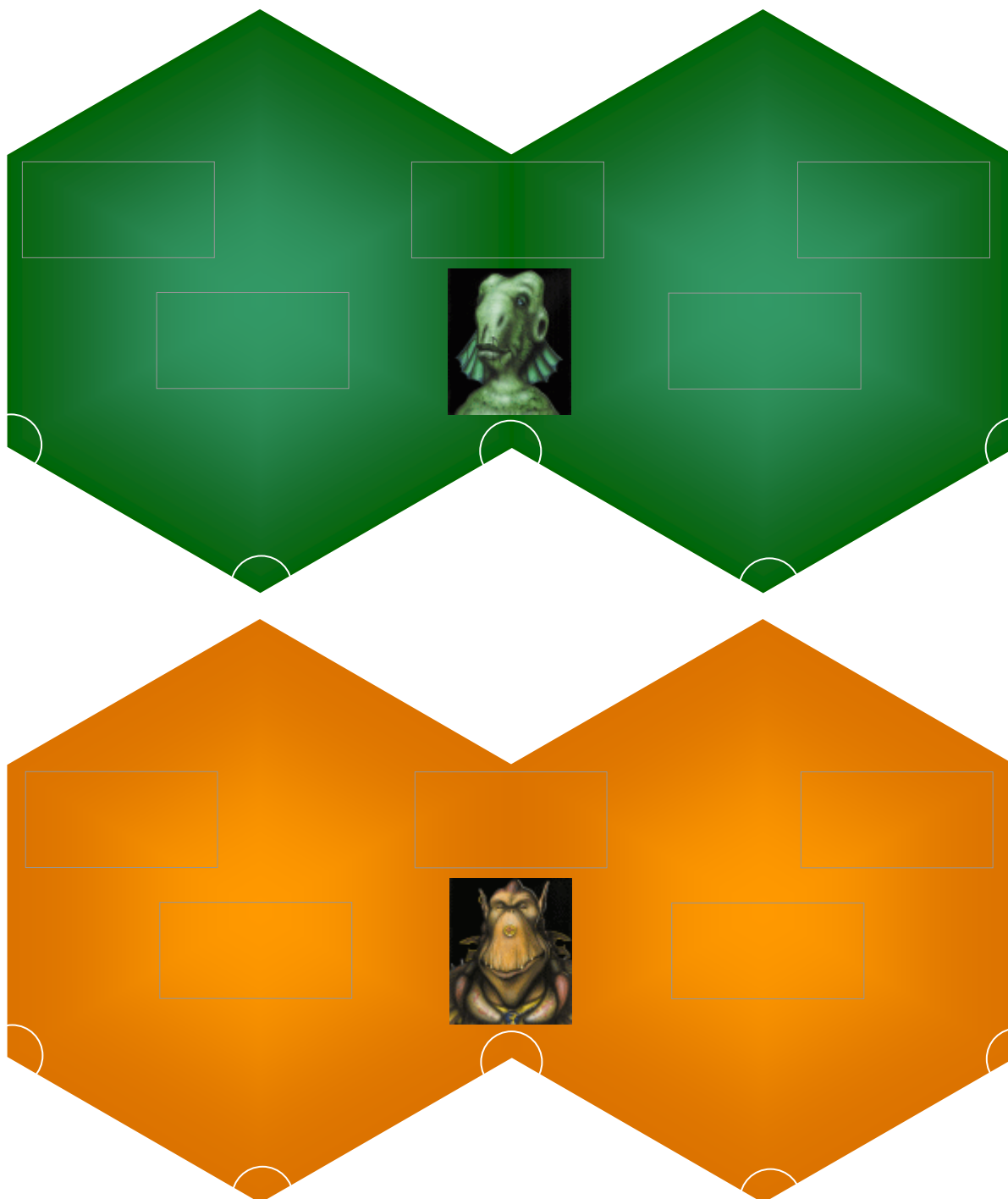
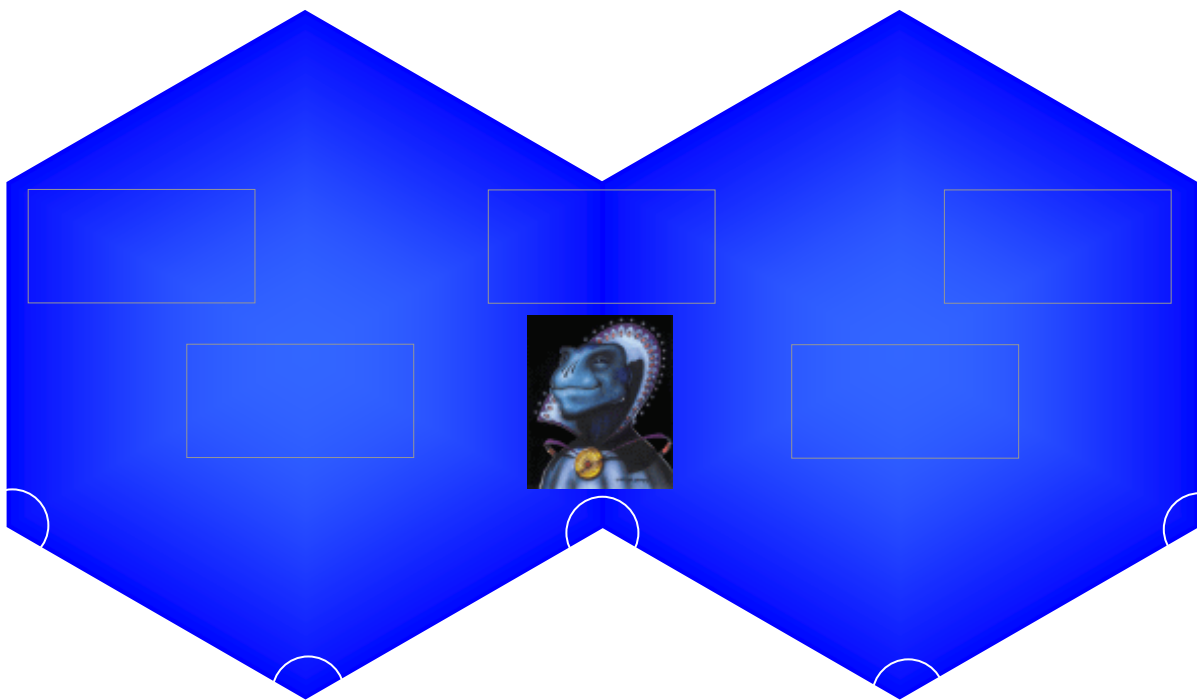
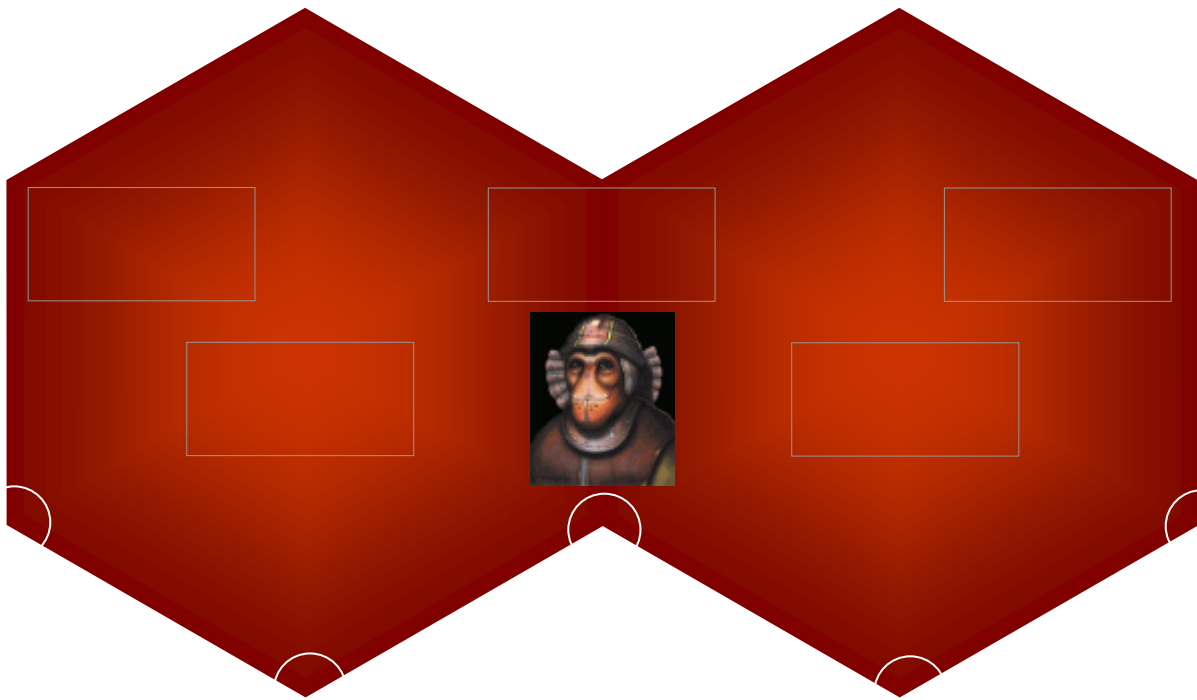
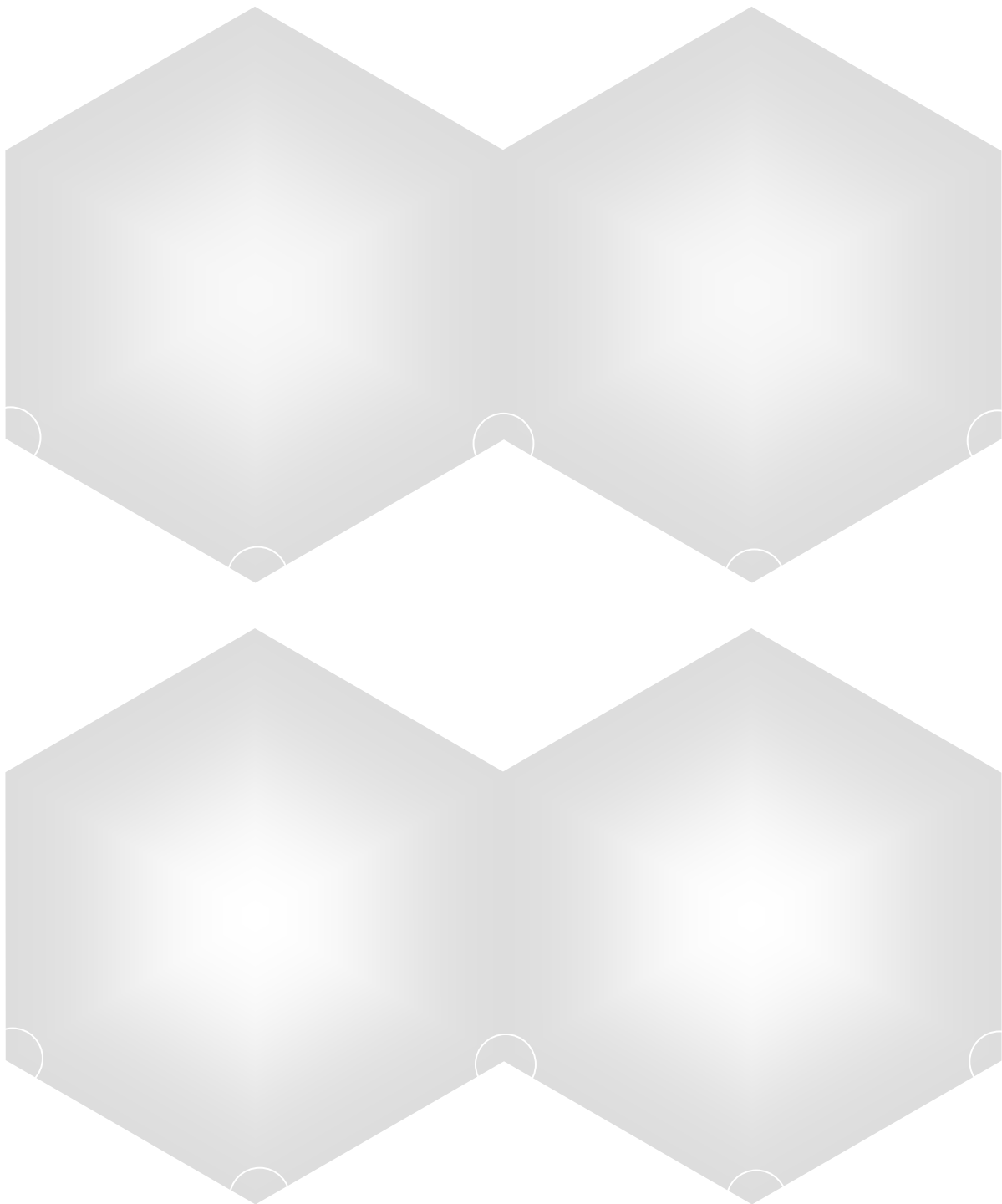








Components for Settlers of New Catan. Version 1.00 (2004)

 +1 when producing 1 or more grain	 +1 when producing 1 or more ore	 +1 when producing 1 or more sheep	 +1 when producing 1 or more bricks	 +1 when producing 1 or more wood
 2:1 Trade 2 grain for any 1 res.	 2:1 Trade 2 ore for any 1 res.	 2:1 Trade 2 sheep for any 1 res.	 2:1 Trade 2 bricks for any 1 res.	 2:1 Trade 2 wood for any 1 res.
Free Development Every 2 nd dev. card costs 1 ore	Anti-Pirate Remove robber or infiltrator for free. Or move it for 1 res.	Short Distance Ignore distance rule for new settlm. Cost: any 1 res. (1/turn)	Free Roads Every 2 nd road costs 1 brick	Free Settlements Full production but no VP or benefit. Cost: 1 grain
Immunity On '7', pay if >11 res. on hand. Robber cannot steal your res.	A Helping Hand Take 1 res. from 1-2 opp. that have more VP:s (1/turn)	Persuasion Force 1 opponent to trade res. 1:1. 2 chances with same opp.	Points for Sale Buy 1 VP for 4 sheep and (once) 2 VP:s for 6 sheep	Relief Fund When not producing, trade any res. 1:1 (not on '7')

			
The Diplomats	The Diplomats	The Diplomats	The Diplomats
Victory Point	Victory Point	Victory Point	Victory Point

Infiltrator

