

2 Player Rules Expanded for Brotherhood of the Watch

Preparation:

Each player receives five commercial chips (An image containing chips is found at the 2 player Catan link in the footer of this page)

One neutral settlement for each neutral color is placed on the board prior to the players performing their own initial settlement & road placement. The neutral settlements should be placed in a symmetric manner and not on a border vertex. Both players must agree on the initial neutral color settlement placement.

When players place their initial guard on the wall they also place one neutral guard on the wall. At the end of initial guard placement there must be one guard of each color on the wall.

Game Sequence:

First dice roll for the current player – Simulates a neutral player turn

- Implement resources or place Tormund based on the six-sided dice roll
- Implement Wildling advances using the 12-sided die roll
- If the 12-sided die result is a 12 then the current player places a neutral guard on the wall
- If either player has the Samwell Tarley hero he is the only hero that may be played
- No Development Cards or other hero may be played during this turn
- There is no build / buy / recruit activity during this turn
- The current player may not win the game during this turn

Second dice roll for current player – This is the current player's actual turn

- If the six-sided dice roll is a duplicate of the previous roll, re-roll until a new result occurs
- Implement resources or place Tormund based on the six-sided dice roll
- Implement Wildling advances using the 12-sided die roll
- If the 12-sided die result is a 12 then the current player places a neutral guard on the wall
- If either player has the Samwell Tarley hero he may be played after the resource roll
- The current player may play a Development Card (except one that he buys during this turn) at any time during this turn
- The current player may play his hero (except one that he picks up during this turn). This is done after his resource roll unless the hero specifically indicates it may also be played before the resource roll.
- Standard build / buy / recruit activity occurs
- The current player may spend commercial chips at any time during this turn (see below)
- The current player wins the game during this turn if he has 10 VP at the *end of the turn*

Neutral Building (Can occur during the second dice roll turn when the current player is building)

- When the current player builds a road or a settlement he must simultaneously build the same item for the neutral color of his choice. If a neutral settlement cannot be built because of the distance rule, then a road may be built instead.
- No neutral color build occurs when the current player builds a keep
- It is possible for a neutral color to receive the longest road Victory Point card

Spending Commercial Chips

- The cost is 1 chip for a player trailing in VPs, 2 chips for a player tied or leading in VPs
- *One* of the following actions is allowed per turn
 - o Take two resource cards randomly from the other player and choose two cards to trade to him
 - o Move Tormund back to the Frostfangs

Obtaining Commercial Chips

- For every settlement built on the outside border receive one chip
- Discard previously played Ranger Patrol Card(s) and receive two chips per discarded card. Discarded Ranger Patrol Cards may impact possession of the Largest Patrol VP.

All other rules for A Game of Thrones Catan: Brotherhood of the Watch apply