

SUNTZUGAMES
PRESENTS



BURNING ROME

ANCIENT BATTLES

A GAME BY EMIL LARSEN



2 (4)



15-30 MIN



14+

ANCIENT BATTLES INTRODUCTION

In ancient battles you get to play out some of ancient history's most iconic battles.

Rules

The rules for ancient battles are for the most part exactly the same as quick battles. But in order to make a more accurate representation of the specific battles, there are a few added elements.

Setup

All battles come with a setup guide. Here you'll find the exact cards that each deck consists of, extra victory conditions and the battlefield layout.

In these battles you might have to use units from several different factions in an army.

Since the starting player is determined before hand, you don't remove 1 CP, but attacker and defender still draws 4 and 5 cards.

Larger battles

Some battles are made up of 2 battlefields and 4 armies. Here the flanks and center are expanded and the armies are referred to as sections. In these battles there are some extra rules.

- Players may share information, but not exchange cards.
- Only 1 section of an army is active per turn, players decide which one.
- Cards may be played anywhere on the battlefield.
- Card abilities are restricted to a chosen section of the battlefield and thereby army section. Abilities can't affect both.
- When a section of an army is routed or annihilated the other section will suffer 2 damage to it's AS and 1 CP loss in the beginning of their future turns.
- Destroyed army sections may no longer be activated and their cards can no longer be used.

Ancient battle index

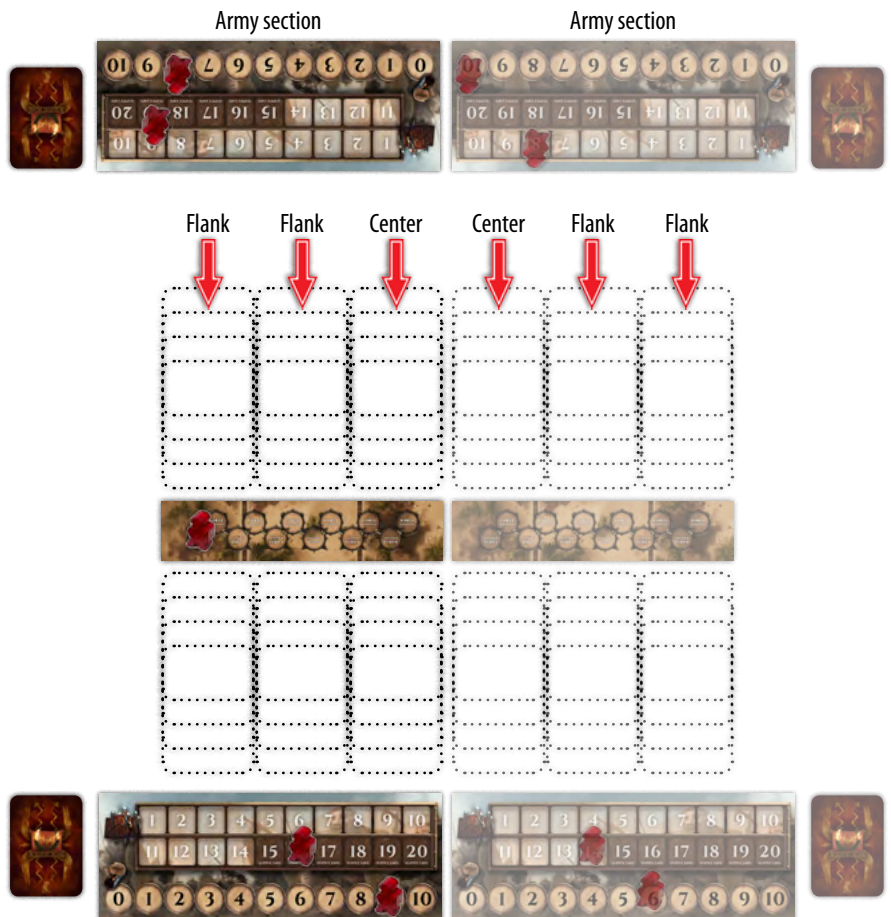
- 15.....Battle of Lake Trasimene (2 or 4 players)
- 16.....Battle of Zama (2 or 4 players)
- 17.....Battle of Adys (2 players)

Extra victory conditions

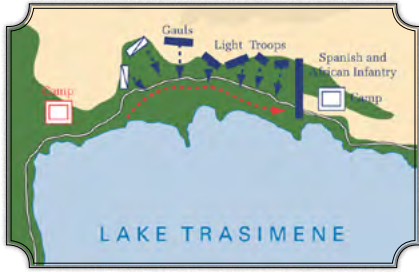
Ancient battles are won in the same fashion as quick battles, by either routing or annihilating the enemy. But in addition to this, factions might have specific victory conditions related to the battle.

Extra battle conditions

In some battles you'll find that factions may have special conditions applying to them. These can be both good and bad.



BATTLE OF LAKE TRASIMENE



Carthage vs Rome (1 vs 1 or 2 vs 2)

The Battle of Lake Trasimene (June 24, 217 BC, April on the Julian calendar) was a major battle in the Second Punic War. The Carthaginians under Hannibal defeated the Romans under the consul Gaius Flaminius. Hannibal's victory over the Roman army at Lake Trasimene remains, in terms of the number of men involved, the largest ambush in military history. In the prelude to the battle, Hannibal also achieved the earliest known example of a strategic turning movement.

1st army section

AS: 13 / CP: 4

Cards in army deck: 10

2 x Libyan Infantry, 2 x Libyan Hoplites, 1 x Balearic Slingers, 2 x Libyan Javelinmen, 1 x African Skirmish Cavalry^(Gae), Tactic - Narrow ambush, Tactic - Infantry Charge^(Cel)

Carthage

- Starting player -

Extra victory condition:

(none)

Extra battle condition:

(none)

^(Cel) Celtiberian cards

^(Gae) Gaetulian cards

2nd army section

AS: 13 / CP: 5

Cards in army deck: 11

General - Hannibal Barca, 1 x Libyan Javelinmen, 2 x Iberian Tribesmen^(Cel), 2 x Iberian Swordsmen^(Cel), 2 x Painted Warriors^(Cel), 1 x Libyan Peltasts, Auxiliary - Garamantian Skirmishers, Auxiliary - Celtici horsemen^(Cel)



1st army section

AS: 19 / CP: 3

Cards in deck: 10

1 x Velites, 1 x Hastati, 1 x Principes, 2 x Triarii, 2 x Equites, Tactic - Eagle Standard, Tactic - Vedge Formation, Auxiliary - Samnite Spearmen

Rome

Extra victory condition:

Survive until your 6th turn.

Extra battle condition:

If your units are returned or discarded, they are instead remove from the game.

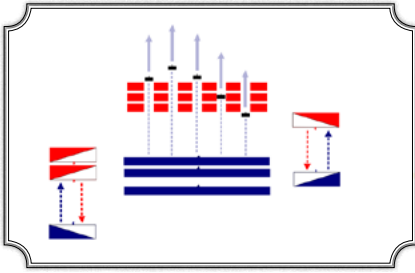
2nd army section

AS: 19 / CP: 4

Cards in deck: 10

2 x Velites, 1 x Hastati, 1 x Principes, 2 x Triarii, Tactic - Triplex Acies, Tactic - Repel Cavalry, Tactic - Infantry Push, Auxiliary - Samnite Peltasts

BATTLE OF ZAMA



Rome vs Carthage (1 vs 1 or 2 vs 2)

The Battle of Zama, fought around October 19, 202 BC, marked the end of the Second Punic War. A Roman army led by Publius Cornelius Scipio Africanus (Scipio) defeated a Carthaginian force led by the commander Hannibal. Despite Hannibal possessing numerical superiority, Scipio conceived a strategy to confuse and defeat his war elephants. Scipio's troops then routed the Carthaginian infantry, thanks in part to superior Roman cavalry.

1st army section

AS: 16 / CP: 5

Cards in army deck: 11

2 x Velites, 2 x Principes, 1 x Triarii, 1 x Equites, 1 x African Skirmish Cavalry^(Gae), Auxiliary - Numidian Cavalry^(Car), Tactic - Eagle Standard, Tactic - Fire Pigs, Tactic - Repel Cavalry.

Rome

- Starting player -

Extra victory condition:

If Carthage has no beasts left on the battlefield.

Extra battle condition:

(none)

^(Gae) Gaetulian cards

^(Car) Carthaginian cards

2nd army section

AS: 16 / CP: 5

Cards in army deck: 11

1 x Velites, 2 x Principes, 2 x Triarii, 1 x Equites, 1 x African Skirmish Cavalry^(Gae), General - Publius Cornelius Scipio, Tactic - Vedge Formation, Tactic - Infantry Push, Auxiliary - Samnite Peltasts



1st army section

AS: 18 / CP: 4

Cards in deck: 10

2 x Libyan infantry, 2 x Libyan hoplites, 1 x Balearic slingers, 2 x Carthaginian hoplites, 1 x Phoenician heavy horses, Tactic - Make a way, Tactic - Regroup

Carthage

Extra victory condition:

(none)

Extra battle condition:

Carthaginian beast units only do half damage (round up).

2nd army section

AS: 18 / CP: 4

Cards in deck: 12

1 x Libyan Infantry, 1 x Libyan Hoplites, 2 x Balearic Slingers, 2 x Libyan Javelinmen, 1 x Carthaginian Hoplites, 1 x Phoenician Heavy Horses, General - Hannibal Barca, Tactic - Rally, Tactic - Reserve, Auxiliary - Garamantian Skirmishers

BATTLE OF ADYS



Rome vs Carthage (1 vs 1)

The Battle of Adys (or Adis) was fought in 255 BC between Carthage and a Roman army led by Marcus Atilius Regulus. Regulus inflicted a crushing defeat upon the Carthaginians, who then sued for peace. However, the First Punic War would continue because the terms offered by Regulus were so harsh that the people of Carthage resolved to keep fighting.

Army

AS: 12 / CP: 7

Cards in army deck: 13

1 x Velites, 4 x Principes, 2 x Triarii, 2 x Equites, Auxiliary - Corsica Pirates, Tactic - Ballista, Tactic - Scorpions, Tactic - Infantry Push.

Rome

- Starting player -

Extra victory condition:

(none)

Extra battle condition:

Rome may not support their deployed units on their first turn.



Army

AS: 18 / CP: 5

Cards in deck: 14

General - Hamilcar Barca, 2 x Libyan Infantry, 1 x Libyan Hoplites, 1 x Balearic Slingers, 1 x Carthaginian Hoplites, 1 x Libyan Peltasts, 2 x African War Elephants, 2 x African Skirmish Cavalry^(Gae), Auxiliary - Libyan Mercenaries, Tactic - Hidden Army, Tactic - Fake Retreat.

Carthage

Extra victory condition:

Survive until your 6th turn.

Extra battle condition:

(none)

^(Gae) Gaetulian cards