF CATAN!



Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	1	0	0	19
Conquerors	3	3	3	3	3	0	9	0	24
Total	7	6	6	7	7	1	9	0	43

Number Tokens	?	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	2	1	2	2	1	1	1	2	1	2	15
Total	3	3	4	4	3	3	3	4	3	3	33

CHAPTER 3 — FREE ALL OF CATAN!

Building the Second Settlement and Taking Resources

The final player to place their first settlement is the first to place a second settlement. It must be located on a legal intersection south of the dotted orange line shown on the set-up illustrations. Place 1 road on an adjacent path.

Each other player follows in counterclockwise order. Afterwards, each player takes the resources corresponding to the terrain hexes adjacent to his/her second settlement.

Converting a Settlement into a City and Placing a Knight

If you are the last player to build your second settlement, choose any 1 of your settlements, replace it with 1 city, and place an inactive basic knight on an intersection adjacent to one of your roads.

Each other player follows in clockwise order.

GOAL OF THE CHAPTER

During the battles in the North, the conquerors have sustained heavy casualties. They retreat to forts and wait there for reinforcements, in order to continue their conquest. The reinforcements arrive when the barbarian ship reaches the last space of its movement track. Before the reinforcements arrive, you must try to capture as many forts as possible. If, upon arrival of the reinforcements, there are 3 or more undefeated forts (in a 3-player game) or 4 or more undefeated forts (in a 4-player game), the conquerors have won and Catan is doomed.

CHANGES TO EXISTING RULES

5 Progress Cards

You may have up to 5 progress cards (not counting face-up victory point cards) in front of you. If you receive a sixth progress card and you cannot play any progress card (because it isn't your turn), you must immediately discard one of them and place it under the corresponding stack.

Important: The following basic rules—which had been changed in Chapters 1 and 2—take effect again in Chapter 3:

- The robber comes into play after the first “Barbarian Attack” event.
- You may build metropolises.
- The “politics” progress cards from Cities & Knights are used.

Special Rules

The special rules described in the sections “Amber and Wine,” “Battle” Progress Cards,” and “Foundry and Horse Farm” of Chapter 2 (page 24-26) apply. They are complemented by the following rules:

Support from the East—Road Building

 If the barbarian ship is moved to a “Support from the East” event space, each player may build 1 road for free. You must place the road north of the dotted line shown in orange on the set-up illustrations. You may not build the road on, or south of, the dotted line.

Forts

Place a conqueror on each fort. Their strengths range from 3 to 6 as shown in the illustrations. Use your knights to besiege the forts and try to defeat the conquerors.



Roadblocks

During the entire game, you are not allowed to build roads on paths with roadblocks.



General Rules for Forts

- The bottom side of each fort depicts a reward the players receive when they capture the fort.
- The rules for building settlements and roads adjacent to terrain hexes occupied by conquerors, described in chapter 1 and 2, also apply to settlement building and road building adjacent to hexes with forts: you only may build settlements on intersections that are not adjacent to any terrain hex with a fort, and you only may build roads on paths that are adjacent to at least 1 terrain hex without fort.

Example 12: Red may build a road on the path with a green check mark but not on the path between the fields hexes occupied by forts. Red may not build a settlement on the intersection.



Capturing a Fort

The rules of the battle against the conquerors differ from the rules of Chapters 1 and 2. If you place a knight on a corner of a terrain hex with a fort, battle doesn't necessarily ensue yet.

Knights whose strength is lower than or equal to the strength of the conqueror in the fort remain on the intersection adjacent to the hex. The fort is only captured if the total strength of the knight(s) surpasses the conqueror's strength. The knights do not have to be active to capture a fort.

If your cavalry participates in capturing a fort and doesn't stand on an intersection adjacent to one of your roads, you must return the cavalry to its starting intersection.

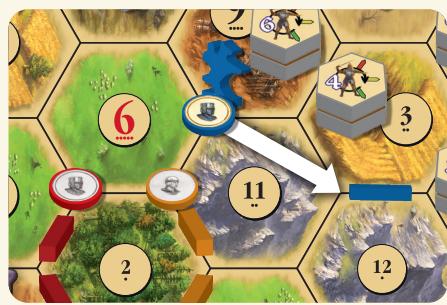
Example on page 30

CHAPTER 3 — FREE ALL OF CATAN!

Example 13a:
The conqueror in the fort has a strength of “4.” 2 units of Red and Orange besiege the fort; their total strength is “3.” It is Blue’s turn. His cavalry has a strength of “2;” he moves it to an unoccupied intersection at the besieged hex.



Example 13b:
The knights have a total strength of “5” and defeat the conqueror. The fort is captured and the conqueror is removed. Blue must return his cavalry to its starting intersection.



Rewards for Capturing a Fort

- Each player who participated with one or more of their knights in the capture of a fort moves their marker upward 1 space on the hero track.
- Each player who participated with one or more of their knights in the capture of a fort receives the reward depicted on the fort’s bottom side one time. The active player takes their reward first; the other players follow in clockwise order. Afterwards, remove the fort and the associated conqueror and put them back into the box.

Example of a reward: Each participating player receives 1 grain and 1 wine from the supply.



CHARGE OF THE CONQUERORS

If the barbarian ship is moved to a “Charge of the Conquerors” event space, the conquerors (symbolized by the conqueror piece in the fort) charge from their forts. In this case, remove all of the players’ knights adjacent to a terrain hex with a fort. The forts (and the conquerors inside them) remain where they are, and you must continue to besiege and defeat them.



Example 14:
The “Charge of the Conquerors” event has occurred.

Red and Blue must return their knights at besieged



hexes with forts to their respective supply. Blue must also put his horse back on his horse farm. Only Orange’s strong knight remains on the game board.

Note (please read to all players): In Chapter 3, initially you can safely move a unit to an intersection at a terrain hex with a fort, even if the unit (alone or together with other units) is weaker than or equally strong as the conqueror in the fort. However, if the barbarian ship is moved to a “Charge of the Conquerors” space, all units on intersections at a hex with a fort are lost. If a charge is impending, prevent the loss of units by either sending sufficiently strong units to the fort to capture it, or work cooperatively with other players so they will send reinforcements on a subsequent turn.

END OF THE CHAPTER

There are two possible end conditions for this chapter:

- One player reaches 18 victory points. That player wins the game and secures an early victory, no matter how many forts remain on the board.
- The barbarian ship is moved to a space depicting red dice. If the red die of the dice roll shows the same number of pips as one of the dice depicted on the event space, the game ends immediately; otherwise, the game continues. The game ends on the last space of the chapter tile at the latest. The number of remaining forts determines victory or defeat:
 - If only 0-2 forts (in a 3-player game) and 0-3 forts (in a 4-player game) are on the board, you have achieved victory.
 - The player with the most victory points wins. In case of a tie, the position on the hero track determines the winner. If the tie persists, the tying players share the win.
 - If 3-13 forts (in a 3-player game) and 4-16 forts (in a 4-player game) are on the board, Catan is doomed. You have suffered defeat.

Defeat

1. Awarding of Legend Points

Although you were defeated in this chapter, the most heroic players receive legend points. You enter them into the “Defeat” table of the Chronicle.

CHAPTER 3 — FREE ALL OF CATAN!

- If your marker occupies the most advanced position on the hero track, you earn 2 legend points. This may apply to multiple players.
- If your marker occupies the second most advanced position on the hero track (at least space 1), you earn 1 legend point. This may apply to multiple players.
- If all players' markers are still on the starting space, no one earns legend points.

Important: In all 3 chapters of *Legend of the Conquerors* combined, a player cannot reach more than a total of 6 legend points after defeats.

2. Repeating Chapter 3

“The powers of fate have turned back time and give you another chance. Should fate have more mercy on you when you repeat the chapter?”

If your answer is “no,” you play Chapter 3 again, without changes.

If your answer is “yes,” each player starts Chapter 3 with:

- an inactive, strong knight (level 2),
- the first level of the “politics” city improvement,
- the first level of the “science” city improvement,
- a “politics” progress card,
- a “battle” progress card, and
- a city wall.

Victory

1. Awarding of Legend Points

For each player, enter the number of victory points and the position of the space reached on the hero track into the “Chapter 3” table.

For the victory points, legend points are awarded as follows. The player(s) with:

- the most VPs each receive 9 legend points.
- the second-most VPs each receive 7 legend points.
- the third-most VPs each receive 5 legend points.
- the fourth-most VPs receives 2 legend points.

For the spaces reached on the hero track, legend points are awarded as follows:

- Remove the marker of the player(s) with the most victory points from the hero track. The player(s) whose marker(s) then occupy the most advanced or the second-most advanced position on the hero track receive legend points.
- The player(s) whose marker(s) now occupy the most advanced position on the hero track each receive 2 legend points.
- The player(s) whose marker(s) now occupy the second-most advanced position on the hero track each receive 1 legend points.

Enter the legend points into the “Chapter 3” table of the Chronicle.

2. The Epilogue

You can read the ending of this part of the story of Catan in the epilogue on the next page.

THE LEGENDARY WINNER

Add the legend points in the “Defeat” table to the subtotal of legend points after Chapter 3.

The player with the largest grand total of legend points is the winner!

In case of a tie, add up the numbers of the spaces on the hero track that their marker had occupied at the end of each chapter. The player with the largest sum wins. If the tie persists, the player with the largest sum of victory points is the winner.

Example 15: *Claudia, Arnd, Otmar, and Benjamin have played a total of 5 games. They suffered 2 defeats but finally were able to conclude all chapters with a victory.*

Chronicle of Catan				
Chapter 1 - Victory	Claudia	Arnd	Otmar	Benjamin
Victory Points	13	6	9	2
Position on the legend points track	3	0	2	1
Legend Points	6		3	5
<hr/>				
Chapter 2 - Victory	Name	Name	Name	Name
Victory Points	9	3	9	3
Position on the legend points track	2	1	3	2
Legend Points	4		5	7
<hr/>				
Subtotal of legend points	10		8	12
<hr/>				
Chapter 3 - Victory	Name	Name	Name	Name
Victory Points	7	2	17	9
Position on the legend points track	3	2	5	0
Legend Points	4		9	7
<hr/>				
Subtotal of legend points	14		17	19
<hr/>				
- Defeat -	Name	Name	Name	Name
Legend Points	2	0	2	1
	2	1	1	0
<hr/>				
Grand total of legend points	18		18	22
	18		22	20

Example of entries for “Victory”

Example of entries for “Defeat”

Example of entries for “defeat: The first game ended with a defeat. Claudia and Otmar reached the most advanced position on the hero track, thus obtaining 2 legend points each. Benjamin occupied the second place and received 1 legend point. Arnd got nothing. Later, when another defeat occurred, Claudia once again was the most heroic player, reaching 2 legend points. Arnd and Otmar both occupied position “2” on the hero track and received 1 legend point each. Benjamin got nothing.

Overall score: All legend points of the 5 games are added up. Otmar wins Legend of the Conquerors with 22 legend points.

CHAPTER 3 — FREE ALL OF CATAN!



EPILOGUE

Thora and Dagur succeeded in destroying all of the conquerors' forts in time. A prolonged drought, which had parched the stockades and made them very vulnerable to the Catanian's flaming arrows, came to the islander's aid, and the cannons took care of the rest.

When the reinforcing conquerors arrived and penetrated into the interior of the island, they searched in vain for their comrades in arms, with the goal of forming a large army.

Dagur set a trap for the conquerors, which resulted in the death of many enemy combatants. Afterwards, the conquerors regrouped and barricaded themselves in a destroyed fort that still had some intact stockades. There, a messenger brought them the news that the Catanian caravels—which the conquerors did not yet know about—had succeeded in capturing their ships. Realizing that the retreat to their home country was cut off, the conquerors, who mostly were mercenaries without much loyalty to their king, surrendered.

Aegis provided ships to transport the mercenaries back to their home country. Thora gave the leader of the mercenaries a message for his king. It contained an offer of a peace treaty. Upon signing the peace treaty, Catan would allow the king's ships sailing to the New World to enter Catanian harbors to replenish their supplies or seek shelter from approaching storms. The king, who also had his hands full with the countries of the New World

in the West, signed the peace treaty.

The enemy combatants the Catanians had driven out of their forts were sentenced to three years of penal labor. Together with the Catanians, they rebuilt the cities and settlements they had destroyed. During this period, many of the foreigners established a friendly relationship with the Catanians. Therefore, after serving their sentences, most of the former enemies stayed on Catan and created a new life for themselves. Once they had repaid their debt to the society, the Catanians welcomed them as if they were their own kind.

With Thora's permission, the king of Captain Wyler's powerful home country built an outpost on the south coast of Catan, which grew into a large harbor over the years. In return, the king took Catan—which remained independent and free—under his protection.

After peace was restored, the Council of Catan revoked Thora's titles of Temporary Ruler and Commander-in-chief of the Catanian Armed Forces, as provided for in the constitution. A little later, Thora also gave up her position as President of the Council and retreated with her husband Dagur to their country estate in the heart of Catan.

After a time, the healer Lea vanquished her grief over the death of Roven, her husband. She became a respected medical teacher at the University of Catan.



Here ends the story of Catan as we experience it when playing the base game and its expansions. If Catan weren't fictional, but a real island in the region of the Azores, in the middle of the Atlantic, comparable in size to Ireland, one could ask what role Catan would play in today's global community. I leave the answer to this question to your imagination, dear readers.

ALMANAC OF PROGRESS CARDS

ALMANAC OF PROGRESS CARDS

The rules from Cities & Knights apply. You must play progress cards after your turn's production phase. Exceptions are stated explicitly in the first lines of the text shown on the respective progress card and are described in detail in this almanac.

POLITICAL PROGRESS CARDS

Bribery (2x)



Before or after your production phase: Remove the weakest conqueror or one of the weakest conquerors. Place one of your basic knights for free.

On your turn you may play this card either before or after the production phase, i.e., you could use it before rolling the dice, or after rolling and resolving any production/robber.

If you play this card and there is no basic knight in your supply, only remove the weakest conqueror or one of the weakest conquerors. Remove it from play. When you place one of your knights, you must observe the corresponding rules.

Brothers in Arms (2x)



Promote an opponent's knight to the next (allowed) level for free - or - activate all of an opponent's inactive knights for free. In return, you advance 1 space on the hero track.

When you play "Brothers in Arms," you can only promote an opponent's strong knight to mighty knight if that opponent has built the third improvement (fortress) in the "politics" area.

As a reward for performing either of the two possible actions, you advance 1 space on the hero track.

Help from the South (2x)



Take 1 of each resource card type from the supply and shuffle the cards face down. Each opponent draws 1 card face down. In a 4-player game, you receive the remaining 2 cards; in a 3-player game, you receive only the 2 top cards.

If you play this card, take exactly 1 resource card of each resource type from the supply and arrange them into a face-down stack. Shuffle the stack and, in clockwise order, have each opponent draw the respective top card from the stack.

In a 4-player game, you take the 2 remaining cards. In a 3-player game, you take the 2 top cards of the remaining 3 cards. Return the bottom card to the supply.

If the supply doesn't contain 1 card of each resource type, you are not allowed to play "Help from the South."

Lea the Healer (2x)



Immediately after a battle: Place 1 defeated knight on an unoccupied intersection. If you choose an opponent's knight, you advance 1 space on the hero track.

You must play this card immediately after the battle between a conqueror and a knight. You may use the card during your turn or an opponent's turn and also before the production phase.

Place the defeated knight (inactive side up) on an unoccupied intersection of your choice (observe the corresponding rules). If there is no unoccupied intersection you could legally place the knight on, you may not play "Lea."

Neighborly Help (2x)



Each opponent with more victory points than you must give you 2 resource or commodity cards of their choice.

If an opponent has only 1 resource or commodity card, they give you only this 1 card. If an opponent doesn't have any resource or commodity cards, they are not affected by the "Neighborly Help."

Road Building Mission (2x)



Build up to 2 roads for free. Each road must be directly adjacent to an intersection occupied by one of your active knights. Deactivate your knight afterwards.

Each of the two roads must be directly adjacent to the intersection with the active knight. If only 1 unoccupied path borders the active knight, you may only build 1 road. All other road building rules still apply.

Spy (3x)



View an opponent's progress cards and take 1 of them.

You are also allowed to steal a "Spy" card and then immediately play it. You may not steal face-up cards.

ALMANAC OF PROGRESS CARDS

Warlord Roven (3x)



Immediately activate all of your inactive knights for free.

If you use this card to activate your inactive knights, you don't have to pay grain cards for activation.

Cavalry Leader Dagur (4x)



When attacking a conqueror (Chapter 2) or a fort (Chapter 3), your cavalry is worth 1 additional strength point.

If you play this card, your cavalry only is worth 1 additional strength point in the moment of the attack on a conqueror (Chapter 2) or a fort (Chapter 3). After the attack, he immediately loses the strength point.

BATTLE PROGRESS CARDS

Aegis the Naval Heroine (2x)

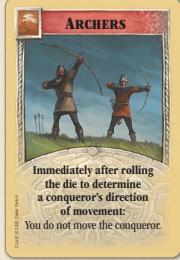


Immediately after rolling the barbarian ship: Do not move the barbarian ship. Take 1 "Defender of Catan" card. Each opponent takes 1 wine or 1 amber.

You must play "Aegis" immediately after anyone rolls a "ship" symbol on the die. You may use the card during your turn or an opponent's turn.

If you play the card, you receive a "Defender of Catan" victory point card but no wine token or amber token. Each of your opponents can choose whether to take 1 wine token or 1 amber token from the supply.

Archers (3x)



Immediately after rolling the die to determine a conqueror's direction of movement: You do not move the conqueror.

Immediately after the "Charge of the Conquerors" event:

No "charge" at 1 fort of your choice.

You must play this card while the events are executed. You may use it during your turn or an opponent's turn.

If you play the card in chapter 3, at least 1 knight must stand on the intersections adjacent to your chosen hex with a fort. If no hex meets this requirement, you may not play "Archers."

Crossbows (3x)



In case of a standoff that involves one of your knights, the conqueror loses (Chapter 2) or the fort falls (Chapter 3).

You may only play the card if one of your knights is involved in a standoff with a conqueror (Chapter 2) or a fort (Chapter 3).

Quartermaster Odo (4x)



Immediately activate all of your knights for free. You may perform an action with 1 knight that you haven't used yet for an action during this turn.

You are not allowed to use the same knight for 2 actions during your turn, i.e., you may only activate a knight and use him immediately if you haven't used him yet during your turn.

Thora (4x)



Before or after your production phase: Place Thora in front of you. Each of your knights is worth 1 additional strength point. Discard Thora prior to your next production phase. While Thora is placed in front of you, none of your opponents may play Thora.

During your turn, you may use this card both before and after the production phase, i.e., you could use it before rolling the dice.

If you have played "Thora," for the duration of one round all your knights receive 1 additional strength point each. The advantage ends as soon as you begin your next turn. You must discard "Thora" before your next dice roll.

COMPONENT LIST

You need the game components from the *Catan* base game (except for 2 frame pieces, all building costs cards, the “Largest Army” special victory point card, and all development cards) and from *Catan: Cities & Knights* (except for the “barbarian tile”). We recommend that you sort the game components from *Legend of the Conquerors* according to this list.

20 Conquerors

(With stickers to indicate their strength)



(4x)

(4x)

(4x)

(4x)

(4x)

Each player has (in wood of their color):

1 Cannon



1 Horse



2 Markers

Each player has (in die-cut):

1 Foundry and 1 horse farm



16 Forts (with rewards printed on the bottom)



4x Grain

4x Road

2x Wine

2x Amber

2x Grain & Amber

2x Grain & Wine

Progress Cards (See the Almanac for details)



18 Politics



20 Battle

32 Amber tokens



32 Wine tokens



5 Trade stations



Lumber Brick Wool Grain Ore



Harbors on the back

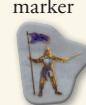
1 Direction marker



10 Number Tokens



4 Landing marker



4 Settlement marker



4 Road marker



3 blocked road marker



Frame pieces



1x Sea frame-size 2



2x Sea frames-size 1



2x Land frames-size 3



4x Land frames-size 1

24 Terrain hexes



9x Swamp



2x Pasture



1x Pasture w/
swamp on back

Chapter board



Chapter board



Chapter board

3

2

1

2

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Chronicle of Catan

<i>Chapter 1 - Victory</i>	Name	Name	Name	Name
<i>Victory Points</i>				
<i>Position on the Legend points track</i>				
<i>Legend Points</i>				

<i>Chapter 2 - Victory</i>	Name	Name	Name	Name
<i>Victory Points</i>				
<i>Position on the Legend points track</i>				
<i>Legend Points</i>				

<i>Subtotal of Legend points</i>				
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<i>Chapter 3 - Victory</i>	Name	Name	Name	Name
<i>Victory Points</i>				
<i>Position on the Legend points track</i>				
<i>Legend Points</i>				

<i>Subtotal of Legend points</i>				
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<i>- Defeat -</i>	Name	Name	Name	Name
<i>Legend Points</i>				
<i>Grand total of Legend points</i>				