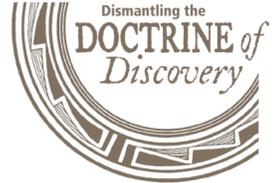


The First Nations of Catan



*A variant ruleset for Klaus Teuber's "Settlers of Catan" (1995, Mayfair Games)
by Greg Loring-Albright*

COALITION

When the Settlers arrive on Catan, they quickly encounter the First Nations of Catan, a semi-nomadic people who begin competing with them for the resources that, until the Settlers' arrival, had been their undisputed right...

These rules allow one player in Settlers of Catan to play as the First Nations of Catan. Thus, this game supports up to 4 players (1, 2, or 3 Settler players and 1 First Nations player). This game has not been tested with the 5-6 player expansion set.

Use a standard Settlers of Catan game, plus one playing piece of your choice in the color of the First Nations player (see section B).

The following instructions address the First Nations player. Only a few changes affect the Settler players. These changes can be found in sections B, D, and E.

A. Setup

You place your settlement first, in the CENTER of any 1 tile. For the duration of the game, you will be playing on the center of the tiles, not on the edges as Settler players do.

The Settler player to your left starts the usual settlement placing process, with this modification: All Settler-player settlements must be adjacent to a tile that borders the water. This represents the Settlers' arrival on Catan, while you have had the island to yourself since time immemorial.

Settler players place their first and second settlements as the basic rules describe. You place your second settlement after all Settler players have placed their settlements, again in the middle of any tile. This is the only time you may build on a tile that has Settler objects on its edges. See section E.

Once all settlements are on the board, find a marker in your color to indicate the Tribe. (Roads will be used for another purpose later. A City on its side will do in a pinch, or a ship or knight token from "Seafarers" or "Cities & Knights", or any colored object that will fit on a tile). Place the Tribe at either of your settlements.

B. On Your Turn: Moving the Tribe

In addition to settling villages and building cities, the First Nations of Catan are nomadic, traveling to gather the resources they require.

On your turn, roll the die. You, and all other players, gather resources on the number rolled. Then, move the Tribe (see below), and finally, build or trade (if you wish).

You must move the Tribe every turn following this formula: Number on the dice / 4, rounded down. Thus, on a dice roll of 1-3, the tribe cannot move. On 4-7, they move one. On 8-11, they move two. On 12, they move three. The Tribe MUST move the full number of allowed movements. It may double-back over a tile multiple times, but it may not end on the tile where it started unless 1-3 was rolled.

The Tribe takes one resource card for every tile it moves through or lands on, not counting the tile where it began. If the Tribe does not move, it gathers the resource where it remains.

The Tribe does not move or gather resources on other players' turns. You may only build on the tile where the Tribe ends up (see section E).

Settler-players may NOT build on any side or corner of the tile that the Tribe occupies.

Continued on reverse...

First Nations of Catan was designed by Greg Loring-Albright. He can be reached at gregisonthego@gmail.com / @gregisonthego

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<http://analoggamestudies.org/volume-ii-issue-vii/>

These rules are intended as commentary on Klaus Teuber's "Settlers of Catan" (1995, Mayfair Games), and may not be replicated to generate profit for any party.

This handout was produced by the Dismantling the Doctrine of Discovery Coalition. More information about the Coalition can be found at this web address:
<http://dofdmemno.org/>

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C. On Your Turn: Combat

Distressed at the rapidity of the Settlers' incursions, the First Nations rally their forces and attempt to drive these invaders out by force.

After you have moved the Tribe, you may attack the Settler-player pieces adjacent to the tile where the Tribe ends its movement. Whenever you attack, you must attack ALL pieces adjacent to that tile.

Discard the cost of a Development card (sheep, wheat, stone). For each Settler-player's piece (road, settlement, or city), roll a single die. If you roll 4-6, you destroy that piece. Remove it from the board and return it to the appropriate player. If you roll 1-3, you may not remove that piece this turn.

A Settler-player may play a Knight card AFTER you have declared your attack, BEFORE you roll, in order to defend any piece. That player should indicate which piece, if there are multiple, that they are defending. A Knight may defend a Settler-player piece of ANY color. If a Knight is defending a piece, you must roll a 6 to remove it. You may play your own Knight to neutralize a Settler-player's Knight. Both Knights cancel one another out, but still count toward each player's total number of Knights for the Largest Army tile.

If you successfully remove ALL Settler-player pieces from the tile where the Tribe is (or if there were none there to begin with), you may build there. If you successfully remove 2 or more Settler-player pieces, you have defended your territory! Place a road piece in your color on the center of the tile. This is not a road, but a Defended Territory marker. It is worth 1 VP at the end of the game.

Whenever a Settler-player builds on a tile that has a defended territory marker, remove that marker. If you reclaim that tile by defending territory at a later time, replace the marker. Destroying only 1 Settler-player piece does not earn you a Defended Territory marker, though it will allow you to build on that tile.

D. On Your Turn: Building & Trading

- You may, on your turn, build settlements or cities, or buy development cards. You may not build roads.
- You may only build in the center of a hex, not on its edges as the Settler players do.
- You may only build a new settlement on the tile where the Tribe marker is.
- Remember: move first, then build.
- You may upgrade an existing settlement to a city without the Tribe being present.
- You may not build a new settlement on a hex that has Settler-player objects (roads, settlements, cities) adjacent to it.

- You may buy development cards.
- You may trade with any player(s) AFTER you have moved the Tribe.
- You may trade 4:1 with the bank on your turn. You may not use ports to trade.
- Settler-players MAY build on tiles that have your Settlements/Cities on them.
- Settler-players MAY NOT build on the tile where the Tribe is.

E. On Every Turn

Your settlements yield the resource they are on whenever the number is rolled.

Your cities yield 2 of the resource they are on whenever the number is rolled.

You may trade with any player on their turn as long as they initiate the trade.

F. Winning

You win in the same way that the other players win: by accruing 10 Victory Points. You may accrue Victory points as follows:

- By playing Development Cards that have Victory Points on them.
 - By building settlements (1VP) and cities (2VP).
 - By defending territory (1VP).
 - By acquiring the Largest Army tile.
- You may not acquire the Longest Road tile, as you do not build roads.

G. Robber & Other Rules

If a rule's change is not mentioned here, assume that basic Settlers of Catan rules apply to you. The hand limit, the rules about playing Development cards, etc. all apply.

If the Robber occupies the same hex as one of your settlements, it takes effect as if it were a normal Robber, and you may use Knights in the usual way to dislodge the Robber. The Robber does not affect the Tribe.



Thanks for playing!