

# A GAME OF THRONES

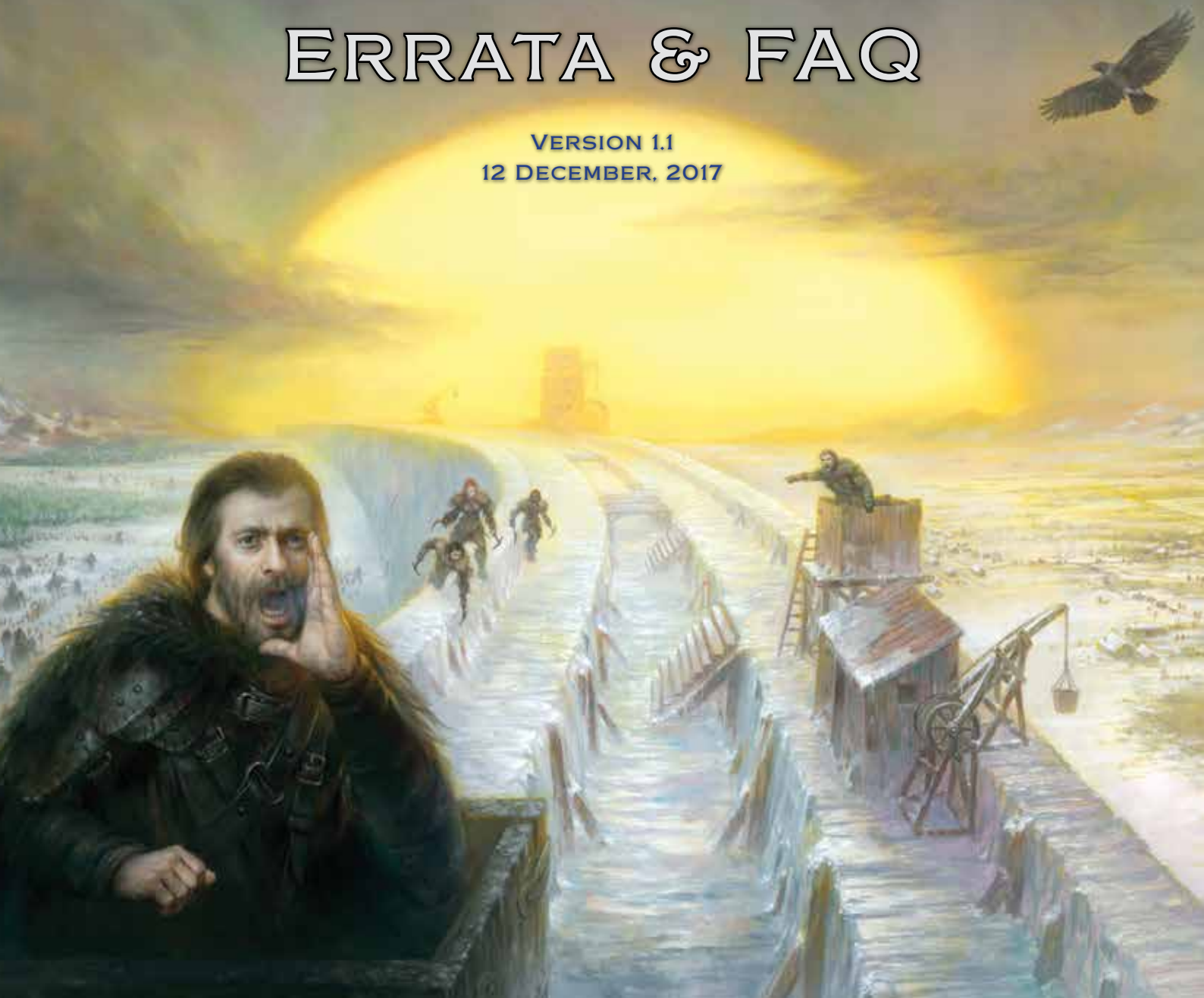
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# CATAN

BROTHERHOOD OF THE WATCH™

## ERRATA & FAQ

VERSION 1.1  
12 DECEMBER, 2017





# ERRATA & FAQ

VERSION 1.1 — 12 DECEMBER, 2017

This document contains errata, rule clarifications, card clarifications, frequently asked questions, and quick reference material for *A Game of Thrones Catan*™. All of these entries supersede the rules printed in the first printing of the game.

*Note: Those responsible for these errors have chosen to take the black in lieu of harsher punishments.*

## Back-of-Box Errata

The contents section on the box has a few errors. The changes are as follows:

### BOX BACK

Contents:

- 22 number tokens (not 21)
- 14 plastic road pieces (not 15)
- 124 player pieces (not 128)
- 25 development cards (not 27)
- 57 wildling tokens (not 58)

Also, “trading posts” should be called “trade routes.”

## Card Errata

### SAMWELL TARLY

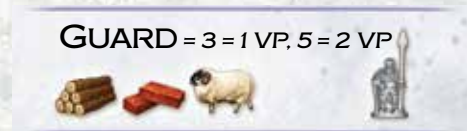
The back (red) side of this card has a typographical error. The upper left corner should say “B3” (not A3).



## Tile Sheet Errata

### BUILD COST CARDS (4)

The build costs for the “GUARD” mistakenly says “KEEP.” All other info about VPs and actual costs are correct. That text and graphic should look like this:



## Updated Rules Text & Graphics

This entire section replaces the rules on page 4 of the Rules Reference. The portion of these rules that starts “*Brotherhood of the Watch* can end in 3 ways” also replaces the entire Ending the Game section on page 8 of the Base Rules:

### ENDING THE GAME

In *A Game of Thrones Catan: Base Game*, if you have—or reach—10 victory points on your turn, the game ends immediately and you win! You can only win during your turn. If somehow you find you have 10 victory points during another player’s turn, you must wait until your next turn to claim victory.



*Example for Base Game: Red has 2 settlements (2 points), 2 keeps (4 points), the Longest Road special VP card (2 points), 2 victory point cards (2 points). On her turn, she reveals her 2 victory point cards, giving her 10 VP for the win!*

*Brotherhood of the Watch* can end in 3 ways:

1. If the Wall is breached 3 times, the game ends immediately. If you have the most guards on the Wall at this point, you win. If tied, see below.
2. If the number of wildlings in the Gift exceeds 7 (8 or more) the game ends immediately. If you have the most guards on the Wall at this point, you win. If tied, see below.
3. If you have 10 VPs at the END of your turn, you win.

**Important:** Unlike most Catan games, you only win at the END of your turn. You must still advance the wildlings as usual throughout your entire turn. This could cause to end immediately (see 1 or 2 above).





**Example for Brotherhood of the Watch:** Red has 2 settlements (2 points), 2 keeps (4 points), the Longest Road special VP card (1 point), 2 victory point cards (2 points), and 3 guards on the Wall (1 point). On her turn, she reveals her 2 victory point cards, giving her the 10 VP for the win!

## RESOLVING TIES FOR MOST GUARDS

The tied player with the most VPs wins.

If still tied, the tied player with the oldest guard on the Wall wins (guard on the lowest number in any Wall section).

If still tied, the tied player with the guard in the most western location wins (closest to the Frostfangs).

## Minor Text Improvements

### IN RULES REFERENCE

**ADVANCE:** The phrase "...in at the camp..." should read "...the wildling in the camp..."

**BUILD (BUILDING):** In paragraph 2, all instances of the phrase "Wall-guards" should read "Guards" and

The phrase "If you build a keep, return the settlement to your supply" should read "If you build a keep, return the settlement to your build cost card and place a random wildling token underneath it."

**BUILDING COSTS CARDS:** The third sentence should read: "You can build settlements 🐺 and roads 🐺, recruit guards 🐺, upgrade settlements to keeps..."

**BUILDING COSTS CARDS (NOTE SECTION):** The phrase "wildling tiles" should read "wildling tokens"

**BORDERLANDS:** The phrase "...it is called a 'borderland.'..." should read "...that edge is called a 'borderland.'..."

**CLAN AREA:** In the first paragraph "cave clan" should read "cave people clan"

**CLEARING:** All instances of "overruns" should read "breaches."

**FROSTFANGS:** The phrase "...the wildlings got in the Frostfangs..." should read "the wildlings start in the Frostfangs..."

**HEROES OF THE NORTH:** In the second sentence, "Set Up, Variable" should read "Setting Up Heroes."

**LONGEST ROAD (EXAMPLE):** Updated image and text as follows:

**Example:** Red builds a continuous road with 7 wooden pieces (A-B). The branch roads (marked with an arrow here) are not counted. Red takes the "Longest Road" special VP card.



**PATHS:** The term "land hex" should read "terrain hex."

**ROADS:** In the last sentence before the example, the term "coast" should read "borderland."

**ROADS (EXAMPLE):** The example should read:

**"Example:** Yellow would like to build a road. He may build his road on any of the paths outlined in green. Each of these paths connects to either Yellow's road or his settlement. He cannot build on the path outlined in red because it is blocked by Blue's settlement. He cannot build on the path outlined in purple because building on a path between 2 ice fields is not allowed."

**SETUP (3-PLAYER VARIABLE):** In the diagram and in the Note at the bottom of the page, all instances of "snow hexes" should read "ice fields." And:

We've improved the visibility of the standard setups on page 10 of Rules Reference (and page 8 of the Base Rules), as follows:

### 3-PLAYER STANDARD SET-UP



### 4-PLAYER STANDARD SET-UP





**TRAIL:** All instances of “hottest camp” should read “camp with the hottest fire.”

**WILDLING MIGRATION (EXAMPLE PG 14):** Update text to read “...(in this case the 4th camp)...”

**HERO CARD MANIFEST (PAGE 16):**

**BENJEN STARK:** Should read:

“Remove 1 wildling from a clearing or a camp, return it to the Frostfangs. If you remove a wildling from a camp and there are more wildlings in the camps farther from the clearings than the wildling you removed, move them each 1 camp closer to the clearings. Then, reveal a wildling token from the pool and place it accordingly. You can do this before or after your own production roll.”

**MANCE RAYDER:** The phrase “Freefolk Leader” should read “King-Beyond-the-Wall.”

**YOREN:** In the description text, the phrase “Ranger Patrol” should read “*Ranger Patrol*” (italics).

## IN BASE RULES:

**PAGE 3:** The word “ReQuire” should be “Require.”

**PAGE 8:** The phrase “4 Player Player Set-up” should read “4 Player Set-up.”

**PAGE 8:** The phrase “3 Player Player Set-up” should read “3 Player Set-up.”

## ON CARDS:

**BENJEN STARK:** The phrase: “Before or after your own production roll...” should read: “Before or after your own production roll **you may**...”

**YGRITTE:** The phrase: “Before or after your own production roll...” should read: “Before or after your own production roll **you may**...”

**YOREN:** The phrase “Ranger Patrol” should read “*Ranger Patrol*” (italics).

## FAQ

### IS TORMUND A WILDLING?

No. Whenever the rules or the cards refer to a wildling (or wildlings), this does not refer to Tormund (or vice-versa). *While it is true that Tormund is a wildling in the A Song of Ice and Fire, for ease of understanding in this game we treat him separately.*

### WHY ARE THE CARD TRAYS SO LARGE

The card trays were designed to be large enough to fit sleeved cards. Many players like to sleeve their cards to protect them from wear and tear.

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**If you wish to make your *Build Costs* cards more accurate, you can print the images below on adhesive label material, cut them out, and affix them to the cards.**

