

A GAME OF THRONESTM

CATAN[®]

BROTHERHOOD OF THE WATCHTM
5-6 PLAYER EXTENSION

RULES



INTRODUCTION

The great forests of the north hide many mysteries and the wildlings have many surprises. Mammoths come lumbering toward the Wall, driven by the wildling hordes. These huge beasts are fierce and tenacious brutes. When they charge they cause chaos, and people scatter.

New heroes have come to the north. Can you enlist their aid to further your goal of becoming the next Lord Commander of the Night's Watch?

GAME COMPONENTS

7 DIE CUT CARDBOARD TILE SHEETS

- 2 new wildling clan area northern frame pieces
- 2 new southern frame pieces
- 2 trade route (2:1) markers
- 8 terrain hexes (2 fields, 2 forest, 2 pasture, 1 hills, 1 mountains)
- 8 number tokens (3, 4, 5, 5, 6, 8, 9, 11)
- 48 wildling tokens (24 regular wildlings, 8 climbers, 6 giants, 10 mammoths)
- 1 supply trade rate marker
- 2 build costs cards

70 PLASTIC PIECES

- 8 wildling mammoths
- 2 sections of the Wall
- 60 player pieces in 2 player colors (each player has 5 settlements, 4 keeps, 14 roads, and 7 guards)



38 CARDS

- 25 resource cards (5 of each resource type)
- 9 development cards (1 Road Building, 1 Winter is Coming, 1 New Recruits, and 6 Ranger Patrol)
- 4 Heroes of the North: Aemon Targaryen, Jon Snow, Gilly, and Osha.

GAME RULES

Except as noted below, this expansion assumes that you are playing the full rules as found in *A Game of Thrones Catan: Brotherhood of the Watch™*. The additional rules include:

- Assembling the Larger Board
- Distribution of the Hero Cards
- New Turn Sequence for 5-6 Players
- Wildlings and Mammoths
- The Special Build Phase

ASSEMBLING THE LARGER BOARD

At the beginning of each game, you need to assemble the board. Do this in the same way as in the *Brotherhood of the Watch* rules, with some notable exceptions. You add more frame pieces, Wall sections, and terrain hexes to the board to accommodate the additional players.

There are the standard set-ups depending upon the number of players. If you prefer a random set-up, we recommend that you leave the number tokens in place and only randomize the hexes.

NEW CLAN AREAS



Rattlebones Clan



Heart Tree Clan

NEW WILDLING TYPE



Mammoth

5-Player Assembly: Take 1 Wall section and all of the pieces marked with the Rattlebones symbol (shown at the right) on the back. Place the Rattlebones Clan camp between the Cave People Clan and the Hornfoot Clan on the north side of the board and the other frame pieces between in the corresponding frames pieces on the south side of the board. Place the Wall section as you would normally. Place the hexes and number tokens as shown here.



6-Player Assembly: Take 2 Wall sections and all of the pieces marked with the Rattlebones and Heart Tree symbols (shown at the right) on the back. Place the Rattlebones Clan camp, then the Heart Tree Clan camps between the Cave People Clan and the Hornfoot Clan on the north side of the board and the other frame pieces between in the corresponding frames pieces on the south side of the board. Place the Wall sections as you would normally. Place the hexes and number tokens as shown here.



DISTRIBUTION OF THE HERO CARDS

Except as noted below, all of the rules for the hero cards remain the same. Take all of the hero cards marked A1-A6, and distribute them as follows:

- **In a 5-player game:** Distribute cards A5-A1 like this. Then add A6 Melisandre to the display:

					
Player 1	Player 2	Player 3	Player 4	Player 5	To the display

- **In a 6-player game:** Distribute cards A6-A1 like this:

					
Player 1	Player 2	Player 3	Player 4	Player 5	Player 6

Finally, add Benjen, Ygritte, and Qhorin to the hero card display. Shuffle any remaining hero cards, and add 4 at random to the display. The remaining hero cards are out of this game. Make sure that all hero cards are "A" side up.

						
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The starting display always has these 3 cards, plus four other heroes chosen at random (plus A6 in a 5-player game).

- **In a 3/4-player game:** Distribute each players' hero card as described in the main rules. Place the remaining "A" cards, plus Benjen, Ygritte, and Quorin, in the display. Shuffle the remaining heroes and fill the display to 7 cards.

NEW TURN SEQUENCE FOR 5-6 PLAYERS

When playing with 5 or 6 players use this new turn sequence:

- **Roll the Dice:** You must roll for resource production and wildling movement. Resolve the results of both before proceeding.
- **Trade/Build Phase:** You may trade resources with other players. You may also build roads and settlements/keeps and/or purchase development cards. These are all interchangeable actions. For instance, you can build, trade, buy a card, trade, and build some more.
- **End of Turn:** Once you complete all of your trading/building and you have finished your turn, announce the *Special Build Phase* and set the dice between yourself and the next player.
- **Special Build Phase:** Your opponents may build as explained below.
- **Next Player's Turn:** Once all of your opponents have completed their special builds (if any), the next player's turn begins.

WILDLINGS & MAMMOTHS

Setup: Place all of the mammoth figures in the *Frostfangs*. Before mixing up and distributing the wildling tokens, look at the chart below. It indicates which wildling clans to include, depending upon the number of players in the game.



of Players Wildling Tokens

3-4



5

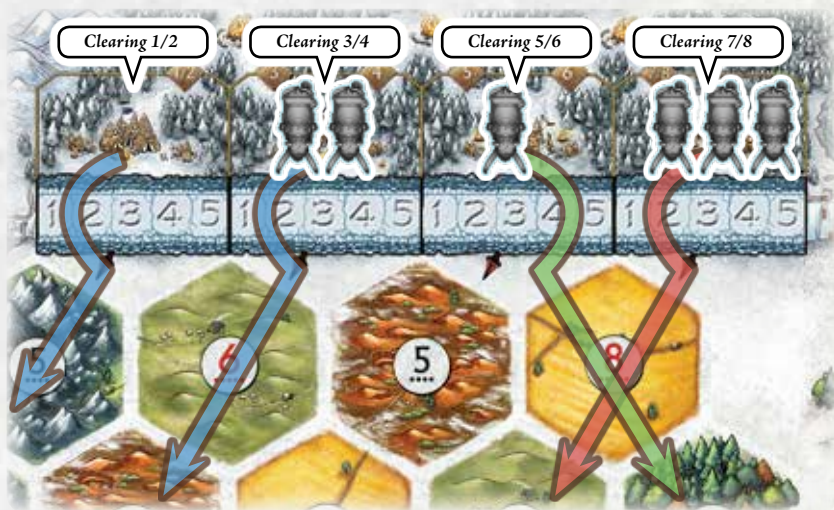


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- A **mammoth** is a wildling for all rules and card texts.
- A mammoth **counts as 1 wildling** when you compare the number of wildlings in the clearing to the number of guards on the Wall.
- Mammoths **do not cross the Wall** into the Gift after a breach. Instead, they **remain in the clearing** until the end of the game (or they are moved by a hero like *Benjen Stark*).
- If there are **zero, or an even number of mammoths** in a clearing, all wildling breaches and climber crossings are **normal**.
- If there are an **odd number of mammoths** in a single clearing, all wildling breaches and climber crossings from that clearing **change direction**. The wildlings block hexes in a straight line to the south-east (instead of the usual south-westerly direction).

Exception: In the eastern-most clearing (marked by the "7/8" trail), the wildlings always breach in a south-westerly direction.



Examples of Mammoth's Effects on Wildlings: Clearing 1/2 has no mammoths, so wildlings cross the Wall normally (blue arrow). Clearing 3/4 has an even number of mammoths, so wildlings cross the Wall normally (blue arrow). Clearing 5/6 has an odd number of mammoths, so wildlings cross the Wall in a south-easterly direction (green arrow). Although clearing 7/8 has an odd number of mammoths, this particular clearing is the exception to the rule. Wildlings from this clearing always cross the Wall normally (red arrow).

THE SPECIAL BUILD PHASE

The *Special Build Phase* occurs after your turn but before the next player's turn (i.e., between player turns). All the other players may participate in this phase. In clockwise order, each other player then takes a *special build turn*. On your *special build turn*, you may build/buy anything you can create with your resource cards (road, settlement, keep, guard, or development card). If you do not (or cannot) build during your *special build turn*, just pass.

Important: *Remember to resolve any wildling rushes if one occurs after you build a settlement or keep. This might also cause a breach.*

Note: *This phase gives you the opportunity to build things and/or to buy development cards. It also allows you to interfere with the plans of other players even though it is not your turn. You can even attempt to evade Tormund (by keeping your hand size at 7 or fewer).*

You may only use the resources you have in your hand. For this reason, you are encouraged to trade as much, and as advantageously, as possible with the current player during that player's actual turn. This could give you the resources you need to build during your *special build turn*.

During your *special build turn*, you:

- Cannot play development cards.
- Cannot trade with other players or with the supply (no 2:1, 3:1 trades, etc).
- Cannot play a hero card.
- Cannot win the game with VPs (see below).

You cannot win the game with VPs during the *Special Build Phase*. If you reach 10 points during this phase, you must wait until your regular turn. On your turn, **after you roll** and resolve the dice, you can declare victory. However, it is possible to win the game if the final breach of the Wall or a wildling overrun occurs during the *Special Build Phase*.

SUPPLY TRADE RATE MARKER

Place the *supply trade rate marker* beside the supply as a visual reminder of what the base trade rate is. The 3:1 side is an aid for *Brotherhood of the Watch*. The 4:1 side is an aid to use with the *Base Game Rules*.

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**FANTASY
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GAMES**



HEROES OF THE NORTH

ÆMON TARGARYEN – MÆSTER OF THE BLACK

Move 1 Guard on the Wall: Before or after your own production roll you may move one of your guards to another section of the Wall. You cannot move a guard if doing so would leave fewer guards on a Wall section than wildlings in the clearing below it, as this would cause a wildling breach.



GILLY – WILDLING ALLY

Re-Roll the Wildling Die: On any turn you may, after the dice are rolled, ignore the result of the wildling die and force the player to re-roll it. You must accept the new result.



JON SNOW – BASTARD LEADER

Protection from the “7”: When any “7” is rolled, you **must** immediately use Jon Snow. If you have more than 7 resource cards, you do not have to discard any. If you have 7 or fewer resource cards, take 1 resource of your choice from the supply before the player who’s turn it is moves *Tormund*.



OSHA – WILDLING INFORMANT

Resources from Occupied Hexes: Take 1 resource from up to 2 wildling-occupied hexes adjacent to any of your settlements/keeps. A single occupied hex lets you take 1 card, 2 occupied hexes lets you take 1 card from each.



Example: *You have 5 hexes adjacent to your settlements/keeps that are blocked by wildlings. Choose 2 of these hexes and take 2 corresponding resource cards from the supply (e.g.: if you chose a hills and a forest hex, take 1 brick and 1 lumber from the supply).*

Note: Advanced players can use all of the hero cards if all players agree.

TURN SEQUENCE FOR 5-6 PLAYERS

- **Roll the Dice** (and resolve the production and wildling results)
- **Trade/Build Phase** (in any order)
- **End Your Turn** (set dice between you and the player to your left)
- **Special Build Phase** (your opponents may build/buy anything they can)

Remember: *During the Special Build Phase:*

You cannot play a hero card.

You cannot trade cards with players (nor 3:1 nor 2:1 trades with the supply).

You cannot play development cards.

You cannot win with VPs, but wildlings could cause a win.

- **Next Player’s Turn** (the player to your left takes the dice, and rolls them)