

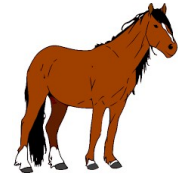
# Rules of Catan Ironwill

## Cost

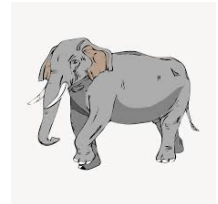
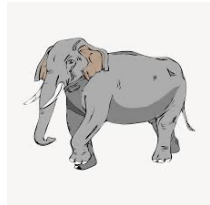
Soldier 1:



Horseman 1  
(worth three soldiers):



War Elephant 1  
(worth 5 soldiers):



## To move soldiers

Soldiers and Horsemen



War Elephants



## Cost to destroy buildings



2 soldiers

Notice:  
When a building has been destroyed you can get one material from the materials that was needed to build it.



6 soldiers

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10 soldiers

## More rules

1. Once a building has been attacked and destroyed all soldiers used for the battle should be returned or not at the expense of a knight card

2. A player can only attack one building each turn

3. The opponent can block the attack if they have a matching number of soldiers. After this is done all soldiers should be returned

4. If you have more than 12 soldiers you will have to pay a tax to maintain it of 1 iron and 1 wheat each turn if you can not you will have to remove one soldier entity each turn until you can or you have less than 10

5. You can not steal each other's soldiers

6. you can use a elephant soldier two times

7. To win the game you must either destroy all the players villages or cities or get 10 points

8. You can not get any elephants from roads, 1 from a village and 2 from a city

## Catan Hex tile count for Ironwill:

- .2 stone tiles
- .two elephant tiles
- .four iron tiles
- .two horse tiles
- . three wheat tiles
- .three brick tiles
- .one desert tile
- .two forest tiles

Notice:  
Sheep material has been replaced by Iron