Celtae

A game for 1-4 players by Orlando Sá. Condensed rules for 2-4 players by Eric Postpischil, https://edp.org.

Orientation

The main board has 4 action areas, north, east, south, and west, illustrated inside the ring river.
The black action marker moves clockwise around 4 stations on a ring river.
Each action marker station is by 2 action areas: south and east, south and west, north and west, or north and east.
- At any station, you may use the adjacent north/south action area to **farm** for cards or **build** in the citadels.
- At a west station (SW or NW), you may use the west action area to **recruit** workers and train a druid.
- At an east station (NE or SE), you may use the east action area to gain strength and **battle** an army.

You use only resources on the side of the board for the action station you are using: north region or south region.
- At north stations (NW or NE), you use the north market, north citadels, north druid stack, or north army stack.
- At south stations (SE or SW), you use the south market, south citadels, south druid stack, or south army stack.

You always have 3 *active* workers (thick disks), which are separate from those in your *tribe* above your board.
Your board has:
- Semicircular spaces along the top for workers in your tribe.
- Circular spaces in the board to hold disks to be built into the citadels on the main board.
- Square spaces at bottom to count military strength.
- Square spaces on the right to hold cubes to be built into garrisons on the main board.

Setup

Put the black action marker on the southeast station of the ring river.
Give each player a player board and the 9 disks and 5 cubes of one color.
- Each player puts the disks in their board's holes.
- Each player puts 1 cube in the 0 space of the bottom track and 4 cubes in the spaces on the right edge.

With fewer than 4 players, block the spaces marked "3/4" or "4" (with 2 players) or "4" (with 3 players):
- From an unused player color, put disks on the marked citadel spaces and cubes on the marked garrison spaces.

Stand the progress markers (thin black cylinders) in small light grey circles located around the board:
- With 2/3/4 players, put 6/9/12 progress markers on the progress track along the right of the board.
- Place 1 progress marker by each army (east) site and each druid (west) site (4 total).

Set up the army tiles and the druid tiles for 2/3/4 players:
- Make 2 stacks of 2/2/3 random 2-point army tiles, facedown.
- On each stack, put 1/2/2 random 1-point army tiles, facedown.
- Put each stack on the marked space of an army site. Turn the top tile of each stack face-up.
- Repeat with the druid tiles for the druid sites. Remove unused tiles from the game.

Set up the druid workers (thick grey disks):
- With 2/3/4 players, put 3/4/5 druids in the marked spaces by each druid region (6/8/10 total).
- Remove the remaining druids from the game.

Set up the non-druid workers (thick disks in green, yellow, red, and blue):
- Give each player 1 farmer, 1 builder, and 1 soldier.
- With 2/3 players, remove from the game 2/1 each of farmers, builders, and soldiers.
- Inside the ring river, 9 of the 15 worker spaces are marked with worker colors. Put matching workers on them.
- Shuffle all remaining workers in the bag. Fill the 6 unmarked spaces inside the ring with random workers.

Set up the citadel bonus tiles and the player cards:
- Put the north bonus tiles (green) randomly on the square spaces by each citadel in the north.
- Put the south bonus tiles (yellow) randomly on the square spaces by each citadel in the south.
- Shuffle all player cards and stack facedown as a deck.
- Deal 6 face-up next north of the board and 6 face-up south of the board, as marked along the edge of the board.
- Deal 5 facedown to each player.

Miscellaneous:
- Give each player 1 bonus token (small cardboard disk). Put the remaining bonus tokens aside as a supply.
- Choose a start player and give them the Teutates tile (large disk).

Set up the progress cards to the right of the board, by the locations shown on the board, for 2/3/4 players:
- Place 3/4/5 random 2-spot progress cards face-up by board.
- Place 2/3/4 random 3-spot progress cards face-up by board.

Shuffle all the leader cards. With 2/3/4 players, deal 3/4/5 to the table.
In reverse turn order, each player drafts a leader, puts it by their board A-side up, and **discards 2 player cards**.

Celtae

Play

Play turns until the end of the round in which the last progress marker is removed from the progress track.

Then each player plays 2 turns in a row (with all the usual rules, including moving the marker), and the game ends.

Turn

Move the action marker clockwise 1-3 stations.

- For 1 station, gain 1 strength. For 2, do not gain or lose strength. To move 3, you must spend 3 strength.
- If the marker crosses from north to south (crosses the east river), the player with the Teutates tile:
  - moves the next marker from the progress track to an empty space on any progress card, and
  - passes the Teutates tile left.
- When 3 markers remain on the track, each player decides to keep their leader on side A or flip it to B.

Choose 1 of the 2 action areas next to the marker or spend 1 bonus token to choose any action area.

You may spend 1 strength to refresh the 3 workers in the action area:

- Return all 3 workers to the bag. Refill area from the 3 workers in the center. Refill the center from the bag.

You may swap one of your active workers with a worker in the action area.

Perform the action.

- In each action, you may spend bonus tokens as extra workers of the desired type (including nobles).

Actions

Farm (North or South)

Each farmer and druid in your active workers and tribe gives you a leaf for farming.

Use leaves to buy cards from the market of the action region (north or south) at the leaf costs shown on the board.

- Always take the free card. Distribute leaves as you please among the cards shown with 1 or 2 leaves.
- After drawing, slide cards toward the 0-leaf space and refill the market from the deck.

Build (North or South)

Each builder and druid in your active workers and tribe gives a discount for building.

Discard the number of cards shown by the leftmost disk in your player board less your discount (but at least 1 card).

- The cards must have the the color (and symbol) of the citadel where you will build.

Move your leftmost disk from your board to a space in a citadel of the action region (north or south).

Gain the bonus shown by the tile next to the citadel, one of:

- Gain 1 double-sided bonus token (one-time use either as an extra worker or to choose action area).
- Recruit 1 worker from your active pool into your tribe.
  - Refill your active workers with 1 from the center of the board, then refill the center from the bag.
- Draw any 2 cards from the market of the citadel's region (north or south) at no cost. (Slide and refill the cards.)
- Gain 3 strength points.

If you filled the last space in the citadel, take its bonus tile and flip it facedown. (It is 1 point at game end.)

- Completing a citadel causes disks there to score at game end. (Disks in incomplete citadels do not score.)

Battle (East)

Optional: Gain strength. (May be performed without defeating an army, below.)

- Discard any number of cards with the same military icon as each other.
- For each card, gain 1 strength per soldier or druid you have in your active workers or tribe, but at most 4 per card. (Example: 2 cards × 3 workers = 6 strength.)
- You may gain any number of points except your strength can never exceed 12 even momentarily.

Optional: Defeat the Roman army. (May be performed without discarding cards to gain strength, above.)

- Spend strength equal to that shown on the top Roman army tile in the action region (north or south).
- Take the army tile and flip it facedown. (It is 1 or 2 points at game end.)
- When you defeat an army, you may also place a garrison:
  - Discard a card with a military icon matching an empty garrison space (any icon for a space marked "?").
  - Put your topmost garrison cube from the right side of your board into the space on the main board.
- If you defeated the last army there, move that stack's progress marker to an empty space on any progress card.

Recruit (West)

Move 1 of your active workers into a space above your board, making it part of your tribe.

For each noble you have in your active workers or tribe, you may recruit an additional active worker.

- (You cannot recruit more than 3 workers at a time since you have only 3 active workers.)
- (Druids do not contribute to recruitment.)
- You may have any number of workers in your tribe during this action but must discard at the end (below).

Optional: If a druid is available in the region, you may send recruits for training, one of whom returns as a druid.

- Return to the bag **from your tribe** the workers shown on the top druid tile in the action region (north or south).
- For each druid you will have after this action, discard 1 card. (They do not have to match anything.)
- Refill your active workers from the center of the board. Refill the center from the bag.
- Take the druid tile and flip it facedown. (It is 1 or 2 points at game end.)
- Add a druid worker from the supply of the action region (north or south) to your tribe.
- If you took the last tile there, move that stack's progress marker to an empty space on any progress card.

If you have more than 8 workers in your tribe, discard down to 8. (You may choose workers freely.)

Game End

Each player scores 1 point for each disk they have in a completed citadel.

Each player scores points shown on each bonus tile, druid tile, or army tile they collected.

Each player scores 1 point for each garrison they have in a region where they have the most (including ties).

Each player scores points shown on their board:

- Slide tribe workers left and score points shown if spaces 4, 6, and 8 are filled. (1/2/3 points for 4/6/8 workers.)
- Score points for empty citadel disk spaces marked with a point icon.
- Score 1 point if all garrison cubes were placed.

Each player score one-fifth the total of their strength points and number of leftover cards, rounded down.

Score the progress cards for all players. (See the back cover of the rules to interpret the progress cards.)

Each player scores the point(s) shown on their leader card if they fulfilled its condition (below).

Break ties in favor of most disks on citadels plus workers in tribe, then in favor of most army tiles plus druid tiles.

If there is a further tie, the player who first names all 8 leaders wins.

Leaders

	A side: Gain 1 point if you have:	B side: Gain 3 points if you have:
Ambiorix	At least 1 2-point army tile	At least 3 2-point army tiles
Avarus	At least 2 garrisons	At least 4 garrisons
Boudica	At least 3 disks on citadels	At least 7 disks on citadels
Diviciacus	A least 1 1-point druid tile and 1 2-point druid tile	At least 2 of each
Caratacus	At least 3 non-druid workers in your tribe	At least 6 non-druid workers in your tribe
Cartimandua	At least 1 citadel bonus tile	At least 3 citadel bonus tiles
Vercingetorix	At least 1 disk in the north and 1 in the south	At least 3 in the north and 3 in the south
Viriato	At least 1 1-point army tile and 1 2-point tile	At least 2 of each