

SUNTZUGAMES  
PRESENTS



HOW TO PLAY & QUICK BATTLES

A GAME BY EMIL LARSEN



2 (4)



15-20 MIN



14+

# INTRODUCTION

## Dear gamer,

Thank you so much for trying out my prototype of Burning Rome.

The components and the rules are still a work in progress, and I'd therefore love to receive feedback on your experience with my game.

In advance thank you for your time!

**Best regards Emil**  
**SunTzuGames**

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**Burning Rome** is a quick tactical card game of ancient battles, deck construction and lots of replayability.

Put yourself in the shoes of history's greatest generals as they lead their armies to victory in some of the most iconic battles of the ancient world.

Master your deck construction skills and fight short intense battles using any faction at your disposal.

## How to win

The goal of a battle is to either

1. Rout the enemy army by bringing its command points below 0.

or

2. Destroy the enemy army by reducing its army strength to 0.



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## Kickstarter

Burning Rome will launch on Kickstarter on the 18th of July '17.

You can visit the campaign preview here <http://bit.ly/BurningRomePreview> and push the "notify me on launch"-button.

Feel free to write me on: [mail@suntzugames.com](mailto:mail@suntzugames.com)

Visit Burning Rome's Facebook page: <https://www.facebook.com/burningrome-thegame>

Burning Rome on Board Game Geek: <https://boardgamegeek.com/board-game/148330/burning-rome>

## Illustrators

The amazing illustrators of the game.

Rome - [Caner Inciucu](#)

Carthage - [Angelita Ramos](#)

Celtiberia - [Gabriel Barbabianca](#)

Gaetuli - [Carlos Cara Álvarez](#)

Icons, box and more - [Lukas Banas](#)

# COMPONENTS & FIRST GAME SETUP

Below you find the different components and how to place them for your first battle.

## Army sheets (x4)

Each player gets one army sheet and places one token on the "Army Strength" (AS) top-track on the number 13 and one token on the "Command Point" (CP) bottom-track on 9.

A



## Battlefields (x2)

Place one battlefield in the middle of the table between the players and make sure there's enough room for 3 columns of cards on each side. Put a token on "Attacker turn 1".

## Tokens (x10)



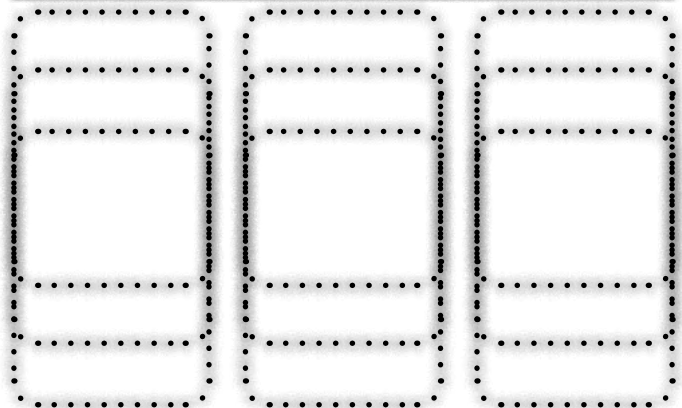
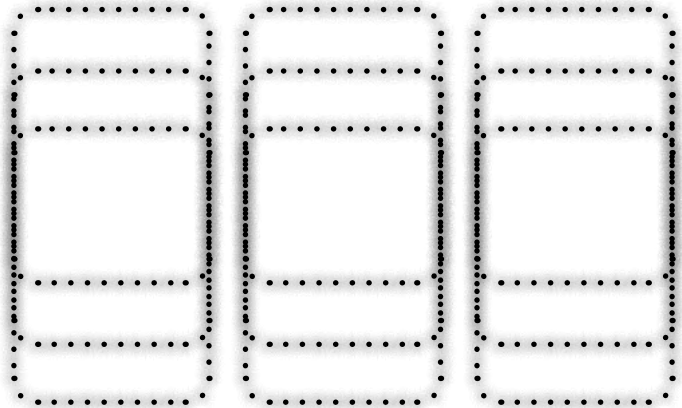
Tokens are used to represent amounts on the respective tables. (prototype) The tokens might vary in shape and color from the depicted one.

## Markers (x6)

Markers are used to put on top of exhausted cards. Place them close to the play area.



B



## Cards (x216)

The game comes with 54 cards for each faction.

Rome, Carthage, Celtiberia and Gaetuli.



For this setup each player will separate the following cards from their faction's deck and thereby create their army deck.

Each faction has 7 Generals, 31 Units, 10 Tactics and 6 Auxiliaries.

A

The card name is located in the middle of the card.



## Rome

- G. Publius Cornelius Scipio
- U. 1 x Velites
- U. 2 x Hastati
- U. 2 x Principes
- U. 2 x Triarii
- U. 2 x Equites
- T. Fire Pigs
- T. Triplex Acies
- A. Samnite Peltasts

## Carthage

- G. Hannibal Barca
- U. 2 x Libyan Javelinmen
- U. 2 x Balearic Slingers
- U. 2 x Libyan Infantry
- U. 1 x Libyan Hoplites
- U. 1 x Carthaginian Hoplites
- U. 1 x African War Elephants
- T. Hidden Army
- T. Narrow Ambush



C

# CARDS

## Units

Generals, units and auxiliaries all share the same layout as the example on the right >>>

It's important that you familiarize yourself with the layout of the four stats: Attack, Defense, Skirmish and Siege. Remember to also pay attention to its type, CP (command points) cost and ability.

## Abilities

Every unit and tactic in Burning Rome has its own ability, some cards even have choices or two separate abilities.

There are currently four types of abilities from which you can create combos and game winning moves.

### ⌚ (ongoing)

This ability is ongoing as long as the unit is on the battlefield and the ability is visible.

### ⚡ (when played)

The ability is executed once the card is played on the battlefield (except if played underneath a general).

### ⚡ (activate)

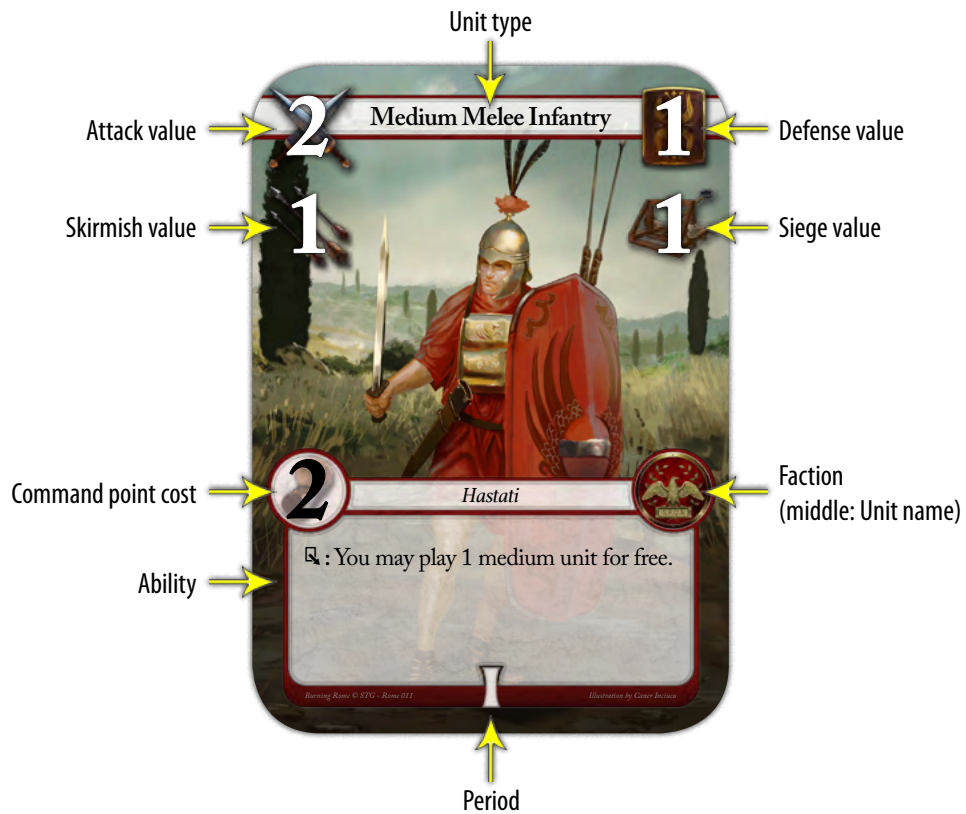
This ability can be activated once per turn, if the unit is on the battlefield and the ability visible. Once activated put a marker on the unit to illustrate that its exhausted and its ability/abilities can't be used any more this turn.

### 🚩 (retreat)

The ability is executed when a unit leaves the battlefield. It may be returned to the player's hand or discarded to the bottom of the army deck, both instances count as a retreat.

## Tactics

Tactics doesn't have attack or defense like other cards, so they are never put on the battlefield but played next to it. They are discarded back in the bottom of the army deck once the ability has been executed.



# BEGINNING THE BATTLE

Once both players have assembled their army deck, it's time to decide who will be the attacking player (the one going first) and who will be the defender.

## Who goes first?

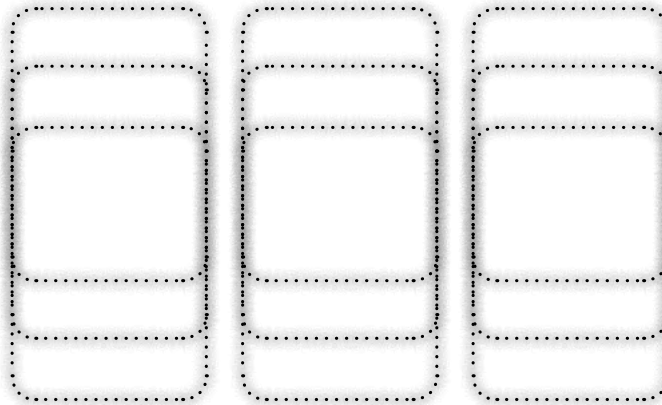
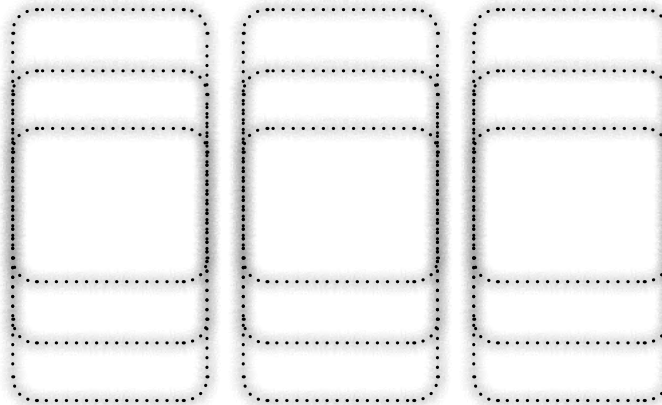
Each player shuffles their army deck and reveals the top card. The player with the highest attack decides who will go first (in case of a tie, you keep drawing).

## When resolved:

1. Both players reshuffle their army deck and places it next to their army sheet.
2. The attacker removes 1 CP from their army.
3. The attacker draws 4 cards.
4. The defender draws 5 cards.
5. Both the attacker and defender may choose to discard 1 of their drawn cards to the bottom of their army deck and draw a new card.



Rome's army deck



Carthage's army deck



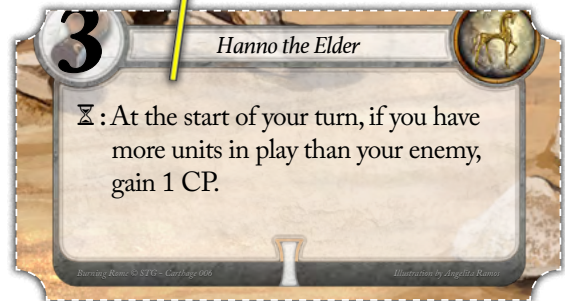
From now on your first game may deviate from what's show here, but you can still follow these steps on how to learn the game.

**Example:** Carthage is going first.

# START OF YOUR TURN

## At the start of your turn:

1. Remove any markers on exhausted units.
2. Execute any ability that says "At the start of your turn".



## Next you choose between:


3. Draw 1 card from your army deck.
- or
3. Gain 2 CP (command points).




# PLAYING CARDS

Once you've completed the initial actions on your turn, it's time to play cards.

## Follow these steps when playing a card:

1. Pay the CP cost of the card by moving the token on the CP track.
2. Place the card in any of the columns (flank or center). Tactics are placed anywhere next to the battlefield.
3. If the card has a  ability, you must execute the action according to the text unless you can't (e.g. lack of cards etc.).

You may play as many or few cards as you want, as long as you can pay the CP cost. You can't play a card if the cost brings the CP count below 0.

**Example:** Carthage first paid and placed a Libyan Hoplites then a Libyan Javelinmen choosing to gain 3 AS from its  ability.



**Example:** On Carthage's next turn they first activated their Libyan Hoplites'  ability and played the African War Elephants for free, choosing to take 3 damage from the elephants'  ability.



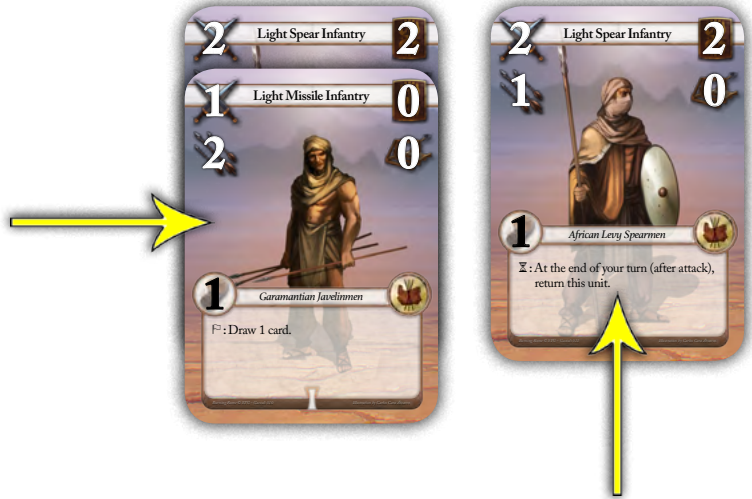
# PLAYING CARDS

Units can also be played on top of each other, to support the column by increasing attack and/or defense.

You can play a maximum of 3 units on top of each other in each column. The general is the only unit that can be fourth in a column.

When you play a unit on top of/supporting another unit, you automatically block out ⚡ and ⚡ abilities, plus you block out the skirmish and siege value of the supported card and its CP cost. These value can no longer be interacted with, as you can only interact with visible numbers.

**Example:** *Gaetuli have blocked out their African Levy Spearmen's ⚡ ability in the center with a Garamantian Javelinmen. This means that if they end their turn now, only the unit on the flank has to be returned to their hand.*



When you support a unit, the new unit is always played on top of the already placed unit, unless that unit is the general. The general will always float on top of its column, meaning you'd put a played unit underneath the general instead of on top.

This allows the general to block out harmful ⚡ abilities as they won't take effect when blocked out immediately (however the same goes for positive abilities).

**Example:** *The African War Elephants played on the flank costs 3 CP and 3 damage to Carthage's army, whereas the African War Elephants played in the center is placed underneath the general, meaning its ⚡ ability won't be executed.*

*The placing of the cards here also demonstrates a fatal difference in the cards effectiveness. See the following page.*





# END OF YOUR TURN

Once you've declared that you won't play any more cards, you resolve the end of your turn.

## At the end of your turn:

1. Execute any ability that says "At the end of your turn (before attack)".
2. Resolve your attack.
3. Execute any ability that says "At the end of your turn (after attack)".



## Resolving your attack:

All units now attack the opponent's army (column vs. column). However columns that were established this turn doesn't attack.

1. **Attack:** Take the attack value of all front and middle units and add the skirmish value of the rear unit.
2. **Defense:** Take the defense value of the opponent's front and middle units and add the siege value of the rear unit.
3. **Damage:** If the total attack in a column exceeds the total defense, the opponent receives the difference as damage to their AS, which is then adjusted accordingly.



Once you've completed your attacks, you end the turn by moving the token in the middle of the battlefield on spot.

You continue to take turns like this until an army is routed or destroyed.

**Example (top):** Carthage attacks the Roman columns.

**Left:**  $(2+0) - 2 = 0$

**Center:**  $(6+2) - 4 = 4$

**Right:**  $3 - 0 = 3$

The Romans take a total of 7 damage.



**Example (right):** In this example we look at the end of Rome's next turn - where they have played a few more units and are attacking the Carthaginian columns.

**Left:**  $(3+1) - (2+0) = 2$

**Center:**  $(5+2+2) - (5+1) = 3$

**Right:** This column was established this turn and is therefore not attacking.

Carthage takes a total of 5 damage.



# OTHER PLAY EXAMPLES & NOTES

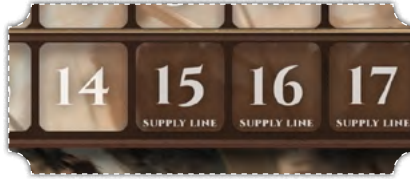
## After turn 6

If you get to turn 6 during a quick battle, you just continue on turn 1. The amount of turns are only relevant in some ancient battles.



## Supply line

The supply line written on number 15 to 20 on the army sheet, will be used in future expansions. No restrictions in quick battles.



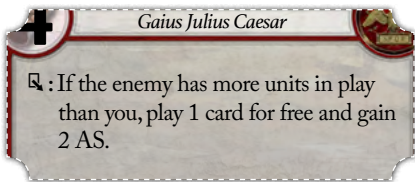
## Period I, II and III

All cards have a period marking. This is only relevant to the future campaign expansion.



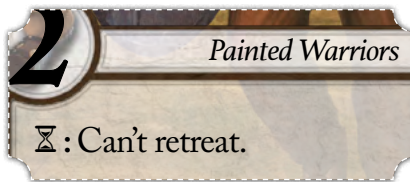
## Timing of abilities

When you play cards with abilities, they are resolved once the card has been placed. Which means if it's a unit it'll count in amount dependent abilities.



## Ability strengths

Abilities may conflict in terms of interests. In those cases you can refer to any of the lists in the rulebook, as abilities are always listed in terms of strength (top to bottom).



## Bonuses and penalties

Units may have small bonuses or penalties when fighting other units. You'll have to look for the opponent's unit types when calculating total attack and defense values.

## vs "or", "and"

A bonus/penalty describes what stat(s) is/are changed based on what unit(s). These take effect when facing 1 or more of the unit type in the same column.

"or" means it'll take effect on one or the other of a certain type. Where "and" means it'll take effect on both instances.

### Example on bonuses/penalties:

**Left:** "+2 defense vs cavalry" means that the total defense value is 5 in this column.

**Center:** "-1 attack vs light or medium" means that the total attack is 1 in this column.

**Right:** "+1 defense vs spear and cavalry" means that the total defense value is 3 in this column.



# MORE QUICK BATTLES

When you feel comfortable playing the game, it's time to build your own army deck.

## The rules for building your army:

1. You have 45 points available. These points can be spend on AS, CP and the total cost of all cards in our army deck.
2. You must include 1 general, not more.
3. You must include at least 1 regular faction unit (referred to as the 31 units).
4. Your army deck must consist of at least 8 cards (no upper limit except points), and you must spend all 45 points.

*Find inspiration in the examples to the right.*

*When you battle with new decks, you might want to make it a best of 3 or 5 battles, so both decks have a possibility to shine.*

## Rome

AS: 10 // CP: 10



- G. Quintus Fabius Maximus (3)
- U. 2 x Legionary Cohort (8)
- U. 2 x Eagle Cohort (8)
- U. 2 x Socii Extraordinarii (3)
- T. Marius' Mules (0)
- T. Eagle Standard (0)
- T. Infantry Push (2)
- T. Testudo (1)

**Total army value:** 45 (11 cards)

## Carthage

AS: 15 // CP: 9



- G. Hamilcar Barca (2)
- U. 2 x Libyan Javelinmen (2)
- U. 2 x Libyan Infantry (4)
- U. 2 x Libyan Hoplites (4)
- U. 1 x Carthaginian Hoplites (2)
- U. 2 x African War Elephants (6)
- T. Fake Retreat (0)
- T. Reserve (0)
- T. General's Gambit (0)
- T. Encirclement (1)

**Total army value:** 45 (14 cards)

## Celtiberia

AS: 15 // CP: 8



- G. Gausón (3)
- U. 2 x Painted Warriors (4)
- U. 2 x Iberian Slingers (4)
- U. 2 x Cantabrian Cavalry (4)
- T. Counter Attack (1)
- T. Guerilla Warfare (1)
- T. Hide (0)
- A. Cessetani Swordsmen (3)
- A. Edetani Veterans (2)

**Total army value:** 45 (12 cards)

## Gaetuli

AS: 13 // CP: 9



- G. General 3 (3)
- U. 3 x Garamantian Javelinmen (3)
- U. 2 x African Pikemen (4)
- U. 1 x African War Chariots (3)
- U. 2 x African Archers (6)
- T. Missile Barrage (1)
- T. Close Quarter Ambush (1)
- T. Screen Movement (0)
- A. Masaesylian Tribesmen (2)

**Total army value:** 45 (13 cards)

# QUICK BATTLE VARIANTS

## 1. Changing the values

Allow the players to use fewer or more points when building their army (e.g. 25 or 50 points etc.).

## 2. Auxiliary for hire

Remove the auxiliary units from the deck construction part.

You then collect all auxiliary units from the two fighting factions, shuffle them and place them as a "second deck" that both players also draw from, at the beginning of their turn.

The players can have no other interaction with the auxiliary deck, other than they draw one card from it per turn, giving them a wider array of possibilities.

## 3. Mix and match

Each player combines two factions when constructing their army deck (e.g. Rome and Celtiberia vs Carthage and Gaetuli).

Players must have at least 4 cards from each faction (other limits still apply).

# PLAYER AID

## Quick battle

Create your army from a sum of 45 points. These points can be spend on the following:

1. AS
2. CP
3. Cards (adding up their total CP cost)

## Goal of the battle

1. Rout the enemy army by bringing its CP below 0.
- or
2. Destroy the enemy army by reducing its AS to 0.

## Going first

Shuffle your army deck and reveal top card. The player with the highest attack decides who goes first (if tied, keep drawing).


## When resolved

1. Both shuffle army deck.
2. Attacker removes 1 CP from army.
3. Attacker draws 4 cards.
4. Defender draws 5 cards.
5. Both players may discard 1 card and draw a new one.

## Start of turn

1. Remove any markers on exhausted units.
2. Execute any "At the start of your turn" abilities.
3. Draw 1 card or gain 2 CP.

## Playing cards

1. Pay the CP cost of the card.
2. Place the card on the battlefield.
3. Execute the  ability (if any).

## End of turn

1. Execute any "At the end of your turn (before attack)" abilities.
2. Resolve your attack.
3. Execute any "At the end of your turn (after attack)" abilities.

## Resolve attack

1. Attack value of front and middle units + skirmish value of rear unit.
2. Defense value of opponent's front and middle units + siege value of rear unit.
3. Opponent receives any excess damage to their AS.





**Continue taking turns until one army is routed or destroyed.**



## Terms

- **"And"**: If an ability applies to more than one thing (e.g. unit type).
- **"AS"**: Army strength.
- **"CP"**: Command points.
- **"Discard"**: Put a card back in the bottom of the army deck.
- **"Draw"**: You always draw from the top of your army deck.
- **"Move"**: Take a unit from any place/column and move to another column (it can't go in front of a unit already there, it has to support a unit already in the destination column).
- **"Or"**: If an ability applies to one or the other (e.g. unit types).
- **"Return"**: Take a card back in the hand.
- **"Unit in play"**: Refers to a unit on the battlefield.

## Abilities (strength scale, top to bottom)

-  : This ability is ongoing as long as the unit is on the battlefield and visible.
-  : The ability is executed once the card is played on the battlefield.
-  : This ability can be activated once per turn, if the unit is on the battlefield and the ability visible. Place marker on unit.
-  : The ability is executed when a unit leaves the battlefield.