

THE
SETTLERS
— OF CATAN —

THEME SET FOR THE
CARDGAME
— FOR TWO PLAYERS —

SCOUNDRELS & MYRMIDONS

**!!ATTENTION!!
UNOFFICIAL
THEME SET**



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The Theme Set „Scoundrels & Myrmidons“

Quite a lot of the ideas for new cards which could be found in the web seemed appropriate to populate Catan with shady characters and sedulous guards, to erect dubious taverns and secure prisons. The resulting Theme Set does not need any special prerequisites, only the Base Set is required.

Rules

The game is played just like the Basic game with a few exceptions. Those exceptions are:

- During the first two rounds, Event Die-Rolls resulting in Robber Assault are ignored (and not re-rolled).
- Action Cards may only be played when both players have at least 3 Victory Points, with the exception of the Scout, which may be played at any time. As soon as this condition is met (both players simultaneously control 3 Victory Points), Action Cards may be played. If at any time either player ceases to control at least 3 Victory Points, Action Cards may still be played.
- Buildings are safe from the Spy. With a Spy, you can steal only Action Cards and Units (Knights, Cannons, Dragons, and Fleets).
- A player may remove Buildings or Units from his own Principality (for example to free up a building site for more desirable cards). Removing cards incurs no costs, but the player must put the removed card on the Discard Pile (!). The player is not permitted to take a removed card directly back into his hand or to place it under a Development Pile.

Development Pile. The player may develop the freed building site during the same turn in which he freed it, but he is not required to do so.

- To play some cards, certain conditions must be met. For example, to create the Bishopric one must first build either a Church or a Monastery. If the prerequisite card happens to be removed from a Principality, then the card whose placement depends upon the prerequisite does not have to be removed. In this example, the Bishopric does not have to be removed.
- If you exchange a card at the end of your turn you must slip the card from your hand face-down under that Development pile from which you intend to draw your new card.
- The first player to have 12 Victory Points wins.

The Cards in Detail

Settlement Upgrade Cards



Tithe Barn (1x)
(Building)

You may pay any one Resource of your choice and contest the result of the Event Die Roll, i.e. the Event Die (not the Production Die) is rolled once again. However, you may contest the Event Die Roll only **once** a turn, the second result is valid in any case. In case of a „?“ you may first turn around the top card of the Event Card Pile and

then decide if you use the Tithe Barn or not.

Prerequisite: no Prefecture is built in your Principality.



Low Tavern (2x)
(Building)

At a successful attack with an Arsonist or a Black Knight your opponent must not return the corresponding card to his hand. He has to take it out of the game (discard pile). If your attack isn't successful you must return your card to your hand as usual.



Pirate Fleet (1x)
(Fleet)

The Pirate Fleet is built on a free building site in your opponent's Principality. Every time your opponent exchanges resources (with Trade Fleet 2:1, with Lighthouse 1:1, with Mint 1:1 or as usual 3:1) you receive one of the exchanged resources. This is **not** the case for trading by cards (e.g. Trader, Monopoly, Caravan, Spice Caravan, etc.).

The gray Commerce Point indicates that your number of Commerce Points is decreased by 1 when you build the Pirate Fleet. This negative Commerce

Point can't be doubled by anything. The Pirate Fleet can be destroyed by Civil War and Pirateering Fleets. A Dockyard lessens the construction cost of the Pirate Fleet, too. It's a Fleet, but not a Trading Fleet.



Ordnance Depot (1x)
(Building)

By paying any two resources of your choice you may rotate this card by 180°. What can be read on the left side of this card is valid.

Strength Points +1 : All of your own Knights receive one additional Strength Point (similar the Smithy).

Strength Points -1 : All of your opponent's Knights lose one Strength Point.



Border Rampart (1x)
(Building)

The Border Rampart is built on a Road. The resources of both adjacent Region Cards are safe from all encroachments by your opponent, i.e. your opponent can't take away any resources from these Region Cards.



Kuno the Robber-Knight (1x)
(Knight)

In the first place Kuno is a wholly normal Knight with all advantages and disadvantages of a Knight. In addition every time the Robber Assault is rolled you receive any one resource of your choice.



Erik the Infamous (1x)
(Knight)

Erik has the same function as Kuno the Robber-Knight.

City Upgrade Cards



Courier Station (1x)
(Building)

The Courier Station is built on a Road between two Cities. You may then hold as many cards in your hand as your opponent does (in case your hand limit is already larger than that of your opponent this card is not considered for your hand limit).

Prerequisite: Not to use in combination with People's Hall, i.e. if you build a People's Hall the advantage of the hand limit is abolished. However, the Commerce Points are preserved.



Oubliette (1x)
(Building)

The Oubliette protects the Region Cards in its City from Resource losses caused by Brigand, Merchant, Spice Caravan and Advantageous Trade. Region Cards of other Settlements, Cities or Citadels are not protected.



King's Palace (2x)
(Building)

This card removes foreign (built by your opponent) buildings and units (e.g. Envoy's Residence, Brothel, Pirate Fleet, Robber-Knight's Castle etc.) from this City and the both adjacent Settlements / Cities. Your opponent returns them to his hand (take care of the hand limit!). In addition, the King's Palace prevents building new blockading cards in these three Settlements / Cities.



Custom-House (2x)
(Building)

Every time your opponent demands resources from you, you may decide which resources your opponent receives.

This card works on Advantageous Trade, effects of build-

ings and all Action Cards.



Thieves' Guild (1x)
(Building)

Build this guild in your opponent's Principality. Both adjacent Region Cards may only take up at most 2 resources.



Order of Knighthood (1x)
(Building)

The possession of the Knight token is now worth two Victory Points.

Prerequisite: You have at least two Knights, Dragons or Cannons in your Principality. If during the game you end up having less than two Knights, Dragons or Cannons, the Order of Knighthood remains as a City Upgrade Card, but the Knight token is only worth one Victory Point (as usual).



Chamber of Handicrafts (1x)
(Building)

The Resource production of any two adjacent Region Cards is doubled. If there already is another Upgrade Card adjacent to one of these Region Cards that doubles the Resource production, the Resource production is not quadruplicated. More

than doubling is not allowed.



Custom's Union (1x)
(Building)

Build the Custom's Union in your opponent's Principality. Every City Upgrade Card with Commerce Points of your opponent loses one Commerce Point. Affected are all City Upgrade Cards in all Cities of your opponent.

Action Cards



Booth (1x)

You may exchange one card from your hand for any one resource of your choice. The card from your hand is slipped face-down under a Development stack.

Prerequisite: Marketplace or Great Bazaar.



Waylayer (1x)

If your opponent wants to replenish his hand at the end of his turn you may stop him. Your opponent may only replenish his hand at the end of his next turn. This card must be played **before** your opponent starts replenishing his hand.



Deserter (1x)

When your opponent plays an Arsonist, Brigand or Black Knight against you, you may take the card away and use it immediately against him. You may also put this card on the discard pile.

Prerequisite: You have one of the following buildings in your opponent's Principality: Envoy's Residence, Secret Society, Thieves' Guild or Custom's Union.



Leprosy (2x)

Play this card during your turn. It is placed face-up between the Principalities and removed when you start your next turn. Your opponent may not use any functions of his Upgrade Cards during his next turn. Protection: Medico.



Compulsory Resettlement (2x)

Pay your opponent the resources for a building (not a unit) he has in his Principality and place this building in your Principality. Cards or Upgrades reducing the cost (Building Crane, Dockyard etc.) can be used, you pay your opponent

correspondingly fewer resources. You may only use the Compulsory Resettlement if your opponent can accommodate your resources. Pawned buildings (by Pawnbroker) may not be resettled.



Trade Route (2x)

For each Road in your Principality you receive any one resource of your choice. The Road between your first two Settlements and Roads covered by Road Upgrade Cards do also count. The Three Country Corner and the Rivers (L&B) are considered as Roads, too.



Black Market (1x)

You may immediately take two resources of your choice from the owner of the Commercial Advantage.



Seer (1x)

Take up to four cards from the top of the Event stack, read them and sort them at will. Put them back face-down on the Event stack in any order. The sequence of the remaining cards must not be altered.



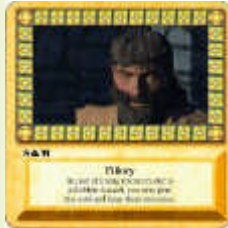
Road Building (2x)

The cost for building a new Road is reduced: You just pay 1 Timber or 1 Brick for it.

Prerequisites:

Both players have at least three Victory Points.

You have at least three Settlement Upgrade Cards in your Principality.



Pillory (2x)

In case of losing resources caused by a Robber Assault you may play this card and keep these resources.

Event Cards



Rush on the City Hall (1x)

Both players must immediately take back their City Halls from their Principalities. The hand limit has to be respected.



Juggler Troupe (1x)

The player having fewer Victory points may take as many resources from his opponent as his opponent has more Victory Points. If this player has not

enough resources, his opponent receives only the available (fewer) resources.



Elevation to Knighthood (2x)

Both players may immediately place one Knight from their hands in their Principality without paying any resources for him.

Prerequisite: A free building site is available.

Originators of the cards

Many thanks to the following people whose ideas were included in Scoundrels & Myrmidons:

Jan Creutzenberg: Kuno the Robber-Knight, Erik the Infamous, Deserter

Rüdiger Ernst: Pirate Fleet, Custom-House, Chamber of Handicrafts

Stephan Leinhäuser: Courier Station, Road Building

Heike Hedda Rüping: Custom's Union

Godwin Solcher: King's Palace

Simi: Border Rampart, Thieves' Guild, Black Market

Henning Wolfram: Pillory

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Nevertheless we wish you a lot of fun with these new cards!

On our site we offer many more Theme-Sets besides this one, all introducing a different new idea to play.

The site is permanently being developed and offers an increasing number of cards and Theme-Sets sent to us by other Settlers.

Therefore it is good to have a look at our site once in a while or even to subscribe to our newsletter always reporting about innovations by email. For this purpose send an empty mail to Siedler-Karten-subscribe@egroups.com.

Now we wish you a lot of fun with this unofficial Theme-Set of our site www.das-leinhaus.de.

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