

# Henge

by Rick Holzgrafe  
2-5 players, ~120 min  
Draft Rev 19 - Saturday, April 18, 2026  
(Original Draft Rev 01 - Monday, August 4, 2025)

## Introduction

Inspired by Stonehenge, your community has decided to work together to build a henge of their very own! As an elder, you are responsible for helping to make this happen, but you will compete with your fellow elders to do the best job. Construction will be ongoing until Winter comes—when that happens, will your efforts be enough to make you next year's Clan Chief?

## Components

Henge Board



Deck of 29 Stone cards

Deck of 44 Bonus cards

Deck of 51 Luck cards

Deck of 5 First Upgrade cards

Deck of 30 Hengebot cards

25 Reward chits  

29 Stone figures (12 large uprights, 5 large lintels, 9 small uprights, 3 small lintels)

1 Master Druid figure (rondel pawn)


~30 \$1 coins and ~15 \$5 coins

60 Druid meeple (12 in each of 5 player colors)

~90 marker cubes (~18 in each of 5 player colors)

5 Player Mats

10 Free Rondel Travel tokens 

4 Carve tokens  (for use with Hengebot players)

1 Spring token (first player token)

This rulebook

## Overview

To build the henge, you and your opponents will quarry stones, transport them to the henge site, and install them. Installing stones is a major source of victory points (VP). The stones you quarry are represented by Stone cards, which you gain when taking the Quarry action. Stones do you no good until they are installed, but installing stones is a major source of VPs and level-ups.

As you go, you may optionally carve some of the stones to increase their value. Carved stones may be installed in specially-marked slots at the henge for extra VPs.

You will also want to place druids on the Druid Paths of the Henge, to bless its various areas in your name. Careful placement of druids is another major source of VPs.

Finally, you will start with one Bonus card for final scoring, and collect more as you play.

Stones, Druids, and Bonus cards are the keys to success!

## Setup





### Player Count Differences

You may play with any number of players from 1 to 5, but Henge requires a certain minimum number of players. If you have fewer human players than the minimum, you must use the Hengebot card deck to add extra automated players as needed.


**3 Players:** For 3 human players, you may choose: Use the 3-player side of the board and no Hengebot players; or use the 4/5 side and add 1 Hengebot player (or 2, for a tighter game).


**4 players:** For 4 human players, use the 4/5-player side of the board. You may optionally add a Hengebot player to bring the total to 5, for a tighter game.

**For all player counts:** Count the *total* players in the game, including any Hengebot players. The total number of players must be at least 3.

**Remove all cards** from the Stone deck and the Bonus decks that do not match the total number of players, and return those cards to the box; they will not be used. Player counts are shown in the upper-right corner of the cards: \* means “all player counts”, 3+ means “three or more”, 3/4 means “three or four”, 5 means “five players only”, and so on.


### Player Setup

Find the five Starter Stone cards (marked with a green Henge icon  in the lower-right corner). Shuffle these and deal one to each player. Return any remainder to the Stone deck: these Starter cards will be treated as ordinary Stone cards during play.

Choose a start player, and give them the first-player token . Turn order is clockwise from the start player. Place the Master Druid pawn on the first step (clockwise) of the rondel adjacent to the area shown on the first player’s Starter Stone card.

Each player chooses a color. Take 1 player mat, 12 druids, 12 coins, 1 Free Rondel Travel token, and the marker cubes in your color. Place your player mat in front of you, and place one marker in the starting (leftmost) space of your Luck track. Place a marker at zero on the score

track on the Henge board. Place your druids in the spaces of your druid track, one in each space.

Place one marker on the starting (leftmost) step of each of the five Privilege Level tracks. Place one marker on the leftmost step of your Starter Stone card's transport track, which is marked with the  icon.



## Hengebot Setup



If you are using Hengebot players, give each Hengebot player a place in turn order. Give each one a color and the druid meeples in that color. Give each one a Carve token, which starts the game face-down. Hengebot players do not need a player mat, money, markers, or Bonus cards.

## Final Setup

Shuffle the Stone deck and deal 4 cards, separated and face-up, beside the board to form the Quarry pool. Place the rest of the deck beside the pool to form a draw deck for the Quarry.

Shuffle the Luck deck and place it on the board in the lower-left corner of the board. Leave room beside the board near the Luck deck for its discard pile.

Shuffle the "A"  and "B"  Rewards tiles into separate face-down stacks and place those next to the Rewards pool. Draw three random tiles of each type and place them face-up in their pool.

Shuffle the Spring  and EOG  Bonus decks separately, and deal 2 random cards from the Spring deck to each player. Players each choose one of the two, placing it face-up in front of them, and discarding the other. Return the discards and the remainder of the Spring Bonus deck to the box; they will not be needed again. Place the EOG Bonus deck in the lower-right corner of the board. Leave room beside the board near the EOG Bonus deck for its discard pile.

Finally, give the deck of "First Upgrade" cards to the last player in turn order, who then chooses any one card and takes that upgrade by moving the marker on the matching privilege level track on their player mat. The other players do the same, in reverse turn order. Then return all First Upgrade cards to the box; they will not be needed again.

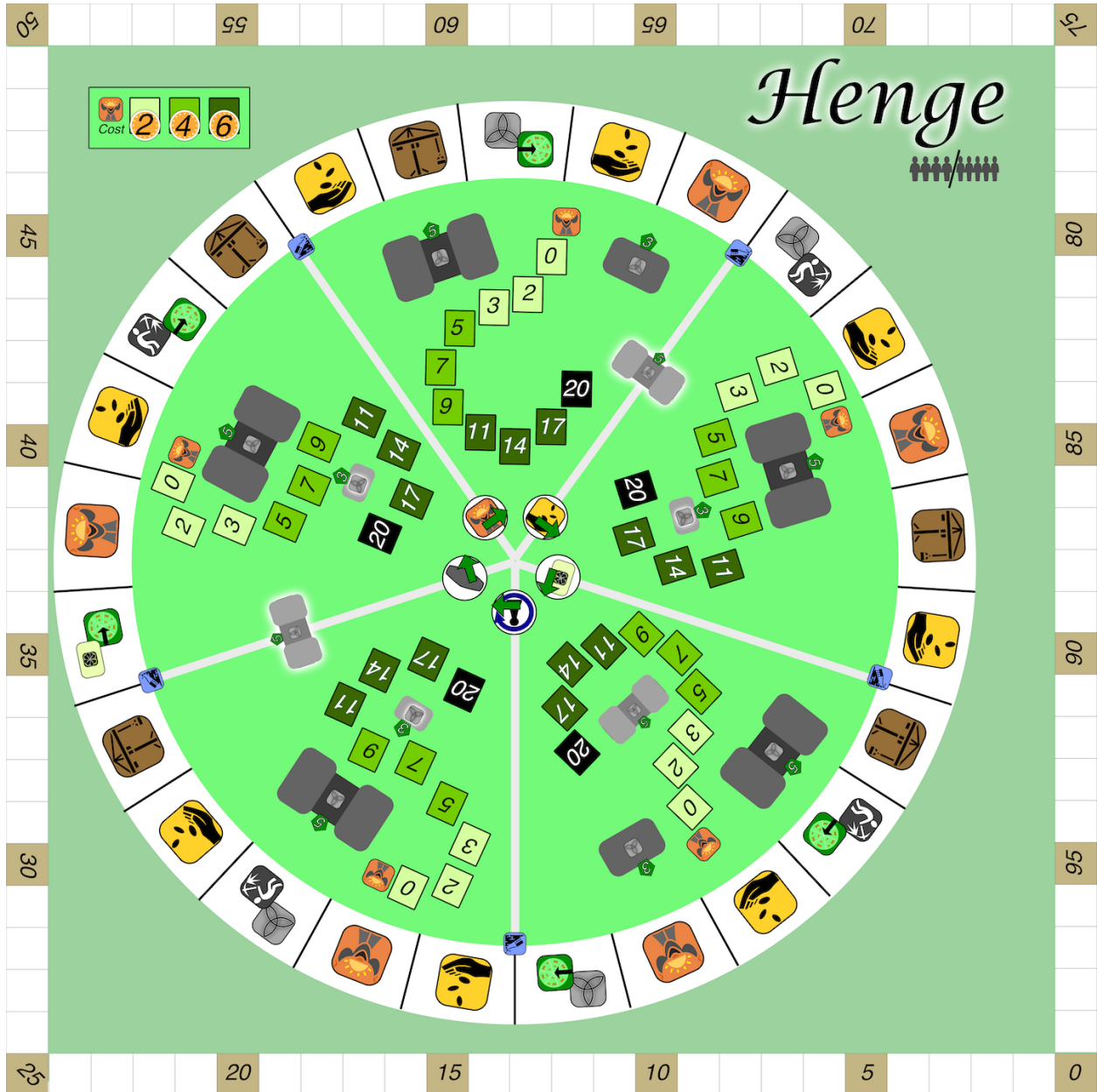
You are now ready to begin play.

# Concepts

## The Henge Site

The central board shows the henge site. It is divided (like a pie) into five areas. In each area, there are *slots* that show where stones can be installed. Some slots are groups of 3 stones; these are *triliths* consisting of two upright stones and a lintel laid across their tops. Other slots are *monoliths*: single upright stones separated from all other stones.

Each area also has its own *Druid Path*, where players will place their druids during play.




*The central board.*

## The Rondel

The rondel is the circular track surrounding the henge. It has a single pawn called the Master Druid, used in common by all players. Each rondel step shows icons for one or two actions. On your turn, you will move the Master Druid clockwise some number of steps, then take one of the actions shown at the spot where you stop.

Each step on the rondel is adjacent to one of the five henge areas. The area adjacent to the Master Druid's position on the rondel is called the *local area* (or sometimes *this area*). Which area is currently the local area changes as the Master Druid moves around the rondel. The rondel actions *Install* and *Druid* allow you to place items in (or near) the local area; other actions (*Income*, *Quarry*, *Carve*, *Luck*, and *Arrive*) are independent of the area.



Some Luck cards refer to *adjacent* and *remote* areas, meaning areas either next to or not next to the local area.

There is a small Transport icon  just below the rondel, at each of the borders between areas. When you move the Master Druid and pass one of these icons, you may transport your stones one step for free (details below).

## Main Actions and Sub-Actions

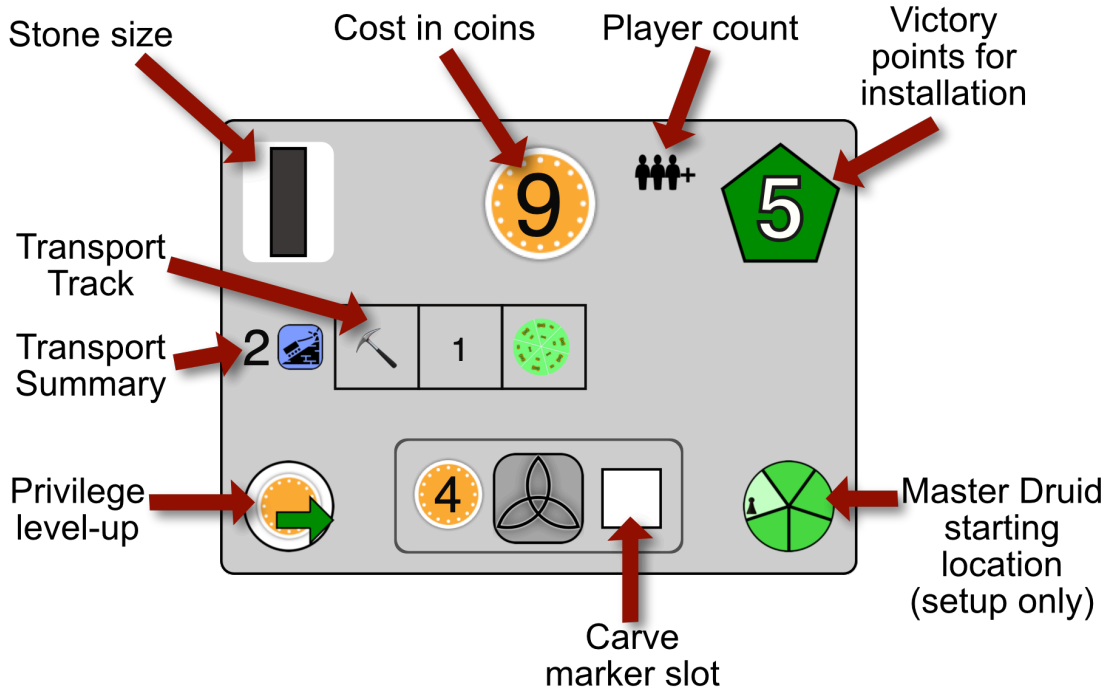
The action you choose on the rondel is your *main action* for the turn. Sometimes (for example, when placing druids) a track step benefit may grant you a *sub-action*, a secondary action you can also take during your turn. The difference is important: for example, Luck cards can be played to modify your main action, but never your sub-actions (unless the card text explicitly allows it).

## Spring and Winter Victory Points





The game takes place during the seasons of Spring and Summer. This icon  represents Spring and Summer victory points, which are scored immediately by moving your pawn on the score track. This icon  represents Winter victory points, which are scored only during Final Scoring at the end of the game.

## Stone Cards

Henge stones are represented by Stone cards until they are installed at the henge. You must first buy a Stone card using the Quarry action, then transport it to the henge site, and finally install it by placing a suitable stone figure on the board. After installation, place the Stone card in the row at the bottom of your player mat. You will not use the card again; but by fanning these cards to the right, you can still see significant information in the leftmost column of each card, making final scoring easier to tally.



A Stone card.

- The *Stone size* tells you whether the stone is large  or small .
- *Coin cost* is how much you must pay to take the card from the Quarry.
- *Victory points for installation* are gained immediately when the stone is installed.
- The *Transport Track* shows the steps necessary to move the stone from the Quarry  to the henge site ; no stone may be installed until it has been transported to the henge site.
- The *Transport Summary* is a convenience showing how many steps long the Transport Track is.
- The *Privilege level-up* shows which of the five privileges can be improved by installing this stone in a matching area of the henge.
- Every stone may optionally be carved by taking the Carve action and paying \$4; when you do this, place one of your markers in the *Carve marker slot*.

The *Master Druid starting location* is used only during setup. This icon appears only on the five Starter Stone cards.

See the **Install Action** on pg. **XX** for details on installing stones.

## Player Mat

*Red's player mat, after all other setup but before selecting a First Upgrade.*


The *Druid Track* starts with all of your druids in place. During play, you will use the Druid action to take druids from your Druid Track, left-to-right, and place them in the Druid Paths on the Henge board. Each time you place a druid, you will immediately receive the benefit shown in its now-empty slot on your player mat.

The *Luck Track* offers benefits for discarding Luck cards, unused. Each time you do so, move your marker one step to the right on your Luck Track and immediately receive the benefit shown there. (See **Luck Cards** below for details on using Luck cards.)

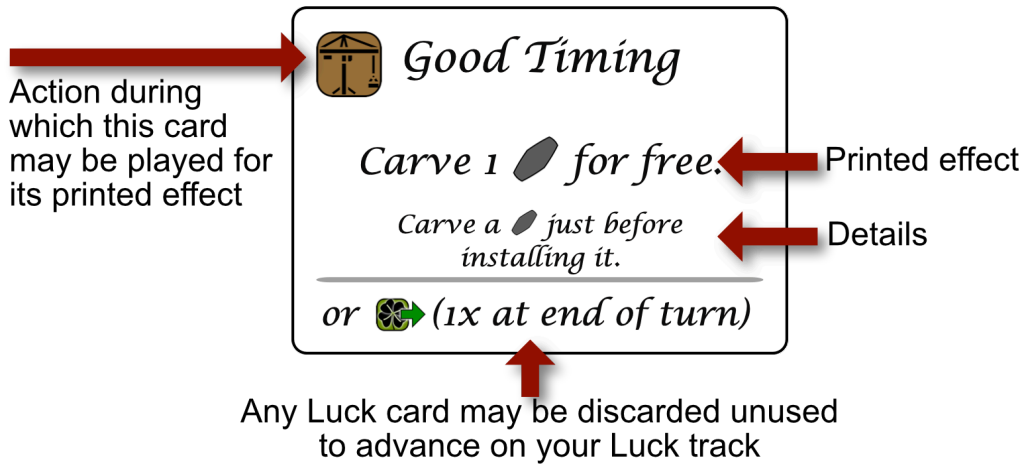
Your *Privilege Levels* affect the strength of your actions; see the explanations for those actions for details.

At the bottom is a row for placing your Stone cards after you have installed their stones. Place them left-to-right, overlapping so that the left end of each card remains visible. (This is not necessary, but may be useful during Final Scoring.)

## Luck Cards




Luck cards  are single-use cards. You may keep them hidden in your hand.

See **Using Luck Cards** below for details on how to use Luck cards during your turn.



*A Luck card.*

## Bonus Cards

Bonus cards give extra victory points during Final Scoring. There are two kinds: Spring Bonus cards  are gained during setup, while EOG (end-of-game) Bonus cards  must be earned during play. Both kinds grant Winter victory points  during Final Scoring at the end of the game.

Whenever you earn a Bonus card during play, always draw 3 random cards from the face-down EOG Bonus deck and add them to your hand; then discard any 2 Bonus cards (Spring or EOG) from your hand.



Your Spring Bonus card that you receive during setup should be kept face-up in front of you, so that you can track your progress by putting markers on it or on the main board. EOG Bonus cards that you acquire during play may be kept secret in your hand until they are revealed during Final Scoring when the game is complete.

You may discard your Spring Bonus card when you draw EOG Bonus cards, if you wish; but if you do, you will gain no VPs from it even if you have satisfied some or all of its conditions before discarding.

# Play

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## On your turn

1. Move the Master Druid rondel pawn at least 1 step. Your steps are free, up to the number shown by your Free Rondel Steps privilege level. You may move farther by bribing the Master Druid: pay \$1 per extra step. If you have a Free Travel token , you may spend it to move any distance on the rondel at no cost.  
**Important:** Each time you move the rondel pawn past a Transport icon  (at the borders between henge areas), move the markers on each of your Stone cards one step to the right. (Do not do this when using a Free Travel token.)
2. Resolve the action where the Master Druid stops on the rondel. Some rondel steps show two different actions: in that case, choose either one (but not both). **You must take the basic action.** For example, if you stop at the Install action, you must install at least one stone. If you cannot afford the action or do not wish to take it, stop somewhere else instead. (Note that it is always possible to reach a cost-free action without spending to move further on the rondel.)
3. If you have met the condition for your Spring Bonus card, place a marker on that card. (Do not score VPs until Final Scoring.)

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## Using Luck Cards

Before, during, or after your action but after moving on the rondel to select your main action, you may play a Luck card to use its printed effect. (Some Luck cards specify exceptions to this rule.) You may play any number of appropriate Luck cards during your turn for this purpose. Luck cards may be used to enhance your main action, but not for sub-actions.

During your main action you may play as many appropriate Luck cards as you like for their printed effect. Note that the printed effects on most Luck cards are only usable when you take a specific action; however some specify  meaning “during any action”. After using a Luck card, discard it.

After you have fully resolved your main action and all its sub-actions, you may discard 1 Luck card, ignoring its printed effect, to advance 1 step on your Luck track. You may not play further Luck cards during this time.


Unless otherwise stated on the card, a Luck card is in addition to your regular action this turn. See the almanac section for details about specific cards.

**Drawing Luck Cards:** Your Luck privilege level  determines how you draw Luck cards. Your level is either 1/0, 2/1, 3/2, or 2/0. The first number is how many to draw into your hand; the second is the number to discard from your hand. For example, if your Luck level is 2/1, you would draw 2 cards into your hand, then discard any 1 card. This applies whenever you draw Luck cards, regardless of the reason.

## Actions



### Arrive

Move each of your stones' transport markers to the end of its transport track (marked with the henge-site icon ).




### Carve


Pay \$4 and place a marker on one of your Stone cards to show that the stone is now carved. You may carve as many stones as you wish and can afford.

You may not carve installed Stones.



### Income

Gain coins according to your Coin privilege level .


Also gain one or more Luck cards by drawing and (if necessary) discarding according to your Luck privilege level . Your Luck privilege level is the number of Luck cards to draw and to discard whenever you gain a Luck card:

- 1/0 - Draw and keep 1 card.
- 2/1 - Draw 2 cards into your hand, then discard any 1 from your hand.
- 3/2 - Draw 3 cards into your hand, then discard any 2 from your hand.
- 2/0 - Draw and keep 2 cards.

You may play a drawn Luck card immediately, if appropriate; otherwise keep it in your hand for later use. There is no hand limit.




### Quarry

Purchase Stone cards from the Quarry pool, up to your Stone privilege level . You may not buy stones that would exceed your Stone "storage" level. Pay the coin costs shown on the cards. Do not refill the pool until the end of your turn.


Your Stone privilege level is the number of Stones you may purchase per turn, and the number you may hold. You may not purchase Stones that you cannot hold:

- 1/2 - You may Quarry 1 stone per turn, and may hold up to 2 undelivered stones.
- 2/2 - You may Quarry up to 2 stones per turn, and may hold up to 2 undelivered stones.
- 2/3 - You may Quarry up to 2 stones per turn, and may hold up to 3 undelivered stones.

Place all purchased Stone cards face-up in front of you. Place one of your markers on the Quarry  space of each card's transport track.



## Druid

Place Druids, up to your limit. Your limit is initially 1 druid per turn, as shown by your Druid privilege level  :

- **1/0** - Place 1 druid in the local area
- **1/1** - Place 1 druid in either the local or an adjacent area
- **2/1** - Place up to 2 druids: one in either the local or an adjacent area, and the other (if any) in the local area.

The first druid in each area must be placed on the starting space of the area's Druid Path (which is marked "0"). Each subsequent druid is placed on the lowest-numbered empty space on the path. The final space (which shows a black background) cannot be covered; if it is the only space remaining uncovered, no more druids may be placed in the area.

Pay coins for each druid you place. The cost is shown by the slot's background color and the Druid Cost legend at the upper-left of the main board.

After placing each Druid, immediately resolve its track step benefit.

If you have a Bonus card that refers to the Druid action, place a marker on it.



*This Druid Path would be worth 9 VPs during Final Scoring.*

*Blue and Red are tied for most, but Blue has placed more recently (farther along the path) than Red, so Blue wins the tie.*

*Blue gets the full 9 VPs, Red gets  $\frac{1}{2}$  of that (4 VPs), and Yellow gets  $\frac{1}{3}$  of that (3 VPs).*






## Install

Install any number of stones in the local area.

**(Note:** All slots within white boundaries that cross area borders may be installed from either bordering area. The local area is still the one determined by the Master Druid's location.)

### Installation limits:

- You may not install stones that are still in transit.
- You may only install into empty stone slots.
- You may only install a size of stone appropriate to the slot. Slots are colored in lighter grays for small stones , darker grays for large stones .
 

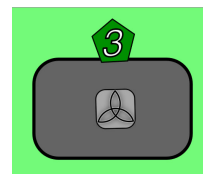
**(Note:** On the 3-player board, the 5 locations showing a large slot overlaid with a small slot can accept either large or small stones.)
- **(Exception:** On the 3-player board, if no slots (anywhere on the board) match your stone size, you may ignore the stone size when installing.)
- Only carved stones may be installed in slots that show the carving icon . (These are the lintels and the monoliths; their slots grant bonus VPs, as shown on the board. Carved stones may be installed in any slot of the appropriate size, but do not grant bonus VPs for ordinary slots.)
- Lintels may only be installed atop two paired uprights that are already in place. All lintels must be carved, but their uprights do not.



*All three of these slots may be installed from either bordering area. The lighter-gray colors mean you must use small stones only.*



*This slot will accept 1 carved stone of either size, grants +3 VPs for installation, and may be installed from either bordering area.*



*This slot requires a large, carved stone and grants +3 VPs for installation.*


### For each stone you install, do the following in order:

1. Place an appropriate Stone figure on the slot (or, for lintels, across two uprights).
2. Gain VPs: Stone VPs as shown on the Stone card, and any Slot VPs as shown on the Henge board.
3. Mark your Starter Bonus card if appropriate.
4. If your card's privilege icon matches either privilege icon of the local area, level-up on that privilege (move the marker on your player mat one step to the right). If you are already at the highest level, gain the benefit shown at the right end of the track.
5. Remove markers from the Stone card and place the card face-up in the leftmost empty slot in your Stone track, for possible end-game scoring bonuses.

## End of Game

Game end is triggered when the Stones draw deck is emptied. Finish that round (equal turns). Then all players immediately transport all of their uninstalled stones to the henge site. Play one more round, then proceed to Final Scoring.

## Final Scoring

During final scoring, winter VPs  are added to each player's score, as follows:

**Bonuses:** Each player receives winter VPs  for their Spring and EOG Bonuses.

**Druids:** Each player receives points for 1st/2nd/3rd most Druids:

In each area, the player with the most Druids gets points equal to the smallest uncovered number from the Druid Path in that area. The player with 2nd most gets half that, rounded down. 3rd gets 1/3 of that number, rounded down. Ties are won by the tied player who has the closest Druid to the end of the path. 4th and 5th place receive no VPs. Players with no druids in an area receive no VPs for that area.



*This Druid Path would be worth 9 VPs during Final Scoring.  
Blue and Red are tied for most druids, but Blue has placed more recently (farther along the path) than Red, so Blue wins the tie.*

*Blue gets the full 9 VPs, Red gets  $\frac{1}{2}$  of that (4 VPs),  
and Yellow gets  $\frac{1}{3}$  of that (3 VPs).*

## Winner

The player with the most VPs wins, and earns the title of Clan Chief. Tie-breaks: Most stones installed, then most druids placed, then most money, then last in turn order.

## Credits

Thanks to all playtesters, and special thanks to Seth Jaffee and his group for diligent testing and many excellent suggestions.

## Using the Hengebot Deck


When you need or want more players than you have people, add one or more “Hengebot” players. During setup, shuffle the Hengebot deck and place it face-down near the board to form a draw deck. (See **Setup** on page **XX** for details about player count requirements and setup for Hengebot players.)

When it is a Hengebot player’s turn, draw the top card from the Hengebot draw deck. Each card shows one or two of the action icons shown on the rondel. Move the rondel pawn to the next such space in the clockwise direction. (If two icons are shown, advance to the next space showing either.) Then take that action on the Hengebot player’s behalf, as described below. Finally discard the Hengebot card and proceed to the next player’s turn.

If you exhaust the Hengebot deck during play, reshuffle the discards to refill the draw deck.


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### Druid Action

If the rondel action icon is , place one of the Hengebot player’s druid figures on the lowest available space of the druid path in the local area. (If the druid path is already full, do nothing.)

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### Install Action

If the rondel action icon is , take one Stone card from the Quarry display and place a matching stone in the local area, then refill the Quarry as usual. Follow these directions when choosing a Stone slot and a Stone card:

#### Choosing a Stone slot

If the Hengebot’s carve token is face-up, then you should try to install in an available slot that requires a carved stone. If there is a choice of such slots, choose the *highest-value* such slot that can be filled (choose a lintel if available, otherwise a monolith). If there are no such slots available in the local area, or no Stone card matches the slot (e.g. there is only a small slot, but there are no small-stone cards in the Quarry), install instead in any available slot.

If the Hengebot’s carve token is face-down, install in any available slot that does not require a carving.

If there are no suitable slots at all, do nothing. (Do not choose a Stone card.)

#### Choosing a Stone card

The Quarry has four slots for Stone cards, numbered 1 through 4. When choosing a Stone card for the Hengebot, take the one in the lowest-numbered slot that will match a suitable available slot. After installation, discard that card and refill the Quarry as usual.

#### Finishing Up

Flip the Carve token face-down. Discard the Stone card to the box.

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## Carve Action

If the rondel action icon is , turn the Carve token face-up. (Do this even if there is another action icon on that rondel space.)

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## Quarry Action

After moving the Master Druid, do nothing else.

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## Income Action

After moving the Master Druid, do nothing else.