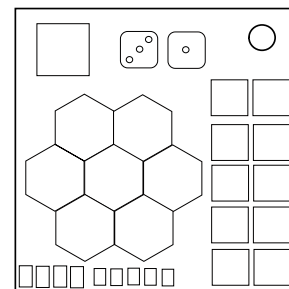# On the Subject of Settlers of KTaNE

Something something, wood for sheep.

The module shows an arrangement of seven hexagonal tiles (hexes), showing a resource.
Also on the module are a button with an anchor, a pair of dice, and a display showing your current reserves of each resource.

Each hex around the outside is associated with one character from the serial number, with the first character aligned with the top-right hex and moving clockwise. Take the relevant character (if it's a letter, add 9 to its numeric position in the alphabet (so A = 10, B = 11, ..., Z = 35)) and convert it to base 6. Add the digits together, plus another 2. To find the number associated with the centre hex, add the number of indicators and ports together, take the last digit and add 2. If the calculated number equals 7 refer to Table 1. When that number is rolled on the die, the associated resource will be produced by the hex. For each settlement you have placed adjacent to the hex, you receive one of that resource; for each city, you receive two.

Begin by selecting a position for your free, first settlement. Next put a road next to it in one of the three directions. Both the settlement and road are free of charge! After that you may roll the dice. Rolling the dice before that will incur a strike. Select any dice to roll them. Collect all resources you can get by selecting the relevant hex BEFORE doing anything else.

Then you may build structures by selecting the appropriate space on the module, spending the resources as detailed in Table 2. If you do not have the necessary resources, you will incur a strike. Roads are located at the edges of each hexes. Settlements and cities are located at the corners of the hexes. New settlements can only be built if a road is connected to it. Additionally, settlements cannot be placed directly aside from another settlement. There must be at least two roads between every settlement. The city can be seen as an upgraded settlement (produces 2 instead of 1 resource) and therefore, can only be placed where a settlement has been built. The city will replace the settlement.

You may trade 3 of one resource for 1 of another by first selecting the resource you want to trade, then pressing the anchor button, then selecting the resource you want to receive. Any other presses will incur a strike and reset the trade procedure. If the dice roll a 7 and you have more than 7 resources, you must discard half of your resources, rounded down. Select a resource to discard it. You win when you reach 5 points which will disarm the module.

Table 1:

Position of Hex	How to change the 7:	If still 7 then:
Centre	add 1	Why are you looking at this?
Top right	add the number of batteries.	Hex produces at 10.
Right	add the number of port plates.	Hex produces at 5.
Bottom right	subtract the number of distinct port types.	Hex produces at 2.
Bottom left	add the number of battery holders, then subtract the number of indicators.	Hex produces at 12.
Left	multiply by the last digit of the serial number.	Hex produces at 6.
Top left	add the battery holders, the port plates and indicators.	Hex produces at 9.

Note: The calculated number must always be in range of 2-12. If not, add/subtract 11 to get it in range.

Appendix S3TT13R2C4T4N

Brick	Wood	Ore	Grain	Wool

Table 2

Structure	Cost	Location	Points
Settlement	1 Brick 1 Lumber 1 Grain 1 Wool	Corner of a hex with no settlement or city, connected to any other settlements by roads	1
City	3 Ore 2 Grain	Settlement (replaces it)	2
Road	1 Brick 1 Lumber	Edge of a hex with no road	2 points for the first chain of 5