Lord of the Rings Catan

• To be played with Catan: Cities and Knights.
• Forced to flee the wrath of Sauron, good folks of Middle-Earth have found a fertile island to escape from war. The island slowly grew in wealth. This attracts the forces of Sauron who plan to conquer it.
• Can they protect the island from the forces of Sauron?
LOTR Catan Variant Rules

• Print out the new eight cards. Once a player achieves the requirements and selects one of the cards, the player is able to use the ability listed on the card.

• It is possible for the player to lose the card (for example, if the knight is the victim of an Intrigue or Betrayer card). If this happens, the card becomes available again for everyone to get.
Knight Specializations

• When a player levels their knight to a Mighty Knight, they may choose one of six specializations for that knight as long as it has not been taken.

• These knights have additional abilities that can be activated by spending the resource requirement marked in their description each time the ability is used.

• If there are no knight specializations remaining, any newly promoted knights are just normal Mighty knights.

• Provided that the specialization is available, a player may change their knight specialization by spending an ore and sheep. The mighty loses all abilities of their previous specialization.
Rider of Rohan

**Battle Charge:**

During your turn (even before you roll the resource dice), you move the robber to the desert. You will receive a resource card matching the resource type from where the robber had been located.
Elven Archer

Shoot the Robber:

During any player’s turn when a 7 is rolled, if you are forced to discard half your cards, you will not lose any. Otherwise, take any one resource card from the supply (before the robber is moved).
Hobbit Scout

Once per turn, you draw one resource/commodity card from another player’s hand who has more victory points than you. The card is drawn after the dice are rolled and resource/commodity cards are gained.
**Ranger of the North**

**Ranging:**

Once during your turn, your ranger may move to any hex corner that is one corner away from any of your roads, as long as it is not occupied. This ability allows the knight to access inaccessible hexes and may block the longest road.
During the barbarian invasion, the player may choose to activate this ability. If the defenders lose, all of the player’s cities will be considered Metropolises and the player will be excluded during the determination of which players’ cities get destroyed.
High Warden

Bull Rush: No Resource Cost

The Warden can displace level 3 knights. When displacing level 2 or lower knights, the Warden may chose to deactivate them. When displacing level 1 knights, the player may chose to remove the knight from the board.
Wizards

• The fame of your city has attracted the help of a wizard who rallies to your cause.
• The wizard comes to the side of the first player to build the following:
  – University: White Wizard
  – High Assembly: Dark Wizard
  – Great Exchange: Elven Wizard
• The wizard casts a spell by discarding the corresponding progress cards.
White Wizard

Requires: University

You Shall Not Pass!!!:

During your turn (even before you roll the resource dice), discard a science progress card to send the barbarian ships back to the starting position.
Dark Wizard

Once during your turn (even before you roll the resource dice), discard a politics progress card to deactivate any one knight on the board of a player who has more victory points than you.

Requires: High Council

Suggestion:

Once during your turn (even before you roll the resource dice), discard a politics progress card to deactivate any one knight on the board of a player who has more victory points than you.
Elven Gifts:

Once during the player’s turn, cast this spell by discarding a trade progress card to receive any two resource cards of the player’s choice.
Your comments are appreciated

• Email comments and questions to Ted Yu or post on Boardgamegeek (tedhyu@yahoo.com)

• I will post a FAQ soon