

Alternative Board Game Rules Supplement

Colonies: Settlers at Risk, Soldiers of Catan

First Edition

v.0.9.2

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Introduction

This game rules document is meant to enable you to take the existing pieces from commonly owned board games, and by using a different rules system, play a unique turn-based strategy game. This is a game of exploration and expansion, of diplomacy and war. You play as a viceroy, selected by your king to lead the nation's newly founded colony on a recently discovered island. Other empires however have also made landfall, and your goal is to lead your colonists to victory through political, military, or economic domination of the island.

Requirements

In order to play the game you will need a copy of each of the following board games:

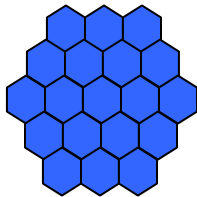
- ***Settlers of Catan*** (any edition with usable flat terrain tiles, settlement/city and road pieces, and resource and development cards)
- ***Risk*** (any basic or anniversary edition released between 1993-2004, that has usable infantry, cavalry, and artillery pieces, and a set of Risk cards)



Setup

The board, representing a terrain map of the island, is set up in the following way: The board consists of a series of hexagon-shaped tiles that should be randomly arranged to generate a different map every game. To do this, all tiles are initially randomized by shuffling them face down, and then placed still face down in the following arrangement:

Rounded Hexagonal Map

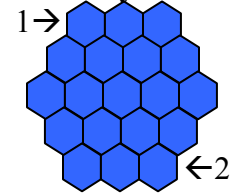


- Place ocean tiles or borders around the edges
- Place markers on each tile except the centre tile
- Markers can go in any order and start face up
- For an Easy game place desert in the centre first
- For a mild challenge separately randomize the 12 outer tiles and 6 inner tiles + desert (so desert is in 7 inner tiles)
- For a hard challenge (potentially unbalanced) completely randomize all tiles including the desert

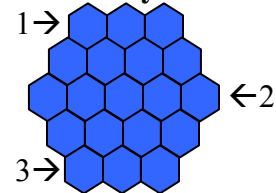
This way the game begins such that most of the island is unexplored. Markers serve only to identify tiles by their letter. When a tile is explored, flip over the tile while keeping its marker on top, to reveal the terrain to everyone.

Recommended Starting Locations

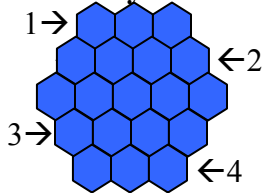
Two Player



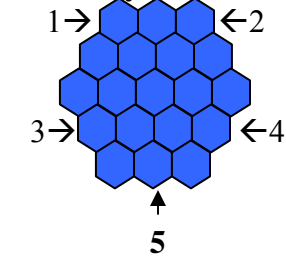
Three Player



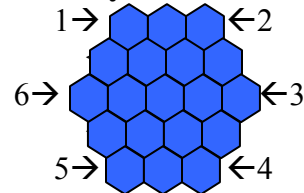
Four Player



Five Player



Six Player



You can decide starting locations based on the above diagrams. An alternative option is to have each player start at a 3:1 harbor (roll dice to see who goes first). Alternatively, to decide random starting locations, roll a die to select a corner, and reroll if the corner has already been taken. Alternatively, negotiate landing spots between the players. The only requirements are that the location is adjacent to an ocean tile.

The starting location automatically has its tile revealed, and the player places three infantry regiments in the tile. The player also places a village at any intersection of the player's choice on the revealed tile that touches water. If the village touches another tile, reveal it as well. These reveals do not involve the exploration roll as described later.

Each player also begins the game with enough resource cards to build two roads and a village.

Terrain / Resources

Each hexagonal tile represents a particular terrain feature that dominates that particular area of land. The type of terrain determines a number of considerations, such as what resource may be harvested from it, as well as how well an army can fight in given terrain.

Flat (9)

- Grassland / Livestock (4) 

This represents more than just wool from sheep, it also counts as food in terms of chicken, pigs, and cows, and militarily it means horses to carry soldiers and cannons.


- Plains / Crops (4) 

This represents any number of crops that can be planted, in addition to food stuffs like wheat. This means it could very well be used for cotton as well.

- Desert / Death (1) 

The desert itself produces no resources, but instead spawns the occasional barbarian horde. However, the desert, once revealed, contains the Warlord's Fortress. If captured, the desert no longer spawns hostiles.


Rough (10)

- Forest / Lumber (4) 

Lumber can be used for building any number of things, from houses to gunstocks. It is also an essential fuel for cooking and keeping warm in the outdoor camps that armies use.


- Hill / Clay (3) 

Clay or mortar is first and foremost used in making bricks that are useful for building things.

- Mountain / Ore (3) 

All sorts of metals are refined from ore, ranging from copper for money, to steel for cannons and lead for shot.

Water

- Ocean / Trade 

Strangely, the waters of the island are not very good fishing grounds. Still, they are the easiest route for trade.

* Livestock and Crops both count as Food for the purposes of building.

* Access to harbors on Ocean tiles can be used to trade any 3 resources for 1 of any other resource. Ignore the specific commodities 2:1 indicators unless you feel like having a challenge.

*Whenever a player's army enters the desert or ends its turn there, roll a die. On a 1, remove one regiment of the controlling player's choice from the desert.

Building:

Road

- Cost: 1 Lumber, 1 Clay

Roads are the essential travel routes in your colony. They are used to connect settlements and allow rapid movement of your armies. Roads can be built along the edges of tiles, also known as paths, but only if the two tiles have been explored. A road must connect to another road or a settlement.

Settlements

In order to build a new settlement, one must first build a road from another settlement to the new location. In addition, all three tiles surrounding the settlement must be explored.

Settlements cannot be built adjacent to one another. They also have a radius of influence that allows all the adjacent tiles to have resources harvested from them. They can be built on an intersection between three tiles.

Village (Max: 5)

- Build On: Empty Intersection Connected Via Road

- Cost: 1 Livestock, 1 Crops, 1 Lumber, 1 Clay

- Production: Harvest 2 resources from adjacent tiles divided as you choose (i.e. 2 from 1 tile, or 1 each from 2 tiles)

- Grants a cumulative +1 force multiplier to combat rolls of adjacent friendly and allied armies.

- Grants a +1 to the initiative of adjacent friendly and allied armies.

City (Max: 4)

- Build On: Existing Village

- Cost: 2 Livestock, 2 Crops, 2 Lumber, 2 Clay, 2 Ore

- Production: Harvest 4 resources from adjacent tiles divided as you choose (i.e. 4 from 1 tile, or 1 each from 4 tiles, or 2 each from 2 tiles, etc.)

- Grants a cumulative +2 force multiplier to combat rolls of adjacent friendly and allied armies.

- Grants a +2 to the initiative of adjacent friendly and allied armies.

Cards

After you draw a card, put it into your hand. Cards in your hand are secret from anyone else unless you choose to reveal them. To play a card, reveal it from your hand by placing it face up in front of you. That card's effect goes into effect once in play, and remains in effect for that player unless otherwise noted.

Development Cards

- Cost: 1 Food, 1 Lumber, 1 Clay, 1 Ore
+ (1 Food, 1 Lumber, 1 Clay, 1 Ore) Per Development Card You Already Own

Soldier/Knight

- Regiments under your control get +1 training bonus to combat and initiative rolls.
- When you draw this card, draw a Tactics Card as well.

Library

- Development Cards cost half price rounded up.

University

- Development Cards cost half price rounded down.

Chapel

- Regiments under your control get a +1 morale bonus to combat rolls.
- Settlements can harvest 1 additional resource.

Market

- You can trade resources at a 2:1 ratio.
- Settlements can harvest 1 additional resource.

Palace

- Convert one Village into a City for free on the turn you play this card.
- Settlements can harvest 1 additional resource.

Monopoly

- Generate double of any one resource of your choice for the rest of the game

Year of Plenty

- Generate double resources on the turn after you play this card.
- Settlements can harvest 1 additional resource.

Road Building

- Place three roads for free on the turn you play this card.
- Building roads costs you only 1 lumber or 1 brick.

Military

Unlike the original Settlers of Catan, this version of Catan incorporates the concept of military forces.

Army

An army is made up of all of the regiments that occupy a tile. They can move from the tile they occupy to any tile connected by your roads in one ordered action. To move to an area not connected by roads, it must move from an adjacent tile and this form of marching takes an ordered action.

Combat Strength

An army combines the combat strengths of each of its regiments for the purposes of making a combat roll.

Initiative

An army adds up the initiative of all its regiments and adds this number to a d6 roll. When players make initiative rolls, the winner can always decide to forfeit the roll, in which case, treat the situation as if they'd lost. A player can offer to forfeit the roll before the roll is made, but the other players involved must agree to it. On a tie, the attacker wins the initiative roll. If both are attacking, then reroll.

Occupation

An army can occupy any tile it can physically be present in. While occupying the tile, the player may choose to deny any resources from being gathered from that terrain by anyone who could normally get resources from that tile, or anything from being built in the six sides and six points directly around it.

Area of Influence

Contesting and Threatening

An army can exert influence over any settlement or road that the tile it is occupying is touching. Such settlements or roads are called contested if at peace, and threatened if at war. Threatened roads cannot be used by other players. The area of influence also allows players to contest and prevent building in those locations, even when at peace.

Laying Siege

Settlements are considered under siege if all friendly roads to the settlement are also threatened. A settlement under siege cannot muster regiments or collect resources.

Capture

A player can capture a road or settlement temporarily if they can place armies around it such that the previous owner has no access to it at the end of the turn. If at the beginning of a turn, the player is the only player contesting or threatening the road or settlement, it is considered captured. Once captured, they function as the capturing player's for all intents and purposes except for the following: In order to keep captured settlements or

roads under a player's control, that player must have at least one regiment in one tile touching it in order to garrison it. Furthermore, you cannot muster from a captured settlement, and they do not count towards support (the people resent your rule and won't fight for you). If at any time a captured settlement or road is not garrisoned, it will revolt and return to the control of the original founder. In addition, capturing a village allows you to steal one resource card at random from the current owner, while capturing a city allows you to steal two resource cards at random from the current owner.

Supply

An army can only be positioned on a tile that is adjacent to, or connected by a friendly or captured road to a friendly or captured settlement. Such a tile is considered supplied. If you control two or more settlements on harbors they are considered connected as if by roads. It is possible for supply to be cut off by an enemy army threatening a road or settlement. If an army starts off a turn in such a circumstance, it suffers a -1 penalty to all rolls. If supply cannot be restored by the end of the turn, the army is automatically routed.

Regiments

Regiments can be built at settlements. By default they have a base combat strength that can be modified in several ways.

Infantry

(Cost: 1 Food, 1 Lumber, 1 Ore)

Combat Strength: 1

Initiative: -1

Support: 4 per village, 6 per city (max. 40)

+1 to combat strength when defending in rough terrain

+1 to combat strength when defending a friendly settlement

Infantry are the basic foot soldiers of an army. They are normally equipped with a musket and bayonets and fight in lines or columns, usually firing en mass. They are particularly effective when they can find cover and stay still to shoot.

Cavalry

(Cost: 1 Livestock, 1 Wheat, 1 Food, 1 Lumber, 1 Ore)

Combat Strength: 1

Initiative: +1

Support: 1 per village, 2 per city (max. 12)

+1 to combat strength when attacking in flat terrain

+1 to combat strength when facing only artillery

*The presence of any cavalry grants a +1 force multiplier to all combat rolls for its army.

*Cavalry only armies can move again after moving into a flat land square (write orders as: X → Y → Z).

Cavalry are highly trained horse riders who wield sabers and pistols (or sometimes carbines, a type of short musket). They can charge the enemy lines and are very good at taking advantage of wide open fields where their mobility and speed can be used. They

are also often used for flanking or screening movements, as well as pursuing routing enemies.

Artillery

(Cost: 1 Livestock, 1 Wheat, 1 Food, 2 Lumber, 3 Ore)

Combat Strength: 1

Initiative: -2

Support: 2 per city (max. 8)

+1 to strength when attacking from or defending on hills or mountains

+1 to strength when attacking or defending a settlement

+1 force multiplier to combat rolls of the entire army for each artillery

Artillery consists of heavy field guns mounted on wooden wheels and pulled about by draft horses. Their crew usually walks alongside these horses, but as a unit they tend to be slow and unwieldy. They make up for this by being able to deliver devastating firepower from long range.

Turns

The game is based around simultaneous turn phases. Everyone moves at the same time, and collects resources at the same time.

Turn Phases

Phase 1: Fall - Gather Resources

Phase 2: Winter - Trade and Diplomacy

Phase 3: Spring - Reveal Orders

Phase 4: Summer - Hostile Uprisings (Active Hostiles Variant Only)

Gathering Resources

Every settlement under your control can gather resources from their surrounding terrain. The amount gathered is dependent on the size of the settlement.

Trade and Diplomacy

In this phase, players may make trades for any number or combination of resources under their control. You could even agree to trade settlements, regiments, or development cards. It's really up to what you, the player, can agree to.

This is also the phase to make arrangements for peace and war, negotiate or threaten in preparation for the next phase...

Revealing Orders

Orders are written down on a piece of paper and revealed at the same time. They may or may not be what you agreed to do in the previous phase. Tiles are identified by the letter of the marker on the tile, with the exception of the desert tile (usually in the centre of the map), which does not have a tile marker and is instead referred to as **DES** or **CEN** depending on preference.

Orders

Mustering

Muster (\$): Regiments are recruited and trained at settlements, and placed in an adjacent tile.

Regiments can be built at the following rates: Villages can muster up to one Infantry regiment per turn. Cities can muster two Infantry, one Cavalry, or one Artillery per turn. A settlement on a harbor can also requisition any number of additional regiments of any kind per turn, for double the cost of each resource.

Marching

March (→): Selected regiments in the army are moved from one explored and supplied tile into another. They do not have to be adjacent unless the target tile contains an enemy army. If that tile contains an enemy army, a battle occurs and you are considered attacking.

If an army marches into a tile that contains another army of another player that they are at peace with, those armies are considered to have a truce and can share the tile. If the players are at war, then the armies oppose each other and the marching player must either return the army to its original tile, a friendly adjacent tile along the roads used in the march, or attack the opposing player's army. If the marching army had to use roads to reach an adjacent tile, the opposing army gets +1 to all combat and initiative rolls.

Resolving Conflicts

To determine which armies move first, use the following order of preference:

1. Resolve uncontested marching orders
2. Roll initiatives for armies with contested marching orders.
3. Resolve those marching orders in order of highest initiative to lowest.

For instance, if two opposed armies are marching into each other's tile, then the two make initiative rolls. Both are considered attacking for the purposes of combat modifiers, but combat takes place in the tile of the player with the higher roll. If two opposed armies march into the same tile from different tiles, then they are both considered attackers in this tile.

If an entire army is marching out of tile for a second unopposed tile and another army from a third tile is trying to march into the first tile, compare the initiative rolls. If the leaving army is higher, they can choose to either leave safely or fight the opposing army as defenders of the tile as normal. If the entering army is higher however, the leaving army must defend the tile.

If only part of an army is marching out of tile for a second unopposed tile and another army from a third tile is trying to march into the first tile (meaning there are still defenders in the tile), the leaving army can choose to leave or return to defend without penalty.

Exploring

Explore (--X): Explore a tile as detailed in the section on Exploration.

Building

Build (// or \triangle or $\triangle\triangle$): A road, village, or city can be built on an explored and supplied tile. Cities can only be built on top of villages, replacing the village.

Fortifying

Fortify ([]): Army does not move but gains a +1 force multiplier if attacked.

Rallying

Rally (>): Returns routed regiments to the field as though they had been mustered, though you can place them in any supplied territory.

Pillage (Hard Mode Only)

Pillage (#): As an order, you can pillage any road or settlement that you have control of at the beginning of the turn. Doing so razes the road or village, reduces a city to a village, and returns a random half of the resources used to create it, rounded down. Razed roads or settlements are removed from the map. You may if you really want to, pillage your own property, in which case you could consider it demolishing and salvaging.

Reserve

Armies that are not given any orders are considered to be in reserve and support adjacent armies. As long as they are not attacked, they give a +1 force multiplier to all adjacent friendly and allied armies.

Examples:

```
--X C  
J → K  
K (i3C1A1) → A  
// @ A | B  
 $\triangle$  @ ABK
```

The above orders would:

- Explore the tile **C**
- Move an entire army from tile **J** to tile **K** (and presumably attack anything there)
- Order three Infantry, one Cavalry, and one Artillery regiment from tile **K** to tile **A** (presumably leaving any other regiments behind to defend)
- Build a road between tile **A** and tile **B**
- Build a settlement on the corner between **A**, **B**, and **K**

For building along the coast, just say **ABsea** for settlements, and for roads also say what side, like: **A sea left**, **A sea mid**, or **A sea right**, where the directions are if you were seated in directly in front of the coast.

Note that there could in theory be some pretty complex orders, like:

A (i1C3) + B (A2) + C (i3C1A1) → D (i2C2A1) & E (i2C2A2)

This example is a bit ambiguous, because it leaves uncertainty as to which regiments end up where. For simplicity, such orders are disallowed under the following rule:

Any movement or attack order must name only one tile on either the left or right hand side of the arrow. This means that the above example would have to be rewritten as:

A (i1C2) + B (A1) + C (i1) → D
A (C1) + B (A1) + C (i2C1A1) → E

Or they could be written as:

A → D (i1C2) & E (C1)
B → D (A1) & E (A1)
C → D (i1) & E (i2C1A1)

If you don't like the short hand used in these examples, feel free to develop a short hand that everyone can agree upon to simplify things. For instance, the above orders could be rewritten as:

A → D 1/2/0 & E 0/1/0
B → D 0/0/1 & E 0/0/1
C → D 1/0/0 & E 2/1/1

If you want to make things clearer, you could even write the original example as:

Explore → C
Forest J → Mount K
Mount K - 3inf 1cav 2art → A
Build Road between A, B
Build Village @ Inter ABK

Keep in mind though that you may be offsetting the speed of turns for clarity. It is also recommended that you fold the paper you're writing these orders on, so that others can't peek and figure out your plans!

Settling Disputes

A dispute occurs when two or more orders of different players' conflict with each other, such as when two players both want to build a road in the same place or two opposing armies attempt to enter the same tile.

To settle a dispute, players can attempt to negotiate over who gets to have their order completed. Such negotiations allow disputes to be settled in any manner agreeable to both players.

For instance, one player could agree to let the other player build a road in the disputed location in exchange for an agreed amount of resources. Alternatively, a player can withdraw from or simply refuse to negotiate, in which case neither player will be able to complete their order unless one of them has local military superiority, by being the only disputing player with an army able to influence the disputed zone.

An exception is if two or more players attempt to explore the same unexplored tile, and no agreement can be made, then the players make opposed dice rolls, and the one with the highest roll gets to explore the tile (reroll for ties).

Military Conflicts

Disputes involving the movement of armies involve Battles for control of the tile. This is explained in greater detail in the sections on Marching Orders and Battles.

Diplomatic Stance

In addition to orders, you must also reveal your current disposition towards all other players, which is to say, whether you are allies, at peace or at war. These are usually written as follows:

Player 1 → Peace

Player 2 → War

Player 3 → Ally

All these do is affect whether or not your armies oppose each other on the battlefield, threaten settlements and roads, and occupy tiles (that is, prevent resources from being extracted). War does not however mean that you have to attack them. Setting your stance to this could very well just be caution, you could call it a vigilant truce if you wanted. Conversely, you could be at peace and remain fairly neutral towards the other player, or fight together as allies in combat. For instance, if Player 1 has an army in tile A, and so does Player 2, and Player 3 attacks tile A, then, if Player 1 is at peace with both players, then their army does not participate. If Player 1 is at war with Player 3 however, then so long as Player 2 is allied with them, they can fight as a combined force.

You don't usually have to keep writing these every turn, just cross out and change them when you feel so inclined:

Player 1 → ~~Peace~~ War

Player 2 → ~~War~~ Peace

Player 3 → ~~Ally~~ War

If at any time, one player has listed war, while the other player has listed Ally or Peace, then the player with the war listed gets a +1 force multiplier to all combat rolls (representing a backstabbing surprise attack, usually).

Hostile Uprisings

If you are playing the active hostiles variant, you move the hostile forces in this phase. This is detailed later in the Non-Player Forces section. Otherwise, skip this phase.

Non-Player Forces

For games of four players or less, up to two sets of forces in the game other than players can be found from exploration. These forces have no supply penalties. These rules are also optional, and be forewarned they may significantly affect the balance of the game.

Neutral Forces

By default use the green coloured troop pieces for this force. They are considered to be at peace with you. The neutral forces usually consist of natives or other colonists who are non-aggressive, and perhaps even willing to join any player willing to pay the costs of all the regiments in their army, minus one of whatever resource the tile produces per regiment. If you do, replace them with equivalent regiments of your colours. In order for your army to enter their tile without starting a battle with them, you must spend one of any resource (a toll for travelling their land). Similarly, you must spend one additional resource to build a road or village adjacent to them, or gather from their tile (consider it trading). Their presence also prevents you from upgrading a village to a city there. If a conflict between two players occurs, a bidding war commences and whoever is willing to pay the most resources wins.

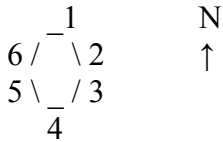
The neutral forces do not move. Attacking them and failing to destroy them however will cause them to be replaced by hostile forces.

Hostile Forces

By default use the black coloured troop pieces to represent this force. The hostile forces are at war with all players and will automatically fight any army that attempts to enter its territory. If you didn't know they were there because the tile was just explored on this same turn, you must win an initiative roll against them to avoid getting ambushed, which gives their army +1 to combat rolls. They will not allow you to build anything adjacent to their tile nor gather any resources from the tile. If they have sufficient control that they could capture a settlement, they will instead raid the settlement, forcing its owner to discard a random resource card if it is a village, or two random resource cards if it is a city.

Active Hostility Option

If you want to make the game much harder, you can make the hostile forces active. Roll a die every turn for every army of the hostile forces that isn't just one infantry. On a 1, roll again, and move half of the infantry (rounded down) and half of the cavalry (rounded up) in the army in one of the six directions:



(Note: Pick a North Direction at the beginning of the game.)

If that direction is water, reroll. If that direction is occupied, the hostile army will automatically attack according to special combat rules. Tiles adjacent to this army are considered threatened. The hostile army will also capture and then pillage any road or settlement it can.

The hostile forces will also spawn in the desert once the desert is revealed. After the desert tile is explored, every turn thereafter when no player controls the desert, roll a die and do the following:

- 1 – Move The Army In The Desert (See Above)
- 2 – Place 1 Cavalry in the Desert
- 3 – Place 1 Cavalry in the Desert
- 4 – Place 1 Infantry in the Desert
- 5 – Place 1 Infantry in the Desert
- 6 – Do Nothing

Special Combat Rules

Since non-player forces are not led by a player, certain decisions in combat differ, namely:

- Non-player regiments that would be routed are instead destroyed.
- Non-player regiments never retreat, but fight to the death when defending.
- When selecting casualties, the more common regiment type is lost. If the two are tied, infantry go first.
- When attacking, they will retreat when half or more of their regiments are routed.

Exploration

As a single written order, you may explore an unexplored tile at the end of a road, or adjacent to a tile occupied by an army under your control. Doing so flips over the tile, revealing the terrain. When a new land tile is revealed, if it is not the desert, roll two dice to determine one of several possible outcomes:

- 2 – You encounter an entire horde of hostile barbarian warriors! Roll a die and place that many hostile infantry here. Roll a die and place that many hostile cavalry here.

3 – You encounter a secret pirate enclave! Roll a die and place that many hostile infantry here.

4 – You encounter a camp of hostile barbarian raiders! Place a black cavalry here.

5 – You encounter the base of violent brigands! Place a hostile infantry here.

6 – You encounter a tribal village of indigenous people! They ask that you leave them in peace. Place one neutral infantry here.

7 – Your explorers find the remnants of an abandoned village, stores still intact. Add one resource of the appropriate type to the tile to your stockpiles.

8 – You receive tribute from a friendly tribal village of indigenous people! Add one resource of the appropriate type to the tile to your stockpiles. Place one neutral infantry here.

9 – You discover a hidden pirate stash of gold! Roll a die and add that much of any combination of resources to your stockpiles.

10 – You encounter a friendly tribe of nomadic horse riders! Place one neutral cavalry here.

11 – You receive tribute from a large but friendly tribe of indigenous people! Roll a die and add that much of the resource appropriate to the tile to your stockpiles. Roll a die and place that many neutral infantry here.

12 – You encounter a friendly colony of settlers! They agree to join you! Place a settlement in a corner of tile of your choice. Place an infantry here.

If the desert is revealed, place the Warlord's Fortress (the Bandit token) in the desert. Roll a die and place that many hostile infantry there. Roll a die and place that many hostile cavalry there. The Warlord's fortress counts as a special settlement that can extract three resources from any of the surrounding six hexes once captured, but does not benefit from development cards.

If two or more players attempt to explore the same tile, if only one player has one or more cavalry regiments adjacent to the tile, that player gets to explore the tile. Otherwise, if only one player has an army adjacent to the tile, that player gets to explore the tile. Otherwise, each player rolls a d6, and the highest roll gets to explore the tile. Reroll if the highest number ties.

Battle

When orders are revealed, conflicts will occur where two or more armies at war with each other meet on the field of battle. You must resolve these conflicts by fighting either one or several rounds of battle depending on which system you prefer:

Simple Battles

Allies can combine their armies for the purposes of a battle. For every extra tile being attacked from, the attacker gets to roll an additional die and take the highest die roll for their combat and initiative rolls.

1. Add up the combined combat strengths of all regiments in each army, taking into account all combat strength modifiers. That is the army's combat strength.
2. Each player makes a combat roll by rolling a die and adding any combat roll modifiers to that roll number.
3. To get the combat result, multiply the combat roll of each army by the combat strength of that army.
4. If the combat results are tied, the armies stay in their initial tiles. Otherwise the player with the higher combat result wins the battle, and the rest lose. To determine casualties, take the combat rolls and divide them by 10 rounded down to determine the amount of strength destroyed by each player. Each other player selects a number of regiments worth at least that much strength, and they are destroyed (removed from play and returned to the recruitment pool).
5. If they were attacking, the remaining regiments of the loser(s) are returned to their original tile(s) if it is still friendly and supplied. Otherwise they are routed. Put them in the routed pool of the loser(s) for the remainder of the turn. They can be rallied back into play in a friendly supplied tile next turn or later. The remaining regiments of the winner(s) occupy the tile being contested.

Complex Battles

A battle is divided into a number of phases, which are in turn divided into rounds. At the beginning of each round, each army's controller declares an opponent's army as their target. For every extra tile being attacked from, the attacker gets to roll an additional die and take the highest die roll for their combat and initiative rolls.

Phase 1: Bombardment Phase

The attacker (or player that won the initiative roll if both are attacking) goes first. Skip this phase if no player has artillery.

1. An attack roll using the combat strength of an individual artillery regiment is made against an individual regiment of the most common regiment type in the opposing army (if two are tied let the defender pick which).
2. The targeted regiment makes a defense roll using its combat strength plus any modifier to initiative to evade the artillery attack.

3. If the attack roll is higher than the defense roll, they choose a regiment of the defender's and routs it. Otherwise, nothing happens.
4. The defender and attacker switch roles, repeating for each artillery regiment in their respective armies.
5. Once each artillery regiment has had a chance to fire either player may force battle to move to the Combat Round, or attempt to Retreat with a +1 to their initiative roll. Otherwise, repeat the Bombardment Round again.

Phase 2: Combat Phase

1. Add up the combined combat strengths of all regiments in each army, taking into account all combat strength modifiers. That is the army's combat strength.
2. Each player makes a combat roll by rolling a die and adding any combat roll modifiers to that roll number.
3. To get the combat result, multiply the combat roll of each army by the combat strength of that army.
4. If the combat results are tied, skip to step 5. Otherwise the player with the higher combat result wins the round of combat. To determine casualties, compare the winning and losing combat rolls. If the winning combat roll exceeded the losing combat roll by five, then the winner chooses a regiment of the loser's army and that regiment is destroyed, otherwise the loser chooses the regiment which is merely routed. If the losing combat roll exceeded the winning roll by five or more, then both players rout a regiment.
5. At this point either side may attempt to Retreat. Otherwise, repeat the Combat Round until all but one side retreats, surrenders, or is wiped out. When a player has only routed regiments, they must retreat.

Phase 3: Retreat Phase

1. The retreating player can split or group their army into any combination of divisions they please and place them in any tile that is not in the direction of the advancing regiments they may be retreating from or occupied by regiments they are at war with.
2. Routed regiments are considered to have retreated already over the course of the battle and automatically reach the tiles being retreated to.
3. Any players that still have fighting regiments and wish to pursue may choose to pursue the retreating divisions with any division of regiments. If they do not, the retreat is automatically successful.

4. If any do pursue, then the pursuers and retreaters make opposed initiative rolls, where the players that originally attacked into the tile get +1. If the retreaters roll higher than all pursuers, they can choose to retreat successfully or attack the attackers with a +1 (feigned retreat). If they counterattack, go to the Combat Round.
5. If any pursuers roll higher then go to the Combat Round, and the pursuers get a +1 to combat rolls for the remainder of the battle.

Notes:

- A player could try to retreat any number of times in a battle, but doing so risks giving cumulative +1 bonuses to the opposing side if they continue to lose initiative rolls.
- Attackers must retreat in the direction they attacked from, and defenders must retreat away from the attackers to an adjacent tile that is not occupied by an enemy. If defenders cannot retreat to a friendly supplied tile, they are all destroyed. You may not retreat into the ocean, however, if you have two or more settlements on the coast, they are considered connected for the purposes of retreating.

Aftermath of Routs (Complex Mode)

When a regiment is routed, the difference between the combat rolls determines whether the routed regiment is able to escape intact. Routed regiments that lost their rolls by less than a certain amount are not removed from the board but are tipped over on their sides, to signify that they are retreating in a disorderly fashion and longer able to participate in battle, but will reorganize afterwards. They do not count towards an army's strength, and cannot be used in the remainder of the battle unless rallied. When the difference between combat rolls is five or higher, the regiment is destroyed utterly and removed from the board.

To rally a routed regiment, you must use up a Tactics Card of that regiment's type. A rallied regiment stands up, is returned to the tile of the battle, and can be used in the battle again.

If all regiments in a player's army are routed, that army is defeated and the routed regiments are considered to have successfully retreated. If the victorious army was attacking it moves to the targeted tile, or stays in its tile if it was defending. The losing army is routed. If it was attacking, it stays in its original tile. If it was defending, it retreats to the nearest unoccupied friendly tile, or is destroyed if there is none. If regiments that were routed in a previous battle are attacked in their new tile on the same turn, they are destroyed. At the end of the turn after all orders have been resolved, all routed regiments are automatically rallied.

Spoils of War

When a regiment is destroyed by the victor rather than just routed, return the game piece to the box and mark down on paper the type of regiment. These represent captured

equipment, which can be used to reduce the cost of building regiments. A player can turn in a capture to discount any Lumber and Ore from the cost of building a regiment, or they can be traded back to the original player, in which case they count as routed regiments.

Tactics Cards

Utilizing the Reinforcement Cards from the Risk board game allows for some interesting strategic considerations in the form of Tactics Cards that provide you with special bonuses in a battle.

When you engage in a battle where at least one regiment of yours survives the battle, draw a Tactics Card at the end of the turn. If you can claim you won the battle, draw an additional Tactics Card. When you draw the Soldier Development Card, also draw a Tactics Card. This represents your soldiers and commanders gaining experience from combat.

There are two sets of rules that determine how these cards can be used. The simplified rules have a limited number of strategic options, but require less memorization or referencing rules. Choose one set of rules to use at the beginning of the game.

Simplified Rules

During a battle you may reveal any combination of tactics cards to influence the outcome of the battle. This works as follows:

- When making a roll you may play a set of three tactics card either all of the same type, or all different. If a regiment of the type shown on the card is involved in the roll somehow, you may gain a +1 to your roll.

Advanced Rules

During a battle, you may reveal a combination of cards to produce a special effect. They are divided into single cards (basic tactics), paired cards (complex maneuvers), and triple combos (grand strategies). There are three basic tactics for each card type, for a total of nine different basic tactics. In addition, there are six different complex maneuvers, and four different grand strategies. Using a one or two card combo does not get rid of the cards; however, using a grand strategy will force you to discard those cards after the battle.

In addition to these tactics, you can always use a Tactics Card to rally a routed regiment of the appropriate type.

Basic Tactics (1 Card)

Line Formation

Cost: Infantry Card

Condition: Your infantry are fighting in flat terrain.

Effect: +1 to all combat rolls.

Skirmish and Snipe

Cost: Infantry Card
Condition: Your infantry are fighting in rough terrain.
Effect: +1 to the combat strength of your infantry.

Square Formation

Cost: Infantry Card
Condition: Battle where your infantry are fighting against only cavalry.
Effect: +1 to the combat strength of your infantry.

Cavalry Charge

Cost: Cavalry Card
Condition: Battle where your attack includes cavalry.
Effect: +3 to a single combat roll.

Flanking Action

Cost: Cavalry Card
Condition: Battle where you use cavalry, and outnumber the opposing regiments.
Effect: +1 to all combat rolls.

Hit and Run

Cost: Cavalry Card
Condition: Lose an attack roll that involved only cavalry.
Effect: Your cavalry are not routed, and you automatically win a retreat roll.

Focused Bombardment

Cost: Artillery Card
Condition: Bombardment round of battle.
Effect: Your attack roll is against a target regiment of your choice, and you can use the combined combat strength of all your artillery, make an attack with separate groupings.

Siege Mastery

Cost: Artillery Card
Condition: You are laying siege to a settlement and are attacking with artillery.
Effect: +2 to attack rolls for the remainder of battle.

Counter Battery Fire

Cost: Artillery Card
Condition: An opposing artillery strike occurs during the bombardment round.
Effect: Make a free attack with artillery against only opposing artillery.

Complex Maneuver (2 Card Combo)

Entrenched Positions

Cost: Infantry Card x 2
Condition: Defending with infantry that have not moved for a turn.

Effect: +1 to the combat strength of those infantry for the rest of the turn, even after the battle is over.

Infiltration

Cost: Cavalry Card x 2

Condition: Attacking with only cavalry.

Effect: Target a specific regiment or regiments. You get a +1 to the roll of attacking cavalry against those regiments. If you succeed in destroying them but there are still other regiments, you can continue the attack as normal, or attempt to retreat.

Heavy Barrage

Cost: Artillery Card x 2

Condition: Bombardment round of battle.

Effect: When you roll to hit with artillery, you may roll two dice and take the higher result.

Mounted Infantry

Cost: Infantry Card + Cavalry Card

Condition: Just before the first round of a battle.

Effect: Your cavalry dismount to fight. For the duration of the battle, treat all your cavalry as infantry for the purposes of combat strength and modifiers.

Rolling Barrage

Cost: Infantry Card + Artillery Card

Condition: Attacking with both infantry and artillery.

Effect: +2 to attack rolls.

Surprise Raid

Cost: Cavalry Card + Artillery Card

Condition: Attack with only cavalry and artillery.

Effect: If you win an attack roll, rout twice as many regiments as normal and keep attacking. If you lose an attack roll, your cavalry automatically retreats successfully.

Grand Strategy (3 Card Combo)

Guerilla Warfare

Cost: Infantry Card x 3

Condition: Have only infantry regiments standing in a battle. Be outnumbered.

Effect: Make rally checks for all routed infantry. For the remainder of the battle, you can make two rolls and take the higher result.

Shock Troops

Cost: Cavalry Card x 3

Condition: Attack with only cavalry.

Effect: For the remainder of the battle, your attacking cavalry get +3 to attack rolls, and a successful cavalry attack routs twice as many regiments at a time.

Grand Battery

Cost: Artillery Card x 3

Condition: Have at least three artillery in a battle.

Effect: When you roll to hit with artillery, you may roll three dice and take the highest result. A successful artillery strike destroys regiments outright, with no chance of rout.

Strategic Encirclement

Cost: Infantry Card + Cavalry Card + Artillery Card

Condition: Attack with infantry, cavalry, and artillery. Attack from three different tiles.

Effect: +2 to all combat rolls for the remainder of the battle. If your opponent loses, all routed units are automatically destroyed.

Victory

There are many paths to victory. One can win militarily, economically, or culturally.

Military

Domination

- Possess the Largest Army and have undisputed control over more than two-thirds of all tiles (13 in the original Settlers of Catan).

Conquest

- Control all settlements not controlled by vassals.

Naval Supremacy

- Control all settlements on harbors.

Capture the Fortress (Active Hostiles Only)

- First player to capture the Desert wins.

Economic

Commercial Empire

- Possess the Longest Road Network, can gather at least five of every resource per turn, and control at least three harbors.

Monopoly

- Control all sources of one or more resources from at least three different settlements.

Cultural

- Possess at least ten Development Cards.

Colonial

- Build and maintain control of at least nine Settlements of your own colour for an entire turn.

Social

Diplomatic

- In a vote (which can be made as an order), have at least two-thirds vote in favour of you for governor of the island. Each player gets 1 vote per village, 2 per city.

Time

- In the event that a game must end before a clear winner is decided, the winner is decided by the number of tiles controlled + number of villages + number of cities x2.

Defeat

Sometimes the dice don't go your way, or you get eliminated early in the game. In order to prevent the rest of the evening from being a boring game of watch everyone else have fun, special rules have been made for this particular situation.

Vassalage

If a player wishes to continue playing after being eliminated militarily, they can do so by surrendering to any player who controls at least one of their settlements, thus becoming vassal to that player, who shall be called lord or subjugator. They can even do this before being defeated if they feel the war is lost.

Vassalage means several things. First, the vassal regains control of their coloured settlements and armies from those controlled by the lord. Second, the player must now assist the lord in winning the game. This means that if the lord wants up to half the resources from the vassal, they must oblige, and they are both locked at ally with each other. Of course, how much the vassal actually cooperates militarily is up to the player. Even without garrison, the vassal's settlements and roads (or at least those not controlled by a third player) count as captured by the lord for the purposes of movement and victory conditions. If the lord subsequently surrenders, their vassals become vassals of whomever the lord surrenders to. A vassal can be liberated by having themselves defeated by another player, who can choose to either grant them freedom, or make them THEIR vassal.

Surrender Control

If an eliminated player does not wish to keep playing (for instance they have to go home), they can simply surrender control to another player, in which case that player counts as playing that colour as well as their original (thus they no longer have to garrison those settlements, and can use them to muster). They can also choose to do this for an ally if they have not been eliminated yet.