Catan Cheat Sheet: Costs, Points, Trades, Dice on One Page

Piece	Cost	Gives
Road	1 timber + 1 brick	Reach new corners
Village	1 timber, brick, grain, wool	1 VP, 1 good per roll
City	2 grain + 3 ore	2 VP, 2 goods per roll
Fortune card	1 grain + 1 wool + 1 ore	Random card
Ship (water maps)	1 timber + 1 wool	Road on water

Source	VP	Condition
Village	1	Each one on the board
City	2	Each one on the board
Longest Trail	+2	5 or more in a row
Largest Posse	+2	3 or more Gunslingers played
Victory card	+1 each	Hidden until the end
New island (water maps)	+2	First village there
Win target	10	Frontier Valley default; 6, 8, 12 selectable

Trade	Ratio
Bank, no post	4 : 1 any good
Generic trading post	3 : 1 any good
Specific trading post	2 : 1 that good
Players	Up to 3 open offers, expire at end of turn

When a 7 is rolled	Rule
Production	No hex pays
Discard	More than 7 cards: lose half, rounded down
Bandit	Roller moves it to another land hex
Steal	1 random card from a player on that hex
Blocked hex	Pays nothing while the Bandit sits there

Number	2	3	4	5	6	8	9	10	11	12
Pips (of 36)	1	2	3	4	5	5	4	3	2	1

Play online: playgridia.com/en/claimridge

CATAN® is a registered trademark of CATAN GmbH. Playgridia and Claimridge are not affiliated with, sponsored or endorsed by CATAN GmbH, its licensees or publishers. The name is used only to identify the game readers are searching for and to describe the genre; Claimridge is an independent game with its own rules, names and artwork.