

Examples of Play & Clarifications

The Movement and Resource Delivery examples on this side of the sheet apply to both Celtic Quest and Celtic Trader. Delivering Resources - Example 2 overleaf is for Celtic Quest only.

Movement Example 1

For Player A the deer resource is 3 movement points away, for Player B it is 1 movement point away.

Note: The deer on the bottom left (Ore/Deer) tile cannot be reached by *either* player.

If Player A has a movement allowance of 4 and a carry capacity of 2/1 he could move 1, pick up the wheat, move another 2 tiles and pick up the deer ending movement – because he’s picked up the second resource. If the deer was not picked up he could have continued moving to ‘B’, a total of 4 movement points.

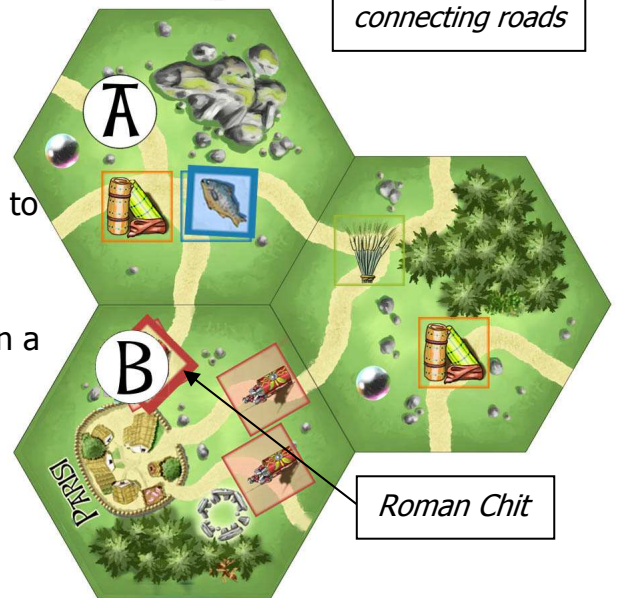
If Player B also has a movement allowance of 4 but a carry capacity of just 2/0 she could move 3 tiles to the wheat/ore tile and pick both up, ending movement. The movement points required is 3 because she can not move from the road with the deer onto the bridge.



Movement Example 2

Player A cannot move to the Parisi Settlement using just 1 movement point as the Roman Chit is on the road blocking it. Either Player A has to move onto the Roman (like Player B has) then move further next turn, or move to the Parisi using the other road, via the other tile (a total movement of 2 movement points).

Player B can move normally as she is starting her turn on a Roman Chit – also she can move the Roman Chit to another location if she wants. To move to the Parisi Settlement would cost player B no movement points, as she is already on the tile.



Delivering Resources Example 1

Assuming the demands are all set as for the start of Celtic Trader (see Belgae and Cantii Settlement Charts).

Player C is has improved Trading thrice (bonus +4), and is carrying two fish chits. She ends her move at the Belgae Settlement. She could deliver both fish for 20 reputation, she would then move the Fish marker on the Belgae Settlement Chart two boxes to the left (to the 2 column).

Player D has improved Trading once (bonus +1), and is carrying a deer chit and a fish chit. He ends his move at the Cantii Settlement. He could deliver both the resources for 9 reputation, he would then move the Deer marker on the Cantii settlement chart one box to the left (the 4 column), the Fish marker does not move as it is already in the 1 column.

Player C Example:
Each Fish: 6 Reputation
+4 Trading Bonus
= 10

Player D Example:
Deer:
6 Reputation +1
Trading Bonus = 7
Fish:
1 Reputation +1
Trading Bonus = 2
Total = 7+2 = 9

Delivering Resources Example 2 (Celtic Quest Only)



Assuming the demands are all set as for the start of Celtic Trader (see Parisi and Regni Settlement Charts).

Player C is has improved Trading once (bonus +1), has a ring in her pouch and is carrying cloth and ore. She ends her move at the Parisi Settlement. She could deliver the cloth, the ore and discard the ring for 11 reputation. She would then move the cloth marker at the Parisi settlement one box to the left (the 4 column), but the ore marker at the Parisi settlement is already in the 1 column so is not moved.

Player D has not improved Trading (bonus 0), and is carrying a deer, a grape, a wheat and is holding the Harp Quest. He ends his move at the Regni Settlement. He could deliver the grape for 4 reputation and keep the rest, ready to complete the Harp Quest when he goes to the Stone Circle (the Harp Quest requires a deer and a wheat chit). Or deliver all three for 10 reputation (grape for 4, deer for 4 and wheat for 2), or some other combination.

Player E has improved Trading (bonus +2), and is carrying two fish. She ends her move at the Regni Settlement. She could deliver both fish for 8 reputation, she would then move the Fish marker at the Regni one box to the left (the 1 column) even though two fish have been delivered, the 1 column is the lowest the marker can go, so it is only moved once. She gets the full value (4) for both delivered fish.

Cloth:
6 Reputation
+1 Trading Bonus = **7**
Ore: 1 Reputation +1
Trading Bonus
+2 (ring) = **4**

As the Grape is delivered, move the Grape marker on the Regni Settlement one box to the left (the 2 column)

Fish:
2 Reputation
+2 Trading Bonus = **4**
Two delivered = 4x2
=**8**

Conquering Settlements - Clarification

Settlements can be Romanised (converted to Roman Towns) in two ways:

- *Drawing the Romanised chit*
- *All the roads into the settlement having a Roman chit on them*

When a settlement is Romanised remove one Roman chit from the tile from the game (if present) and put any remaining Roman chits in the discard pile. Then flip over the tile to show the Roman Town. Finally remove the Settlement Chart and Markers from the game.

Each Roman Town has a location for a Roman Chit (garrison), if not garrisoned then players can move through Roman Towns but trading there is no longer possible.

Romanised chit



The Cantiii and Regni need 2 Roman chits to conquer them, Belgae and Parisi need 3, the Dumonii and Icenii both need 4.

Destiny Cards

Three of the advanced destinies often rely on victory points gained by the actions of other players. The ROMAN gets victory points for settlements being closed and for tiles that remain un-enchanted. The ACOLYTE gets victory points for enchanted tiles, so will gain victory points every time anyone completes a quest. The ENCHANTER gains victory points the further the Enchantment Chart is advanced, so will gain victory points every time a crystal is delivered.

The LUCKIEST is quite difficult to play well – you need to predict what Destiny Cards remain in the deck and then develop a strategy that will maximise your points. If in doubt it is always worth increasing Trading and then trade for victory points.