Settlers of

New Catan

Module: Frontiers

Summary: Special events affect buildings that are located at the *frontiers*.

Story

The frontiers of the habitable areas of New Catan are largely unexplored. Before discovery, humans can only speculate about the mysteries that might lie at the outer frontiers of the new world. There are stories about small groups of aliens living in the strange lands as outcasts, unwanted by their own species at the outposts. These groups are said to be mostly friendly to humans, but also very unpredictable. Other stories foretell e.g. pirates nesting in the unknown lands, wild animals roaming about, hidden gold and artefacts from ancient civilizations awaiting discovery, rich but dangerous volcanoes, and even indigenous peoples of New Catan of which humans have not heard. The only way for the human settlers to ascertain the truth of these stories is to reach out to the frontiers by settling at the borders of the unknown.

Setup

Use all components for *Settlers of New Catan*. Additional components:

- Frontier cards (10)
- [*Module: Development*]: Development cards (4)

Shuffle the frontier cards and place them in a stack face down next to the board.

Rules

The standard rules for *Settlers of New Catan* apply except for as stated below.

Each frontier area has two different frontier events, one on each of the two constituent hexes. Thus each event is adjacent to three frontier intersections. The event is unknown to the players until a first settlement is built at an adjacent frontier intersection. The event is then discovered. One frontier card is drawn at random from the stack and is placed face up on the hex with the text facing the settlers' area (each card describes one of the events).

A frontier event affects buildings that are located on adjacent intersections. A building adjacent to an event (and the player who owns it) is affected by the event from the moment it is built. A building is not, however, affected by the event if the building is owned by a player who already owns another building that is affected by the same event. Consequently, an event can only affect one building per player.

If a player builds a settlement adjacent to two events (i.e. on the centre-most frontier intersection), and if the settlement can be affected by either event, the player must choose which of the events that will affect the building (the selection is permanent).

The frontier events are listed in *Appendix 1*.

Note: All consequences of events that occur as a result of a production roll take place *after* all normal actions have been taken (e.g. after players have taken resources that have been produced).

Appendix 1
Frontier Events

● Alien Outcasts: The Green Folk

Settlement: When it produces one or more resources, you may take one additional resource of a type that was produced by it.

City: When it produces one or more resources, you must pay one resource of a type that was produced by it.

● Alien Outcasts: The Merchants

Settlement: When it produces one or more resources, you must place these resources face-up before you. These resources are considered part of your hand. They cannot be used in any voluntary trade or be returned to your hand, but may be used as payment or be taken by an opponent.

City: When it produces one or more resources, you may immediately trade two of these resources for any one resource.

● Alien Outcasts: The Scientists

Settlement: You may upgrade it to a city at the cost of any three resources.

City: It is worth only one Victory Point.

● Alien Outcasts: The Diplomats

Settlement: It is worth no Victory Point.

City: It is worth three Victory Points.

● Wild Animals

On any production roll of '4', you must pay any one resource.

● Alien Artefacts

On any production roll of '10', you may take one resource of a type related to a resource hex that is adjacent to the building.

● Pirate Nest

On any production roll of '4', the building is turned upside down, which denotes no production from resource hexes adjacent to it. The building may be turned upright by the player on his turn at the cost of any one resource.

● Volcano

On any production roll of '12' (*eruption*), you must pay any two resources (if possible). On any production roll of '10' (*productive land*), you may take any one resource (in case of a settlement) or any two resources of the same type (in case of a city).

● A Little Gold

On any production roll of '2', you may take any one resource.

● Indigenous People

You may, on your turn, place any two resources of the same type face up before you (the resources are no longer considered part of your hand). On any production roll of '5', if you do not have face-up resources of this kind, you must discard one random resource from your hand (drawn by the player to your left). If, however, you have face-up resources of this kind, you must discard these and may then take any one resource.

Notes:
An event applies to *each player* that is affected by it.

References to buildings (settlements/ cities) apply only to buildings that are affected by the event, not to other buildings on the board.