

A GAME OF THRONES

CATAN

BROTHERHOOD OF THE WATCH™

RULES REFERENCE



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This rules reference contains detailed, alphabetical entries and examples for A Game of Thrones Catan™. These are not the “Game Rules!” You do not have to read this material prior to your first game. Instead, use the *Base Game Rules* and the *Brotherhood of the Watch Rules*. Then read this to enjoy the complete experience.

This rules reference includes advanced rules and clarifications. You can refer to it if any questions arise during a game.

A

ADVANCE

If the wildling die roll result (i.e., 1 to 12) matches the number on a trail that connects to a clan area containing at least one wildling, the wildling in the camp with the hottest fire pit **advances** to the Wall. Place that wildling in the clearing connected to that trail just north of the wall .

If there are multiple wildlings in that clan area , the wildling at the camp with the hottest fire pit **advances**. Any other wildlings in that clan area (from hottest to coldest) fill in the unoccupied camp(s).

See Wildlings Advance for examples and more details.

*Brotherhood
of the Watch
Building
Cost Card*



*Base Game
Building
Cost Card*



Note: If you are playing the *Brotherhood of the Watch* rules, when you place a settlement or keep onto your building cost card, remember to put the indicated wildling token(s) on the board (face down, under the playing piece).

B

BUILD (BUILDING)

You may build (buy, recruit) on your turn after you roll for resource production and finish trading. To build, you must turn in the specified combinations of resource cards (see Building Costs Cards). Return these cards to the supply.

You can build as many items, recruit as many guards, and buy as many cards as you desire—if you have the resources to “pay” for them and they are still available. (See Settlements , Keeps , Roads , Guards , and Development Cards .)

Each player has a supply of 14 roads, 5 settlements, and 4 keeps in the base game. In the *Brotherhood of the Watch* game each player has 7 guards as well. If you build a keep, return the settlement to your build cost card and place a random wildling token underneath it. Once built, roads and keeps remain on the board until the end of the game.

Your turn is over after “building.” Pass the dice to the player to your left. He/she continues the game.

BUILDING COSTS CARDS

The building costs cards show what can be built and which resources are required. When you pay building costs, you must return the necessary resources to the supply. You can build settlements and roads , recruit guards , upgrade settlements to keeps , and buy development cards . These cards also have spaces for you to put your wildling tokens, settlements, and keeps.

BORDERLANDS

When a terrain hex borders on the edge of the Gift (i.e., next to a frame piece), that edge is called a “borderland.” You can build a road along a borderland. You can build settlements and upgrade settlements to keeps on borderland intersections.

Since a site on the borderland borders only 1 or 2 hexes, borderland settlements generate smaller resource yields. However, the borderland sites on the southern edge of the Gift usually provide access to trade routes. These trade routes allow you to trade with the supply at more favorable rates.



C

CAMPS

Camps are the 5 spaces (indicated by fire pits) in a clan area that hold wildlings that migrated from the Frostfangs . Wildlings stay in the camps until they advance to the Wall due to a wildling roll .



When you reveal a wildling token , a wildling migrates from the Frostfangs to the clan area specified on the token. Place the wildling figure in the unoccupied camp with the hottest fire (i.e., camp depicted by the largest flames).

A wildling leaves a camp when it advances from its clan area to the Wall. If there are multiple wildlings in that clan area, the wildling at the camp with the hottest fire pit advances. Any other wildlings in that clan area (from hottest to coldest) fill in the unoccupied camps.

See Wildlings Advance for detailed examples.

CLAN AREAS



Wildlings migrate from the Frostfangs to the clan areas. There are clan areas for 3 different clans (left to right in illustration): ice river clan, cave people clan, and hornfoot clan. Wildlings stay at camps in these clan areas until they advance to the Wall due to a wildling roll .

When you reveal a wildling token , a wildling migrates from the Frostfangs to the clan area indicated on the token.

A wildling leaves a clan area when it advances from its clan area to the Wall. This is triggered when a wildling die roll depicts a trail connected to the wildling's clan area.

See Wildlings Advance for examples and more details.

CLEARING

There is a clearing north of each wall section. This is the space that a wildling moves to when it advances out of a camp. A wildling leaves a clearing when it is a climber , it is a giant , or it breaches the Wall .

See Wildlings Advance for examples and more details.



CLIMBER

A climber is one of the 3 types of wildlings. When a Climber wildling advances, it immediately jumps over the Wall and blocks the first unoccupied terrain hex directly south of the wall section. This does not count as wall breach for the purposes of ending the game (see Ending the Game).

See Wildlings Advance for examples and more details.



COMBINED TRADE/BUILD PHASE

We introduced the separation of the trade and build phases in order to make the sequence easier for beginners to learn.

We recommend experienced players ignore this separation. Instead, use a combined trade/build phase. It creates much more flexible and fluid play.

After rolling for resource production, you can trade and build in any order (you can trade, build, trade again and build again, etc.). You can even build a settlement and use its adjacent trade route during the same turn.

D

DEVELOPMENT CARDS

There are 3 different kinds of development cards: Ranger Patrol Cards , Progress Cards , and Victory Point Cards .

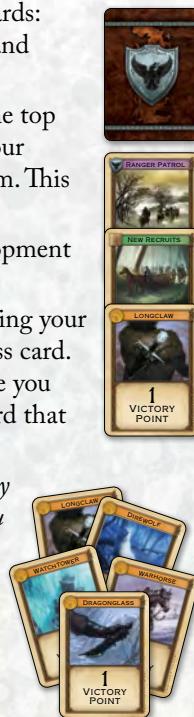
When you buy a development card, take the top card of the draw pile into your hand. Keep your development cards hidden until you play them. This keeps the other players in the dark.

You cannot trade, steal, or give away development cards.

You may only play 1 development card during your turn—either 1 ranger patrol card or 1 progress card. You can play the card at any time, even before you roll the dice. You may not, however, play a card that you bought during the same turn.

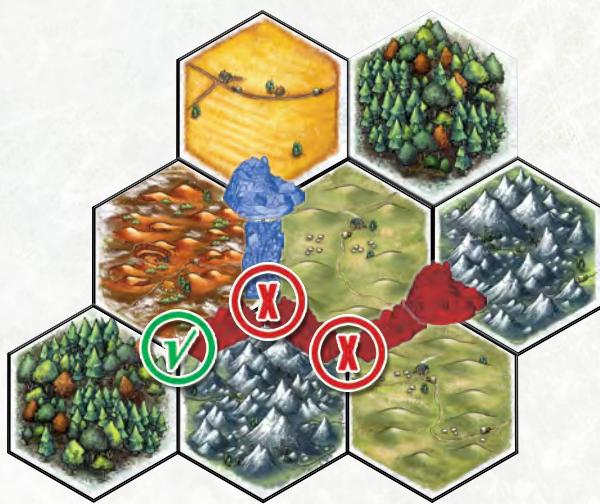
***Exception:** If you buy a card and it is a victory point card that brings you to 10 points, you may immediately reveal this card (and all other VP cards) and win the game.*

You only reveal victory point cards when the game is over—i.e., once you or an opponent reaches 10+ victory points and declares victory.



DISTANCE RULE

You may only build a settlement on an unoccupied intersection and only if none of the 3 adjacent intersections contains a settlement or a keep.



***Example:** Red wants to build a new settlement. Red cannot build on the intersections marked in red. He can only build at the intersection marked in green.*

E

ENDING THE GAME

Brotherhood of the Watch can end in 3 ways:

1. If the Wall has been 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.



Example: 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 points needed to win the game!

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 the game to end immediately (see 1 or 2 above).

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 player with the guard in the most western location wins (closest to the Frostfangs).

F

FROSTFANGS

At the beginning of the game, all of the wildlings start in the Frostfangs region of the board. When a wildling token is revealed, the token indicates the type of wildling, and the specific clan area that it migrates to.



G

GAME PLAY

Here is a summary of the game sequence, plus some more specific entries where you can find details:

- (1) Lay out the game board: Set-up, Variable
- (2) Initial set-up: Set-up Phase
- (3) Play

The starting player begins the game. The other players follow in clockwise order.

On your turn, you complete these 3 phases in order:

- Roll for Resource Production & Advance
- Trade
- Build

You may play 1 development card any time during your turn. You may play 1 hero card on your turn as described on the card.

Pass the dice to the player on your left at the end of your turn. That player then takes a turn using the same 3 phases.

GIANT

A giant is one of the 3 types of wildlings. When a giant wildling advances, it removes itself and the guard on the "1" space on that Wall section. Take back your guard, and return the Giant to the Frostfangs. If there are no guards on that wall section, there is a wall breach.



See Wildlings Advance for examples and more details.

GUARD

Your guards are the only things that keep the wildlings from overrunning the Wall and destroying the Gift. As long as you can keep the number of guards in each wall section at least equal to the wildlings massing in the adjacent clearing, you are secure. An occasional climber or giant may wreak havoc, but it won't cause you to lose the game.



A guard costs 1 lumber, 1 brick & 1 wool to build. After you pay for a guard, place it onto the lowest-numbered available space on a wall section of your choice.

As long as you have 3 Guards anywhere on the Wall, you receive 1 VP token. As long as you have 5+ Guards anywhere on the Wall, you receive 1 additional VP Token (2 VPs total).

See Wildlings Advance for examples and more details.

H

HEROES OF THE NORTH

During play, you always have 1 hero card in front of you. Refer to Setting Up Heroes  for guidelines as to how to start.

See the back cover for specifics of each hero.

Using a hero card is a two-step process. The first step is a choice of whether or not you will use the hero card. Once you choose to play your hero card, you must resolve all of the effects as written on the card itself. The effects on each hero card offer you a special advantage described on the card. Don't forget to resolve the "After use:" effect of the card if you use it.



RULES FOR PLAYING YOUR HERO CARD:

There are four main rules to follow that dictate if, when, and how you can play your hero card.

- You may only play a hero card on your own turn, unless the card says otherwise. *Samwell Tarly*, for example.
- You cannot play a hero card on the turn you receive it.
- You may only play a hero card 1 time on the turn you use it.
- If you can't / don't comply with all of a hero card's requirements, you cannot play it. *For example: You can't use Mance Rayder if you have the most victory points.*

ONCE YOU PLAY YOUR HERO CARD:

Once you have made the choice to play your hero card, you must resolve all of the effects as written on the card itself.

AFTER YOU PLAY YOUR HERO CARD:

After you resolve the effects of the hero card you played, read the bottom "After Use:" line. It explains your options.

If the card is on its "A" side when you use it, you can choose either option 1 or option 2 below.

If the card is on its "B" side when you use it, you must select option 2 below.

1. Turn the card over so that its "B" side is face up and keep it in front of yourself. You can use the hero card's advantage a second time on a subsequent turn.
2. Return the hero card to the display (turn it "A" side up) and choose one of the other available hero cards from the display (no, you cannot take back the one you just placed on the display). Place your new hero card "A" side up in front of yourself.

I

INTERSECTIONS

Intersections are the points of hexes. You may only build settlements on intersections. The influence (for resource yields) of settlements and keeps extends into the adjacent terrain hexes that form the intersection, so it is generally preferable to build at an intersection of 3 hexes.



K

KEEPES

You cannot build a keep directly. You can only upgrade an existing settlement to a keep. You pay the required resources, return the settlement to your supply, and replace the settlement with a keep on the same intersection . Each keep is worth 2 victory points. You receive double resource production (2 resource cards) from the adjacent terrain hexes whenever those numbers are rolled.

When you build a keep, place the upgraded settlement piece into your supply. You can build this settlement (and reveal the token) later.

Important: If you are playing with *The Brotherhood of the Watch* rules, remember to place a new, random, wildling token face down under the returned settlement. Place both back onto your build cost card.



Example: Blue rolls a resource production roll of "8." She receives 3 ore cards: 1 ore for her settlement and 2 ore for her keep. Red receives 2 lumber for his keep.

Hint: It is extremely difficult to win the game without upgrading settlements to keeps. Since you only have 5 settlements available, you can only reach 5 victory points by only building settlements.

L

LARGEST PATROL



If you are the first player to play 3 ranger patrol cards, you receive this special card, which is worth 1 victory point (2 VP in the base game). You place the “Largest Patrol” card face up in front of you. If another player plays more ranger patrol cards than you have, that player immediately takes this special card. The victory point(s) likewise count(s) for the new owner.

LONGEST ROAD



If you are the first player to build a continuous road of at least 5 individual road pieces, you take this special card and place it face up in front of you. This card is worth 1 victory point (2 VP in the base game).

Note: If your road network branches, you may only count the single longest branch for purposes of the longest road.

If you hold the “Longest Road” card and another player builds a longer road, he immediately acquires your “Longest Road” card. He also acquires the bonus victory point(s).



Example: Red builds a continuous road with 7 wooden pieces (A-B). The branch roads (marked with arrows) are not counted. Red takes the “Longest Road” special VP card.

You can break an opponent’s road by building a settlement on an unoccupied intersection along his road!

Example: Blue builds a settlement on intersection “C” (which is legal). This breaks Red’s road into 2 parts. Red must give the special card to Blue, who now has the Longest Road.

Special Case: If your longest road is broken and you are tied for Longest Road, you still keep the “Longest Road” card. However, if you no longer have the Longest Road, but two or more players tie for the new Longest Road, set the “Longest Road” card aside. Do the same if no one has a 5+ segment road. The “Longest Road” card comes into play again when only 1 player has the longest road (of at least 5 road pieces).

N

NUMBER TOKENS

The number tokens are marked with the numerals “2” through “12.” There is only one “2” and one “12.” There is a conjoined “2 & 12” for 3-player games. There is no “7.”



The more often a number is rolled, the more often each associated hex produces resources. Note the size of the numbers and the dots (pips) beneath the numbers on the tokens. The taller the number and the larger the quantity of dots, the more likely it is that number will be rolled. “6” and “8” (the red numbers) are the most frequently rolled numbers. They each have 5 dots, because there are 5 ways to roll these numbers on the 2 six-sided dice.

P

PATHS

Paths are defined as the edges where 2 hexes and/or hexes and the frame meet. Paths run along the border of 2 terrain hexes or between a terrain hex and the frame. Only one road can be built on any path. At each end of a path is an intersection .



PROGRESS CARDS

Progress cards are a type of development card. They have green frames. You may play only 1 development card during your turn. There are 2 each of 3 varieties:

- New Recruits: If you play this card, you may add 1 of your guards to the Wall for free.
- Road Building: If you play this card, you may immediately place 2 free roads on the board (according to normal building rules).
- Winter is Coming: If you play this card you may immediately take any 2 resource cards from the supply. You may use these cards to build on the same turn.



R

RANGER PATROL CARDS

When you play a "Ranger Patrol" development card during your turn, place it face up in front of you. Then, choose 1 of 2 options:

- Option 1:** Move Tormund  away from his current spot and onto the number token of any other terrain hex.
- You then steal 1 resource card from a player who has a settlement or a keep adjacent to Tormund. If there are 2 or more such players, you may choose your victim.
 - The player you elect to rob keeps his resource cards face down while you take 1 of his cards at random. If he has no cards, you get nothing! (You can always ask players about the number of cards they hold.)
 - If you are the first player to have 3 ranger patrol cards face up in front of you, take the "Largest Patrol"  special card. This special card is worth 1 victory point (2 VP in the base game).
 - If another player has more face-up ranger patrol cards than you, he takes the special card. He also acquires the bonus victory point(s).

Example: On Yellow's turn he plays a ranger patrol card and



moves Tormund from the fields hex to the hills hex. Yellow may now steal a random card from Red or Blue.

Option 2: Remove 1 wildling  from the Gift. Choose a hex in the Gift with a wildling on it. Take 1 resource of the type produced by that hex from the supply. Then, remove the wildling from that hex and return it to the Frostfangs.

Option 2 is not available in the base game. In the base game, you must move Tormund per Option 1.

REGULAR WILDLING

A regular wildling is one of the 3 types of wildlings. When a regular wildling advances, it masses at the clearing until that section of wall is breached .

See Wildlings Advance  for examples and more details.



RESOURCE CARDS (RESOURCES)

There are 5 different types of resources: grain (from fields),

brick (from hills), ore (from mountains), lumber (from forest), and wool (from pasture). These resources are represented by "resource cards." You receive these cards as income from the resource production of these hexes. Resource production is determined by the dice roll at the beginning of each turn. You receive your income for each terrain hex adjacent to your settlements or keeps every time the production number on the hex is rolled (exception: see Tormund ).



RESOURCE PRODUCTION

On your turn, you must roll the dice for the turn's resource production. The number rolled determines which hexes produce resources. Each number appears twice—except for "2" and "12," both of which only appear once on a given board. They appear together on a conjoined "2 & 12" token in 3-player games. This hex produces whenever a 2 or 12 is rolled.

All players who have settlements  or keeps  on the hexes indicated by the roll receive the yields (resource cards) of those hexes. Each settlement produces 1 resource card and each keep produces 2 resource cards.

Example: Blue rolls a "4". Her settlement "A" borders a hills hex marked by the number "4", so she takes a brick card. If settlement "A" had been a keep, she would have received 2 brick cards. Red's



settlement "B" borders on 2 hexes with the number "4" (hills and pasture). Red takes 1 brick card and 1 wool card from the supply.

It is possible that during the game there will not be enough resources in the supply to provide all of the yields. If there are not enough resource cards to give every player all the production they earn, then no player receives any of that resource that turn. Exception: If the shortage of resource cards only affects a single player, give that player as many of these resources as are left in the supply, and any extras are lost. In either case, production of other types of resources is not affected.

RESOURCE TRADE

In the second phase of your turn, you may trade with the other players. The other players may not trade among themselves, only with the player whose turn it is. There are 2 different kinds of trade:

- Trade with Players  and .
- Trade with the Supply .

ROADS

Roads connect your settlements and keeps. You build roads on paths 🏰. You cannot build new settlements without also building roads. Roads provide victory points only if you hold the Longest Road 🏰 special card. Only 1 road may be built on each path. You can build roads along the borderland.

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.



ROLLING A "7" AND MOVING TORMUND 🏰

If you roll a "7" for resource production, none of the players receive resources. Instead:

(1) Each player counts his/her resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must choose and discard half of them. Return discards to the supply. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, you discard 4).

Example: Arnd rolls a "7". He has only 6 cards in his hand. Siobhán has 8 cards and Klaus has 11. Siobhán must discard 4 cards and Klaus 5 (rounding down).

(2) Then you (the player who rolled the "7") must move Tormund 🏰 to the number token 🏰 of any other terrain hex (or to Tormund's Camp 🏰). This blocks the resource production of this hex, until Tormund moves to another number token.

(3) After discarding occurs, you also steal 1 resource card at random from a player who has a settlement or keep adjacent to this new hex. If there are 2 or more players with buildings there, you may choose from which one to steal.

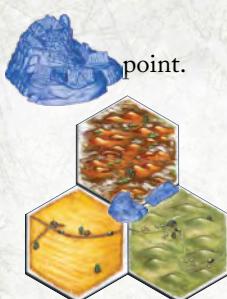
Tormund must be moved. You may not choose to leave Tormund on the same hex. After moving Tormund, your turn continues with the trade phase.

See also *Tormund* 🏰 and *Ranger Patrol* 🏰 cards.

S

SETTLEMENTS

A settlement is worth 1 victory point. Settlements are built on intersections 🏰 (where 3 hexes meet or 1 or 2 hexes meet the frame). You share in all of the resource production of each terrain hex adjacent to your settlements.



You must meet 2 conditions when building a settlement:

- (1) Your settlement must always connect to 1 or more of your own roads 🏰.
- (2) You must observe the Distance Rule 🏰.

Example: Blue wants to build a new settlement. He may only do so at one of the intersections marked "B". He cannot build on "A" because of the Distance Rule, or on "C" because no blue road leads to this intersection.



Note: If you build all 5 of your settlements, you must upgrade 1 of your settlements to a keep before you can build another settlement. When you do, return the upgraded settlement to your supply, so you can build another settlement.

Important: If you are playing with The Brotherhood of the Watch rules, remember to place a new, random, wildling token face down under the returned settlement.

SET-UP PHASE

Begin the "set-up phase" after you build the game map (see Illustration on page 10).

Everyone chooses a color and takes the corresponding game pieces:

- 5 settlements;
- 4 keeps;
- 15 roads; and
- 1 building costs card.

Sort the resource cards into 5 stacks and place them face up in the card tray beside the board.

Shuffle the development cards 🏰 and place them face down in the card tray beside the resource cards.

Place the 2 special cards and the dice beside the board.

Place Tormund on his camp.

The base game set up phase has 2 rounds. Each player builds 1 road and 1 settlement each round.

ROUND ONE

Each player rolls both dice. The player who rolls highest is the starting player and begins.

The starting player chooses an unoccupied intersection 🏰 and places a settlement on it, and then places a road adjacent to this settlement.

The other players then follow clockwise.

Each player places 1 settlement and 1 adjoining road.

Important: When placing all other settlements, the Distance Rule 🏰 (see page 3) always applies!

ROUND TWO

Once all players have built their first settlements, the player who went last in the first round begins round two: that player builds his/her second settlement and its adjacent road.

Note: After the player builds both of his/her settlements and roads, the other players follow counterclockwise. So, the starting player in round one places his/her second settlement last.

The second settlement can be placed on any unoccupied intersection, as long as the Distance Rule is observed. It need not be near the first settlement. The second road must attach to the second settlement (pointing in any of the 3 directions).

Each player receives his starting resources immediately after building his/her second settlement. For each terrain hex adjacent to this second settlement, he/she takes a corresponding resource card from the supply.

Note: The starting player (the last to place her second settlement) begins the game: She rolls all 3 dice for resource production & wildling migration.

SET-UP, BASE GAME

In the Base Game, lay out the board as shown in the Base Game Overview and on page 10 (see Set-Up, Base Game boards):

- Assemble the frame (see illustration on page 10).
- Place the terrain hexes exactly as shown in the illustration on page 10.
- Place 2 settlements and 2 roads of each color as shown. If only 3 are playing, remove the red pieces.
- Each player receives the 3 resources from the terrain hexes adjacent to his settlement marked by the white star.

The oldest player is the starting player. The oldest player takes the first turn and rolls for resource production.

SET-UP, BROTHERHOOD OF THE WATCH

As in the *base game*, you begin the “set-up phase” in *The Brotherhood of the Watch* game after you build the game map (see 3- and 4-player boards on page 10). Set-up proceeds as in the *base game*; however, you take 7 guards of your player color as part of your piece mix and there are 3 rounds instead of 2.

The first 2 rounds are taken as usual:

- Round 1: Player 1, player 2, player 3, player 4
- Round 2: Player 4, player 3, player 2, player 1

Then, each player performs round 3 as follows:

Place 1 of your guards on the lowest available number of a wall section of your choice:

- Round 3: Player 1, player 2, player 3, player 4

SET-UP, VARIABLE

Assemble the frame as usual. Turn the terrain hexes face down. Shuffle the terrain hexes.

1. Randomly place the terrain hexes face up inside the frame as usual for the number of players you have.
2. Now take the 5 trade route pieces and randomly place them as usual for the number of players you have.
3. Place the number tokens in the exactly same positions as in the usual setup for the number of players you have.

Alternatively: You can use a fully random set up. Randomly place 1 number token on each land hex. Note that tokens with the red numbers (6s & 8s) must not be next to each other. You may have to swap tokens to insure that no red numbers are on adjacent hexes.

Also see “Set-up Phase”  and illustrations on page 10.

SETTING UP THE HEROES

Each hero card has a front side (marked “A” with a blue banner beneath it) and a back side (marked “B” with a red banner beneath it). Place all of the hero cards “A” side up beside the game board to form a display.

Once you know what player number you are, take the Hero card appropriate to your player position (see below). Place it in front of yourself, “A” side up.

- In a 4-player game: Player 1 gets “A4” O. Yarwick, player 2 gets “A3” S. Tarley, player 3 gets “A2” B. Marsh, and player 4 gets “A1” J. Mormont.
- In a 3-player game: Player 1 gets “A3” S. Tarley, player 2 gets “A2” B. Marsh, and player 3 gets “A1” J. Mormont.

T

TORMUND'S CAMP

Tormund's camp lies in the Frostfangs in the NW corner of the game board. Tormund the Robber  starts the game there.



TORMUND THE ROBBER

Tormund the robber begins the game in the Frostfangs in Tormund's Camp . He is moved only by rolling a “7”  or playing a Ranger Patrol  card.

If Tormund is moved to any other terrain hex, he prevents that hex from producing resources. As long as Tormund is in the target hex, players with settlements and/or keeps adjacent to the target hex receive no resources from this terrain hex.



Example: You roll a “7.” You must move Tormund. He was in a fields hex. You place him on the “8” number token of a hills hex. If a “8” is rolled in the coming turns, Red and Blue do not receive a brick resource card from this hex. This lasts until Tormund is moved again by another “7” or a ranger patrol card. You may also take 1 resource card at random from either Red or Blue.

BOARD SET-UP FOR BROTHERHOOD OF THE WATCH

4-PLAYER STANDARD SET-UP



3-PLAYER STANDARD SET-UP



4-PLAYER VARIABLE SET-UP



3-PLAYER VARIABLE SET-UP



BASE GAME SETUP FOR 3 OR 4 PLAYERS

Note: In a 3-player game, remove the red player's pieces



TRADE

After you roll for resource production, you may trade with other players (Resource Trade ) or with Trade the Supply  .

- You may trade as long as you have resource cards.
- If you decide not to trade during your turn, no one can trade.
- You may trade with another player between your turns, but only if it is that player's turn and they elect to trade with you.
- You may not trade with the supply  during another player's turn.
- You may not give away cards.
- You may not trade development cards.
- You may not trade like resources (e.g., 2 wool for 1 wool).

TRADE WITH PLAYERS

On your turn, you may trade resources with the other players (after rolling for resource production). You and the other players negotiate the terms of your trades—such as which cards will be exchanged. You may trade as many times as you can, using single or multiple cards. However, you cannot give away cards, or trade matching resources (e.g., you can't "trade" 3 ore for 1 ore).

Important: While it is your turn, you must be a part of all trades, and the other players may not trade amongst themselves.

Example: It is Pete's turn. He needs 1 brick to build a road. He has 2 lumber and 3 ore. Pete asks aloud, "Who will give me 1 brick for 1 ore?" Olivia answers, "If you give me 3 ore, I'll give you a brick." Charlotte interjects, "I'll give you 1 brick if you give me 1 lumber and 1 ore." Pete accepts Charlotte's offer and trades 1 lumber and 1 ore for 1 brick. Note that Olivia may not trade with Charlotte, since it is Pete's turn.

TRADE WITH THE SUPPLY

On your turn, you can trade resources with the supply during the trade phase. Such trades do not involve another player.

The most basic (and unfavorable) exchange rate is 3:1 (4:1 in the base game). You may trade 3 identical resource cards to the



supply in exchange for 1 resource card of your choice. You do not need a trade route  (settlement at a trade route location) to trade at 3:1 (4:1).

Example: Benny returns 3 ore cards to the supply and takes 1 lumber card in exchange. Normally, he should first try a more favorable "trade with players."

If you build a settlement or keep at a trade route  location, you can trade at a more efficient 2:1 rate.

There is only 1 trade route for each type of resource (with the same symbol). So, if you earn plenty of a certain type of resource, it can be useful to build on the trade route for that resource type. The exchange rate of 2:1 only applies to the resource shown on the trade route location. A trade route does not permit you to trade any other resource type at a more favorable rate.



Example: Black built a settlement at the grain trade route. He may exchange 2 grain cards with the supply for any 1 other resource card. He can also trade 4 grain cards for any 2 other resources. If he traded 4 wool to the supply instead of 4 grain, he would get only 1 card in return.

TRADE ROUTE

Trade routes allow you to trade resources more favorably. In order to control a trade route, you must build a settlement on a borderlands intersection  that borders the trade route. See also "Trade with the Supply" .



TRAIL

A trail  is a connection between the camp with the hottest fire in a clan area and a clearing. The wildling die roll result (i.e., 1 to 12) can match the number on one of the trails. If this trail connects to a clan area containing at least 1 wildling, the wildling in the camp with the hottest fire advances. Place that wildling in the clearing  connected to that trail.

See Wildlings Advance  for examples and more details.



Example: If you roll a "4" on the wildling die, move the giant down the trail to the clearing on the left. If you roll a "5", move it down the trail to the clearing on the right.

V

VICTORY POINT CARDS

Victory point cards are development cards , so they can be “bought.” These orange framed development cards represent important cultural achievements or artifacts.



Each victory point card is worth 1 victory point. You only reveal your victory point cards when you or someone else wins the game! Keep victory point cards hidden until you have 10 points during your turn and you can declare victory. (You should also reveal them if someone else wins.)

***Hint:** Again, keep your victory point cards hidden until the end of the game. Place them face down in front of you. Of course, if you have 1 or 2 unused cards face down in front of you for a long time, the other players will assume that they are victory point cards.*

VICTORY POINTS

The first player to reach (be at) 10 victory points (VPs) on his/her turn wins the game.

Players acquire victory points (VPs) for the following:

- 1 settlement = 1 VP
- 1 keep = 2 VPs
- Longest Road special card = 1 VP
(2 VPs in the Base Game)
- Largest Patrol special card = 1 VP
(2 VPs in the Base Game)
- Victory point (VP) card = 1 VP
- Guards on the Wall: 3 guards = 1 VP,
5 guards = 2 VP

Since each player begins with 2 settlements, each player begins the game with 2 VPs. Therefore, you only need 8 more VPs to win the game!

Whenever you build your 3rd guard, take a VP token and place it in front of yourself. If your number of guards ever falls below 3, return the VP token. Follow the same process when you build/lose your 5th guard.

Note: This icon is the VP symbol. It appears on VP cards, special cards, etc. It is a visual reminder for the things, other than settlements and keeps, that earn you VPs. Each VP symbol you see is worth 1 VP.



WALL, THE (WALL SECTION)

The Wall keeps the wildlings  out of the Gift. The Wall is divided into sections. Each wall section is divided into spaces numbered 1-5. When you place a guard  on a wall section, place it on the lowest numbered space in that section. The guards on a particular wall section defend the Wall from the wildlings  in the clearing  facing that section.



WALL BREACH

If the number of wildlings  in a single clearing is higher than the number of guards on the Wall section defending that clearing, the wildlings in this clearing breach the Wall.

Take all of the wildlings in the clearing and place them, 1 by 1, on top of the number token in each hex in a straight line south west from the Wall (indicated by the arrows on the frame).

So, if 3 wildlings breach the Wall, cover the first 3 hexes.



Move the wildling Breach marker 1 space further down the Breach Track.

The wildlings block the production of a hex in the same way as Tormund (or the robber in *Catan*).

If the number of wildlings that breach the Wall is greater than 4, place the 5th wildling on the first hex south of the Wall, the 6th on the second hex, and so on. Continue placing as usual. So, there can be 2 wildlings per hex.

If Tormund is blocking a hex that a breaching wildling is supposed to occupy, place the wildling in the hex with Tormund.

When a section of the Wall is breached, remove the oldest guard on that section of the Wall (see Guard ).

If a 6th wildling enters a clearing that is defended by 5 guards on the adjacent Wall, remove that wildling and another random wildling. Also remove the oldest guard on that wall section. This leaves 4 wildlings in the clearing and 4 guards on the Wall section defending that clearing.

See pages 13 and 14 for detailed examples of wildling migration and wall breach.

WILDLINGS

The wildlings are the inhabitants of the lands north of the Wall . They are desperate to move south, over the Wall, because winter is coming...

Wildlings begin the game in the Frostfangs . During the game, they migrate to the clan areas  where they prepare themselves in camps . From there, the wildlings advance  along the trails  to the clearings  at the base of the Wall . Here they wait, fight, or go over the Wall into the Gift.

WILDLING TYPES

There are 3 types of wildlings: climbers, giants, and regular wildlings.

Regular: The regular wildling has no special abilities.



Climber: When a climber moves to a section of the Wall, it immediately jumps over the Wall and blocks the first unoccupied terrain hex directly south of the Wall. This does not count as Wall Breach  for the purposes of ending the game (see Ending the Game ).



Giant: When a giant moves to a clearing that is defended by 1 or more guards, immediately remove the oldest guard on the Wall section defending that clearing (the guard goes back to its owner). Then, the giant returns to the Frostfangs. If there is no guard defending the Wall section when a giant arrives, the giant automatically breaches the Wall and enters the Gift (as if it were a regular wildling).



WILDLING TOKENS

To start the game, there is 1 wildling token under each of your settlements on your build costs card and 2 under each of your keeps. When you build a settlement/keep, reveal the wildling token(s). When you upgrade a settlement to a keep (i.e., build a keep), you release 2 wildling tokens. The upgraded settlement piece returns to the building costs card with a random wildling token under it.



A wildling token depicts a specific clan area (in red) and a wildling type (in blue). Use this information to migrate a wildling.

CREATING NEW WILDLINGS

You create a new wildling every time you reveal a wildling token . When you create a new wildling, it migrates immediately (see Wildling Migration).

You create new wildlings every time you build a settlement or a keep:

- After Building Each Settlement: Place 1 wildling.
- After Building Each Keep: Place 2 wildlings (1 at a time).

You also draw a wildling token from the pool and create a new wildling each time you receive a special card:

- If you receive the Longest Road Card: Place 1 wildling.
- If you receive the Largest Army Card: Place 1 wildling.

WILDLINGS ADVANCE

During Every Production Roll: If there are wildlings at a camp connected to a clearing by a trail with the number you rolled on the wildling die, move the wildling on the 1st camp (that closest to the Wall) along the trail to the clearing.

If there are additional wildlings in this clan area, move them each down to the camp that is closer to the wall. (So, camp 2 moves to camp 1, then camp 3 to camp 2, etc.).

WILDLING MIGRATION

After looking at the wildling token, you create a new wildling. Take a wildling figure of the type shown (from the Frostfangs) and place it into the clan area indicated.

Each clan area has 5 camps. Place a new wildling figure onto the unoccupied camp with the hottest fire in the clan area (e.g., if the first 2 camps are occupied, place the new wildling on the 3rd camp). The closer the camp is to the Wall, the hotter its fire.

WILDLING RUSH!

When a wildling migrates to a clan area where 4 camps are occupied, the wildlings in that area rush the wall. The wildling in the 1st camp (closest to the wall) advances to the clearing with the lower numbered trail. Then wildling in the 2nd camp advances to the clearing with the higher numbered trail. The remaining wildlings move down as usual.

EXAMPLES OF WILDLING ADVANCES, BREACHES, ETC.:



Wildling Advance Example 1-A: Ziggy rolls a "5" on the wildling die. Regular wildling "A" in the lowest camp beside the trail marked with the "5" moves down the trail to the clearing.

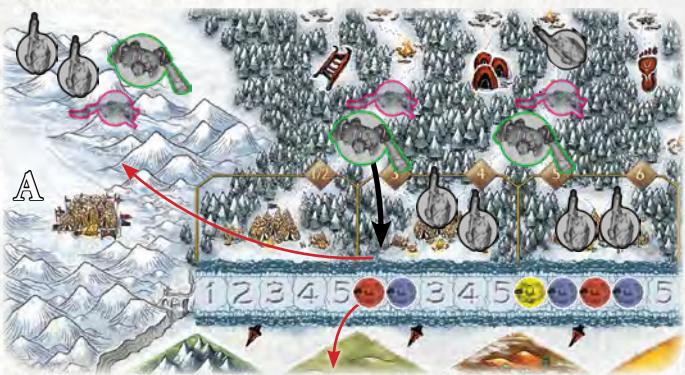
1-B: There are now 2 wildlings in the clearing. There are



4 guards on the wall section defending that clearing. There is no breach. The wildlings in the camps behind the wildling that moved each move 1 camp closer to the wall.



Note: This example continues on page 14



Wildling Advance Example 2-A: Micci's turn is next. She rolls a "3" on the wildling die. The giant beside trail 3 advances down the trail to the clearing. That giant and the oldest guard (red) immediately remove each other from the board (the giant goes back to the Frostfangs, the red guard goes back to the red player).

2-B: There are now 2 wildlings in the clearing. There is only



Wildling Migration Example: You just received the Longest Road special VP card. Now you must create and migrate a new wildling. You draw 1 of the random wildling tokens from the pool. It's a giant from the Cave People clan. Take 1 giant figure from the Frostfangs and place it into the first unoccupied camp (in this case the 4th camp) in the Cave People Clan area.



1 guard (blue) on the wall section defending that clearing. The wildlings breach the wall! First remove 1 guard from this wall section (blue). Then move the 2 wildlings into the Gift to cover the number disks of the first 2 terrain hexes (the 6 & the 4). Finally, move the climber at the 2nd camp 1 camp closer to the wall and move the breach marker 1 space down the track.



Wildling Rush Example A: You just revealed a wildling token. It's a regular wildling from the cave people clan. Take 1 regular figure from the Frostfangs and place it into the first unoccupied camp. That camp is the 5th one. The cave people clan camps are overcrowded, so this entire clan rushes the wall!



Rush Example B: The giant is 1st, so it advances down the lower numbered trail (4). The climber is 2nd, so it advances down the higher numbered trail (5). One by one, the rest of the wildlings move down to the 1st, 2nd and 3rd camps.

Oh No! The wildlings are breaching the wall again!



Rush Example C: The giant is in a clearing that is undefended, so it breaches the wall. Move it to block the first available hex in the Gift and move the breach counter 1 space down the track.

The climber automatically crosses the wall and blocks the first available hex. This is not a breach.

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Special Thanks: Ian Birdsall, John Franz-Wichlaz, John Grams, Michael Hurley, George R. R. Martin, Axel Meffert, Reiner Müller, Andrew Navaro, Christian Petersen.

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IMPORTED AND DISTRIBUTED IN THE EU BY:

Imported and Distributed in the EU by: Asmodee UK, Unit 6, Waterbrook Rd., Alton, Hampshire, GU43 2UD,

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HEROES OF THE NORTH

[A1] JEOR MORMONT – LORD COMMANDER OF THE NIGHT'S WATCH

Forced Trade: Demand 1 resource card each from up to 2 players. The cards must be of the same resource type. For each resource card you receive, give the respective player 1 resource card of your choice in return.



[A2] BOWEN MARSH – LORD STEWARD OF THE NIGHT'S WATCH

1:1 Trade: You may trade a single resource card at a rate of 1:1 with the supply.



[A3] SAMWELL TARLY – STEWARD

No Income = 1 Free Resource: If, after resolving any production roll (not a “7”), you receive no resource cards, take any 1 resource card of your choice from the supply. Take your resource card before any other hero card is used.



[A4] OTHELL YARWYCK – MASTER BUILDER OF THE NIGHT'S WATCH

Redirect your Road: Remove 1 of your roads from the board and rebuild it for free at a different legal location. The road you remove must only be connected on 1 of its 2 ends to your pieces. Ignore opponents' pieces when checking connections.



[A5] SER ALLISER THORNE – MASTER AT ARMS OF THE NIGHT'S WATCH

Easy to Build Guard: When you build a guard, substitute 1 of the 3 resources with any 1 other resource of your choice.



[A6] MELISANDRE – RED PRIESTESS OF R'HLLOR

Manipulate Development Cards: One time on your turn, when you buy a development card, substitute 1 of the 3 resources with any 1 other resource of your choice. Choose your development card from the 3 top cards of the deck, then reshuffle the deck.



MANCE RAYDER – KING BEYOND THE WALL

Take 1 Resource from a Leader: After resolving your production roll, look at the hand of resource cards of 1 opponent who has more victory points than you and take 1 resource card of your choice.



BENJEN STARK – FIRST RANGER

Remove 1 Wildling North of the Wall:

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.



YGRITTE – FREEFOLK SPEARWIFE

Remove 1 Wildling from the Gift: Choose 1 wildling in the Gift and return it to the Frostfangs. You can do this before or after your own production roll.



YOREN – WANDERING CROW

Patrol Card Becomes a Guard: When you build, discard 1 Ranger Patrol card that you have already played and build a guard for free. You can do this before or after your own production roll.



QHORIN HALF-HAND – RANGER

Chase Tormund North: You may move Tormund back to his camp. You receive 1 resource of the type produced by the land that Tormund left. You can do this before or after your own production roll.

