

Variant Rules

*These rules can be used individually or in combination
Agree which rules are to be used before starting play all are optional*

Quick Setup Variant:

Introduction

Some players may find the game takes to long to setup, in particular the time required for the Settlement Chart. If all players agree then the following variant can be played which reduces setup time by simplifying the Settlement Chart setup at the cost of unbalancing the demand for some resources at each Settlement (example overleaf). Map setup and Starting Resources remain unchanged – as does Resource Chit Placement unless the additional variant rule is also used, which further reduces time by removing the starting chits.

Settlement Chart Setup (Change)

For each Settlement calculate the shortest route from the Settlement to the Stone Circle. Place all Settlement Markers on the Settlement Chart in the corresponding column. So if the Settlement is adjacent (1 tile away) then the Settlement Marker for each resource goes in the first column (value 1), if the Settlement is 2 tiles away then the Settlement Marker goes in the second column (value 2), 3 away in the third column (value 4), etc. If a Settlement is more than 5 tiles away the settlement Marker still goes in the last column (value 8).

This means the demand for any resource will be the same at a particular settlement, irrespective of how far the closest resource of each type is to the settlement – instead the distance from the Stone Circle sets the initial demand.

Using these Quick Setup Rules on the pre-generated Map in the Celtic Trader Game gives the Settlement Charts in the example overleaf

Resource Chit Placement: (Additional Variant Rule)

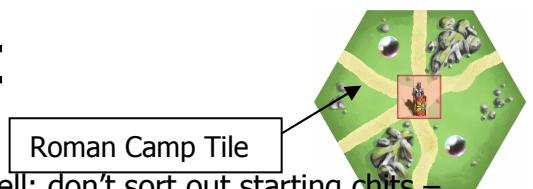
For those players who dislike sorting out the starting chits as well; don't sort out starting chits – instead put all the chits that would be used in the game (i.e. remove the spares) into the bag and draw out **18+number of players** chits as starting chits (e.g. in a 4 player game draw 22 chits). Resource chits are placed on resource locators in the normal way – if more resources are drawn than can be placed then increase the demand at a settlement (determine randomly). Items drawn should be placed on any tile with an empty resource locator, then the rest on the **Roman Camp** tile.

Any initial starting items on the map can be picked up by moving to the tile (doesn't stop movement), but each player can only take one item a turn. Used items are discarded as normal.

Drawn Orders, Druid, Cycle & Romanised chits are ignored and returned to the bag once setup is complete (do not draw replacements). Remove each drawn Roman chit from the game until the correct number of Romans have been removed as per the Setup card (e.g. in 4 player Game, remove 2), any additional Romans are ignored and returned to the bag. If not enough Romans were removed then search the bag and remove the correct number of Romans.

To offset advantages in turn order, first player gets 1 starting **Victory Point**, player 2 gets 2 **Victory Points**, player 3, 3 etc. placed on the player mat at the start of the game.

Settlement Chart Quick Setup Example

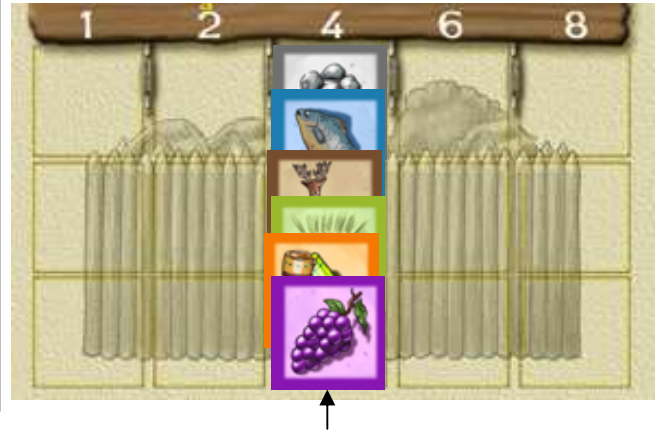


The demand for each resource is dependant on the distance the settlement is from the **Stone Circle**.

E.g. the Belgae Settlement is 3 moves away from the Stone Circle - so all resources are in the third column ('4').

So the Belgae, Cantii, Parisi and Regni have demands at '4', the Icenii all at '2', and the Dumnonii all at '1'.

Compare this with the Settlement Charts for Celtic Trader which has the initial demands for each resource dependant on distance of the resource to the settlement (as per the rules in Celtic Quest).



Other Variant Rules:

Belgae, Cantii, Parisi & Regni Settlements

- Deal the Role Cards out randomly and play with them hidden [**Celtic Trader only**]
- Draw no Destiny Cards [**no Role Cards in Celtic Trader**]
- Destiny cards are auctioned, draw Destiny Cards equal to the number of players in the game, then players bid victory points (to be subtracted from their final score) for their choice of Destiny card [**Role Cards in Celtic Trader**]
- Instead of players' being forced to place drawn resource chits on the map if a matching resource locator is empty the players now have the choice to either place it on the map OR to increase the demand for the resource at a Settlement of the player's choice and then discard the chit
- Remove 1 of each type of Resource chit from the game
- Each Player starts with one ABILITY improved (player's choice)
- Play with the Destiny Cards face up
- Romans to be moved by a player may be discarded or moved (player's choice). Discarded Crystal chits are instead returned to the supply
- Do not remove any roman chits at the beginning of the game. If using this variant do not use the ROMAN destiny card – the game is likely to end with the Roman Invasion
- Each Player draws 2 Quest Cards at the start, selects one, returns the other to the Quest Deck (Shuffle the Quest Deck once all players have returned a Quest)
- Each Player starts the game with 2 Quest Cards – a new Quest cannot be drawn until both have been completed
- Draw no Quests at the start – players will need to visit a settlement or the Stone Circle to collect their first Quest
- Remove Item Chits (Gold, Bread, Elixir and Lyre) from the game after use
- Add some/all of the 'spare' chits (items, resources, Romanised, orders, etc) to the bag
- Play without the ROMAN and the LUCKIEST Destiny Cards [**Advanced Game**]
- Each Player draws just 1 Destiny Card at the start [**Advanced Game**]
- Create your own Destiny, Role or Quest using the blank cards

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