Alexander The Great   Catan: Historical Expansion I   *3-4 players, 90 minutes*

History

334 BC: The young king Alexander of Macedonia left his homeland with 30,000 infantry and 5,000 cavalry to conquer the mighty Persian empire. 10 years later Alexander ruled a vast empire spanning large parts of the known world.

The hugely outnumbered Alexander defeated the forces of Persian emperor Dareios, was recognized as successor to the Egyptian Pharaohs, conquered remote Bactria, and led his soldiers to the eastern borders of the known world to victory over the forces of Indian Emperor Poros.

Alexander's achievements were not limited to war. He founded 70 cities in conquered territories as Hellenic culture centers. He introduced a single currency for the empire. He healed divisions by making conquered Persians equals of the victorious Greeks.

323 BC: Alexander prepared for a new campaign, this time against the western Mediterranean, when he died suddenly at age 33 from an incurable fever.

This game scenario recreates Alexander's campaign, incorporating historical events as much as possible.

Alexander The Great was a truly magnificent battle lord and statesman. Without his staff of competent and loyal counselors he could not have achieved his great victories. You and your fellow players are these counselors living the great historical campaign.

Support the great Macedonian by building bridges. Organize supplies when the homeland is plagued by famine. Provide gear for soldiers before battle. Support the arts in the conquered lands by erecting monuments. Most important: Found new settlements! Deliver more required commodities to build Greek cities than any other player to become governor. Advance to 1st counselor and thereby gain 4 VP.

Components

From the base *Settlers* game:
- All settlements, roads, and cities in player colors
- All commodity cards
- All development cards
- The Largest Army and Longest Road cards
- Both dice
- The robber
- The building cost reference cards

Alexander provides the following additional material:
- 40 Gold pieces
- 28 '?' Event chits
- Alexander figure
- 3 Counselor cards (Berater)
    - *1st Counselor* +4VP   *Erster Berater*
    - *2nd Counselor* +3VP   *Zweiter Berater*
    - *3rd Counselor* +2VP   *Dritter Berater*

Longest Road

The same rules as in a normal game of settlers apply   for the ***Longest Road*** card.

Largest Army

The same rules as in a normal game of settlers apply. However, soldiers used to pay for a battle   event are returned to the bottom of the development deck and no longer used to form the largest army.

Game Overview

Players do not build settlements before the game starts. Instead, players follow Alexander along the historical campaign route outlined by the green arrows. A settlement is built when Alexander passes a junction with a temple icon. The player who bids the most commodities gets to build the settlement.

At the start players have no settlements and thus do not produce commodities. ***All*** players instead draw a card ***every*** turn from the supply stack while the supply stack lasts. The supply stack is never reshuffled. When commodities get spent they are put on the usual stacks sorted by type.

Alexander moves from arrow to arrow; when he crosses an event chit it is revealed. Whoever helps Alexander cross a river, fight a famine, build a statue, or win a battle gets the chit and with it a chance for additional VPs. The game ends when a player has 14 VPs or when Alexander reaches his destination.

Setup

- Shuffle the event chits with '?' facing up. Put a chit with '?' facing up on every junction that shows a '?'. Return the 3 leftover chits to the box.
- Put Alexander on the red Macedonia start arrow.
- Give each player 8 gold, and also the settlements, cities, and roads of one color.
- Set out commodity, development cards, and dice near the board as usual.
- Put the robber on a random desert hex.
- Choose a start player.

- *4 Players***:** Shuffle together all commodity cards (19 of each) as a supply stack near the board. Each player draws 5 commodity cards.
- *3 Players***:** Shuffle together 15 of each commodity card as a supply stack. Each player draws 5 cards. The *2nd Counselor* +3VP is not used.
- *2 Players***:** Shuffle together 10 commodity cards of each commodity as a supply stack near the board. Each player draws 5 cards. Only the *3rd Counselor* +2VP is used.

First Turn

Nobody owns a settlement so there is no need to roll dice on the 1st turn. The start player moves Alexander to the next arrow passing a junction showing a temple. Players now bid commodities for the right to build a settlement on the temple junction. After the auction the player whose turn it is can trade, buy a development card, or, if he won the auction, he can build roads and may upgrade the settlement to a city if he has the needed commodities. When the 1st turn is finished it is the next player's turn clockwise. Since there now is a settlement on the board every turn starting from the 2nd turn starts with rolling the dice.

Turn Sequence

The game runs in a series of turns as a normal game of settlers. A player turn has the phases listed below.

❶ Commodity Yield
❷ Move Alexander
❸ Resolve Event
❹ Trade and Build

1. COMMODITY YIELD   *roll dice and draw a card*

a) Roll Dice

Each player rolls the dice on their turn (except for the 1st game turn). All players get the commodities of the tiles their settlements and cities abut. A commodity which is not available does not get produced.

b) Commodities from the Supply Stack

As long as this stack is not empty *every* player draws a card at the beginning of *every* turn, even if not their own turn. When the stack is empty or there are not enough cards left for all players to each draw a card then there is no more supply (return any extra cards to their appropriate stacks). The only way now to get additional commodities is via settlements and cities as in a normal game of settlers.

Every player may draw a card from the supply stack no matter how many settlements or cities they own and regardless of whether or not he or she got commodities from the dice roll. All commodity cards used in an auction or for normal building go to the normal sorted commodity stacks.

c) Gold

If a gold tile number is rolled then each adjacent settlement produces 1 gold, each city 2. Players can trade gold just like any other commodity: 4:1 with the bank, 3:1 at a 3:1 port, and also between players as part of a deal.

d) Rolling 7

Proceed as standard Settlers with the exceptions below. Gold doesn't count towards commodity hand size and can't be stolen. A player loses ½ their commodities if they have more than 11 commodity cards in hand instead of 7.

2. MOVE ALEXANDER   *to the next arrow*

The player whose turn it is moves Alexander to the next arrow. If Alexander passes a junction showing a temple then the event *Build A Settlement* occurs. If Alexander passes a junction with a '?' event chit it is flipped over. Players now have a chance to help Alexander resolve the event (explained below). If Alexander does not pass a temple or event chit then continue as normal to the Trade & Build phase.

Once Alexander reaches the violet arrows towards the end of his campaign he moves only when a 7 is rolled. For all other rolls he does not move.

3. RESOLVE EVENT   *hold an auction*

There are 5 types of events. Alexander needs   specific commodities to resolve each one.

EVENT	ICON	MEANING	REQUIRED COMMODITIES
Build Settlement	temple	Alexander wants a settlement to be build	Brick, Lumber, Wheat, Wool
Famine	bread	There is famine in the Greek home land	Wheat, Wool
Bridge	bridge	A river has to be crossed	Brick, Lumber
Battle	swords	Alexander encounters a hostile army	Ore, Wool, Soldier (counts as 3)
Statue	warrior	Alexander wants a statue built	Brick, Ore

The Auction

Each commodity needed for an event is worth 1. The exception is the soldier card, worth 3. Gold can be used to bid for every event and has a value of 1.

- The player whose turn it is starts the auction by bidding the sum of commodities the player is willing to give Alexander to support him in resolving the event. For the battle event the soldier cards count as 3 when bidding.
- The next player clockwise can either bid higher or pass. Continue around until the highest bid is determined. If all pass with no bid then discard the event from the game.
- The auction winner has resolved the event for Alexander and must pay the number bid in commodities and soldier cards. Return commodity cards to the normal stacks sorted by type. Return soldier cards to the bottom of the development deck. All other players pay nothing.

A bid can be paid for in gold and the event's allowed commodities, determined after the auction is won. A player is free to choose the distribution between gold, allowed commodities, and soldier cards. A winning bid of 5 for a settlement can be paid with 2 lumber, 2 brick, and 1 wheat, or with 2 wheat and 3 gold; it may not be paid with ore.

Soldiers can pay for a ***battle*** event only if they were played openly in front before the event was revealed.

If a player can not pay for his bid he loses ½ of his commodities and the auction starts again.

Example: On Gavin's turn Alexander moves past an event showing the battle symbol. Gavin starts by bidding 3. His left neighbor bids 5. The others pass. Gavin increases his bid to 6. His neighbor passes. Gavin puts the event chit openly in front of him, and pays with 1 ore, 1 wool, 1 gold, and 1 soldier worth 3.

Alexander's Reward

The winner of a settlement auction builds a settlement on the field displaying the temple that Alexander passed when moving this turn.

For all other events the winner displays the event chit openly in front. First player to win 3 event chits gets the *1st Counselor* +4VP card. 2nd player to win 3 event chits gets the *2nd Counselor* +3VP card. 3rd

player to win 3 chits gets the *3rd Counselor* +2VP card. A player can own only 1 counselor at a time.

Counselor cards can change ownership similar to the ***Longest Road*** and ***Largest Army***. If a player owns more event chits than another player he takes away that player's counselor card and gives that player his counselor card in return if he owns one.

4. TRADE & BUILD   *as in standard Settlers*

Settlements can be built in 2 ways.

a) Build Settlement Event

The winner of a settlement auction builds it on the temple junction that Alexander just moved past.

b) Build Settlement Via Regular Building

Players may build roads from their settlements on

Alexander's route and can then build settlements on these roads as in normal Settlers, for the usual cost. Keep at least 2 junctions between settlements. A settlement may not be built on a junction that belongs to Alexander's route or on a junction adjacent to a junction on the route that ***has not yet been passed*** by Alexander.

Game End Conditions

- A player reaching 14 VPs wins immediately.
- Once Alexander reaches Persepolis the game ends immediately. Player with the most VPs wins!

If tied then the winner is the player with the most event chits among the tied players.
- ***2 Players***: Play an equal number of turns.