

SUNTZUGAMES
PRESENTS



HOW TO PLAY
&
QUICK BATTLES



2 (4)



15-20 MIN



12+

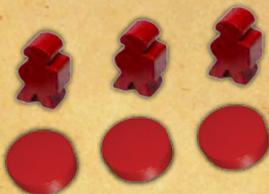
VER. 1.00

Components

- How to Play & Quick Battle Rulebook
- Ancient Battles Rulebook
- 4 Army Sheets (double-sided)
- 2 Battlefields (double-sided)
- 10 Soldier Tokens
- 6 Disc Tokens
- 4 Factions each with 54 cards.



The Factions in Burning Rome are as seen below left to right:
Rome, Carthage, Celtiberia and Gaetuli.



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Dear Gamer,

I'm happy to present Burning Rome to you. It'll hopefully be the first game in a series of stand-alone card games about ancient warfare.

Burning Rome merges tactical warfare and unit placement with deck construction and ancient combat. It's meant to simulate authentic synergies and plausible confrontation between soldiers and armies of the ancient era.

I hereby dedicate this game to my mom, for the support and love I've received throughout my life.

I wish you a great game experience,
Emil Larsen



Find rules and how to play videos on
www.suntzugames.com/burning-rome

How To Win

Burning Rome is a tactical card game about ancient battles, where you try to deploy your army in a manner that will allow you to defeat your enemy's army and win the game.

The goal of a battle is to either

- 1. Destroy the enemy army by reducing its Army Strength to 0.
- or
- 2. Rout the enemy army by bringing its Command Points below 0.

You achieve this goal by playing units and tactics on the battlefield, that inflicts damage on the enemy's Army Strength (AS) or removes the enemy's Command Points (CP), like seen on the card to the right and the setup on page 5.

General's Melee Cavalry (AS: 3, CP: 2, 2)
Rome 606
by Carlos Gomez

Claudius Germanicus Caesar (AS: 3)
Rome 606
by Carlos Gomez
 ☞: If the enemy general is in play, remove 1 CP from the enemy army.

General's Missile Infantry (AS: 1, 1, 1, CP: 1)
Carthage 909
by Carlos Gomez
Encirclement
 ☞ (choose one): If you have 5 or more units in play, deal 3 damage to the enemy army; or Remove 1 CP from the enemy army.

General's Missile Infantry (AS: 1, 1, 1, CP: 1)
Carthage 909
by Carlos Gomez
 ☞: Remove 1 CP from the enemy army if the enemy has an empty column.
 ☞: +1 attack vs missile or spear.

CP Track (top): 0 1 2 3 4 5 6 7 8 9 10 (Red markers at 2 and 5)

Units and Tactics:

- Heavy Melee Cavalry** (AS: 2, CP: 1, 1)
- Medium Melee Cavalry** (AS: 2, CP: 0, 0)
- Light Melee Cavalry** (AS: 2, CP: 1, 1)
- Heavy Melee Infantry** (AS: 2, CP: 4, 2)
- Medium Melee Infantry** (AS: 2, CP: 2, 2)
- Light Melee Infantry** (AS: 2, CP: 0, 0)
- General's Melee Infantry** (AS: 2, CP: 1, 1)
- General's Missile Infantry** (AS: 2, CP: 0, 0)
- Caesar** (AS: 2, CP: 1, 1)

CP Track (bottom): 10 9 8 7 6 5 4 3 2 1 (Red markers at 10, 9, and 1)

Units and Tactics (bottom):

- Heavy Melee Infantry** (AS: 2, CP: 1, 1)
- Medium Melee Infantry** (AS: 1, 3, CP: 0, 0)
- Medium Melee Cavalry** (AS: 2, CP: 2, 0)
- Spears** (AS: 2, CP: 1)

1 (arrow pointing to column 10)

2 (arrow pointing to column 1)

Your First Army

In order to battle, you need to build an army.



A Roman Army

- G. Publius Cornelius Scipio
- U. 1 x Velites
- U. 2 x Hastati
- U. 3 x Principes
- U. 2 x Triarii
- U. 2 x Equites
- T. Fire Pigs
- T. Triplex Acies
- A. Samnite Peltasts
- A. Rhodian Slings

Cards: 15 (total points: 27)

AS: 15

CP: 8

Total points: 50



Armies consist of a deck of cards, an amount of Army Strength (AS) and Command Points (CP).



A Carthaginian Army

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

Cards: 14 (total points: 28)

AS: 12

CP: 10

Total points: 50



If you're comfortable with deck building, you can also build your own deck using the following rules.

Rules for Army Building

1. You have 50 points to build your army for. These points can be spend on AS, CP + The total CP cost of all cards in our army deck. You must spend precisely 50 points.
2. You must include exactly 1 General.
3. Your army deck must consist of at least 12 cards.



Cards

Each faction has a total of 54 cards: 7 Generals, 31 Units, 10 Tactics and 6 Auxiliaries.

Generals, Units and Auxiliaries all share the same layout as the example below. Only Tactics differ by not having the four main stats.

It's important that you familiarize yourself with the layout of the four stats: Attack, Defense, Skirmish and Siege, as they are critical to the utility of your Units.

Remember to also pay attention to a Unit's type, Command Point (CP) cost and its ability.



Abilities

Every Unit and Tactic has one or more abilities, and 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 place a disc on the Unit to illustrate that it's exhausted and its abilities can't be used any more this turn (if supported, you can remove the disc, but the unit stays exhausted until next 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.

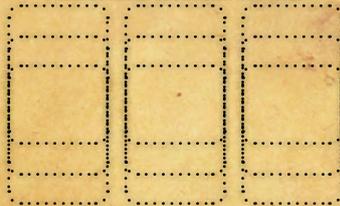
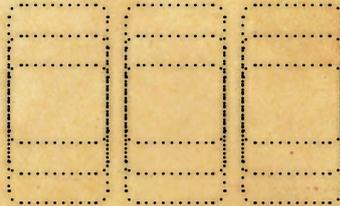
Tactics

Tactics are played next to the battlefield. Once resolved they are discarded back in the bottom of the army deck.



Game Setup

1. Place a battlefield in the middle of the table (choose any side).
2. Place an army sheet for each player.
 - Players may choose the side of the army sheet that suits them the best (counting down left or right).
 - Make sure that there's enough room to place cards between the battlefield and the army sheets.
3. Place 2 soldier tokens on each of the players' army sheet, to indicate the amount of Army Strength and Command Points their armies start out with (see page 6 for your first army).
4. Place 1 soldier token on the battlefield on "Attacker Turn 1".



Going First

To decide who will be the attacker (the one going first) and who will be the defender, both players shuffle their army decks and reveal the top card. The player with the highest attack value decides who will go first (in case of a tie, you keep drawing).

Once 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. The defender draws 5 cards.
4. Both players may choose 1 card to discard to the bottom of their army deck to draw a new card.



At The Start Of Your Turn

- Execute any ⚡ (ongoing) abilities that says: "At the start of your turn".
- Remove any discs on exhausted units.



Next You Choose Between

- Draw 1 card from your army deck.
- or
- Gain 2 CP (Command Points).

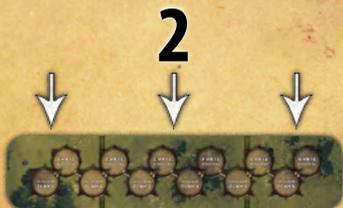


Once you've completed the start of your turn, you may play as many or few cards as you want, as long as you can pay the CP cost. You can't play a card if the cost brings the army's CP count below 0.



How To Play Cards

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 \mathcal{R} ability, you must execute the action, unless you can't (e.g. lack of cards).



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

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



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

- Execute any ⌘ ability that says "At the end of your turn (before attack)".
- Resolve your attack.
- Execute any ⌘ ability that says "At the end of your turn (after attack)".
- You end your turn by moving the soldier token in the middle of the battlefield one spot.

3

⌘: At the end of your turn (after attack), you may play an infantry unit for free.

4

1

⌘: At the end of your turn (before attack), return 1 friendly unit.



2



Resolving Your Attack

All your columns attack your opponent's columns, one at a time. However columns that were established this turn doesn't attack.

- Attack:** Take the attack value of all front and middle units and add the skirmish value of the rear unit.
- Defense:** Take the defense value of the opponent's front and middle units and add the siege value of the rear unit.
- 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.



Generals

When you support a unit, the new unit is always played on top of the already placed unit, unless that unit is a 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).

In the example below, the General blocks out the African War Elephant's  ability, that would otherwise cost you 1 more CP or 3 damage to your AS.



Ability Timing & Strengths

When abilities conflict, use the following list to determine which one rules, going from strongest to weakest.

-  (enemy's > yours)
-  (enemy's > yours)
-  (enemy's > yours)
-  (enemy's > yours)

This means a  can rule out a  ability, and an enemy ability can rule out your own ability.

Should two of your own abilities tie (e.g. two  after attack), you decide the order of execution.

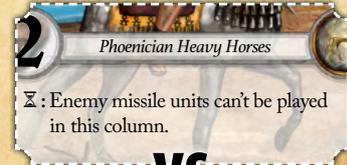
Example 1: Not Here

You won't be able to play your free missile units in the column with the Phoenician Heavy Horses.

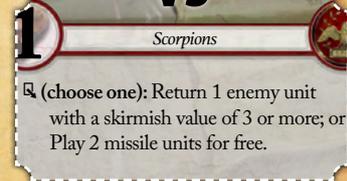
Example 2: Including Self

Since the  ability is executed once the card has been placed, it'll often include itself. In this example however, the ability won't trigger.

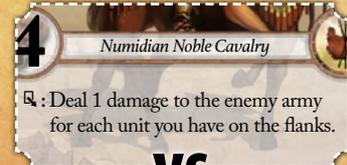
1



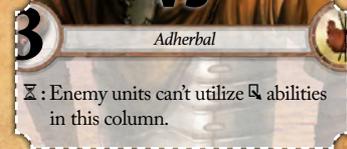
VS



2



VS



Example 3: Global Effects

When effects refer to “all”, it means all units on the whole battlefield.

Ongoing abilities are stackable, so in this example, if you play 2 Velites, all enemy beasts will have -4 defense. However values and/or costs can never go below 0.

Example 4: Zero vs Plus

Whenever you have a “play for free” and a “+X”, you count the “for free” as reducing the original cost with the original amount adding the “+X”. So in these examples the cost would be 1 CP.

4 *Numidian Noble Infantry*

☞ : At the end of your turn (after attack), you may play an infantry unit for free.

2 *Rhodian Slingers*

☞ : The first medium unit the enemy plays on their turn cost +1 CP.

VS

3 *Velites*

☞ : Gain 1 AS.
☞ : All enemy beasts have -2 defense.

3 *Lucius Aemilius Paullus*

☞ : All your medium units have +1 attack this turn.

4 *Socii Extraordinarii*

☞ : Draw 2 cards and discard 1 of them.
☞ : Your medium units cost +1 CP.

2 *Hastati*

☞ : You may play 1 medium unit for free.

VS

Example 5: Interrupt & Complete

When you utilize abilities that let you do several things, you execute them in the written order, one by one. So if you have 4 AS left and play Julius Caesar, utilizing his ☞ ability to play the Etruscan Levies, you'll end up with 10 AS.

Remember as mentioned in example 2, that Julius Caesar is counted in this condition as well.

Example 6: No Ongoing Chain

While some ☞ abilities let you create elaborate chains. You can't do the same with ☞ abilities.

If you play a Numidian Noble Infantry by utilizing another Numidian Noble Infantry's ☞ ability, you won't be able to activate the new one, as the phase of its activation is already happening.

4 *Gaius Julius Caesar*

☞ : If the enemy has more units in play than you, play 1 card for free and gain 2 AS.

1 *Etruscan Levies*

☞ : If you have 4 or less AS, gain 4 AS.

4 *Numidian Noble Infantry*

☞ : At the end of your turn (after attack), you may play an infantry unit for free.

4 *Numidian Noble Infantry*

☞ : At the end of your turn (after attack), you may play an infantry unit for free.

+

+

Bonuses & Penalties

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

vs "or", "and"

A bonus/penalty add or deduct from a column's overall attack or defense based on what unit types the unit with the ability is facing.

"or" means the bonus/penalty will take effect when facing one or the other of a certain unit type. Where "and" means it'll take effect on both instances.

Bonuses and penalties are only added one time, and not "per unit they face" (e.g. facing 3 spear units in the column won't give you 3 times the benefit).



Example 7: Bonuses

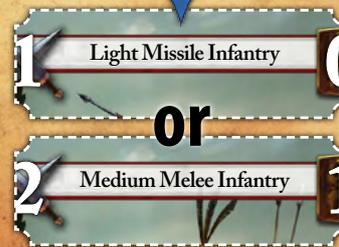
The African Pikemen adds 2 defense to its column. Had it been an Elite Melee Cavalry, the African Pikemen would add 1 defense to its column.

Example 8: Bonuses

The African Pikemen adds 2 defense to its column.

Example 9: Penalties

The Libyan Peltasts subtracts 1 attack from its column.



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.



Period I, II and III

All units have a period marking in the bottom.

This will become relevant in the future campaign expansion.



Supply Line

The supply line written on number 15 to 20 on the Army Sheet, will become relevant in the future campaign expansion. It has no influence on battles or army building here.



Quick Battle Variants

Once you've learned the basics of the game, you can easily start experimenting with other variable rules.

Tournament Variants

Specific rules for tournaments might be released separately to encourage new decks or play styles.

1. Changing the Values

Allow the players to use fewer or more points when building their army (e.g. 30 or 60 points).

2. Auxiliary for Hire

Auxiliaries aren't available for the deck building part.

Collect all Auxiliaries from the two fighting factions, shuffle them and place them face down as a shared second deck.

Both players draw 1 card from this deck at the start of their turn, no matter what else they choose.

Players can have no other interaction with this deck.

3. Mix & 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).

4. Cost of Victory

Before starting a battle, each player may chose up to 3 specific cards from their deck, that they want in their starting hand of 4 or 5 cards.

Each player must pay 1, 2 and 3 CP for each respective card the player wants to keep (e.g. 2 cards = 3 CP).



Rome

- G. Quintus Fabius Maximus
- U. 1 x Evocati Cohort
- U. 2 x Legionary Cohort
- U. 2 x Eagle Cohort
- U. 1 x Socii Extraordinarii
- T. Marius' Mules
- T. Eagle Standard
- T. Infantry Push
- T. Testudo
- A. Corsica Pirates

Cards: 12 (total points: 30)

AS: 10

CP: 10

Total points: 50



Carthage

- G. Hamilcar Barca
- U. 2 x Libyan Javelinmen
- U. 2 x Libyan Infantry
- U. 2 x Carthaginian Hoplites
- U. 1 x Sacred Band
- U. 1 x Carthaginian War Elephants
- U. 2 x Carthaginian Noble Cavalry
- T. Adaptive Strategy
- T. Fake Retreat
- T. General's Gambit

Cards: 14 (total points: 26)

AS: 15

CP: 9

Total points: 50



Celtiberia

- G. Punicus
- U. 3 x Iberian Slingers
- U. 2 x Cantabrian Cavalry
- U. 2 x Iberian Scutarii
- T. Hide
- T. Guerilla Warfare
- T. Auxiliary Infiltration
- A. Edetani Veterans
- A. Arevaci Tribesmen

Cards: 13 (total points: 24)

AS: 18

CP: 8

Total points: 50



Gaetuli

- G. Jugurtha
- U. 3 x Garamantian Javelinmen
- U. 1 x African War Chariots
- U. 2 x African Pikemen
- U. 1 x Numidian Skirmishers
- U. 1 x Numidian Noble Cavalry
- T. Chariot Deployment
- T. Stealing Supply
- T. Screen Movement
- T. Copying Tactics
- T. Assaulting All Sides
- A. Masaesylian Archers

Cards: 15 (total points: 28)

AS: 13

CP: 9

Total points: 50



Find inspiration for new decks on
www.suntzugames.com/burning-rome

Terms

- **“And”**: 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.
- **“Exhausted”**: When a unit has utilized its ⚡ ability.
- **“Move”**: Take a unit from any place/column and move to the back of another column (the General’s rule still applies).
- **“Or”**: If an ability applies to one or the other (e.g. unit types).
- **“Return”**: Take a card back on your hand.
- **“Supporting”**: When a unit is placed on top of another unit.
- **“Unit in play”**: Refers to a unit on the battlefield.

Ability Types

(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 (unless if played underneath a General).
- ⚡ : This ability can be activated once per turn, if the unit is on the battlefield and the ability visible. Place disc to indicate its ability/abilities are unavailable for the rest of the turn.
- 🚪 : The ability is executed when a unit leaves the battlefield.

