

ROME MUST FALL

A ROLL & WRITE GAME

The year is 425 AD. The Roman Empire, once the world's greatest superpower, is crumbling under relentless barbarian invasions, internal strife, and dwindling resources. As Emperor, the weight of civilization rests squarely on your shoulders. Can you hold the empire together, or will Rome be overrun?

In Rome Must Fall, every roll of the dice determines the fate of your empire. You'll allocate your precious resources to defend six key regions: Gaul, Hispania, Illyria, Africa, Italia, and the vital Mediterranean sea lanes. Each turn, you must carefully decide where to send your Imperial dice to stop the advance of marauding barbarian tribes, from the fearsome Visigoths and Vandals to the Huns and Franks.

This solitaire Roll & Write wargame challenges you with tough decisions each round. The barbarians will never stop advancing, and your resources will never be enough to defend everywhere at once. You'll need to manage your defenses, rally your legions, and fortify your most critical regions to stand any chance of survival.

With fast-paced dice allocation, escalating threats, and constant pressure, every decision could mean the difference between holding back the tide or watching your empire collapse. Will you safeguard the Eternal City, or will history witness Rome's final days?

WINNING THE GAME

You win the game by surviving all twelve turns by marking off all boxes on the timelines.

LOSING THE GAME

The game is lost automatically when all four fire boxes are marked off on the "Fall of Rome" track.



D3s

The game uses D3s in the case of the red Imperial dice and black Barbarian dice, which are regular six-sided dice that when rolled are halved, rounding up. Therefore:

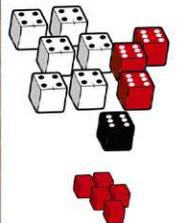
- a roll of 1 or 2 = 1, a roll of 3 or 4 = 2
- and finally a roll of 5 or 6 = 3

FALL OF ROME TRACK

THE ROMAN EMPIRE FALLS

GAME COMPONENTS

- 1x Rulebook
- 1x Gamesheet
- 6x white six-sided dice
- 3x red six-sided dice
- 1x black six-sided die
- 5x red wooden cubes
- 1x dry-erasable marker or a pen/pencil



THE GAME SHEET

Franks tracker

This tracker is used to compare both the Imperial die placed here and the Barbarian total to beat every turn. It also includes the Franks timeline.

War at Sea Raid tracker

This Raid tracker calculates the ability of Rome to keep the valuable sea trade routes open. It also includes the War at Sea timeline and the raid penalty track.

Huns Raid tracker

This Raid tracker calculates the Huns ability to raid Roman territories all over the empire. It also includes the Huns timeline and the raid penalty track.



Visigoths tracker

This tracker is used to compare both the Imperial die placed here and the Barbarian total to beat every turn. It also includes the Visigoth timeline.

Ostrogoth tracker

This tracker is used to compare both the Imperial die placed here and the Barbarian total to beat every turn. It also includes the Ostrogoth timeline.

Fall of Rome track

This track is used to display how close the Roman empire is to falling. Each time a territory with a fire icon is captured by the Barbarians, you mark a box on this track.

Roman Reserves

This box is used to place your red cubes which represent Roman manpower reserves.

Vandals tracker

This tracker is used to compare both the Imperial die placed here and the Barbarian total to beat every turn. It also includes the Vandal timeline.

The Empire Map

The map of the Roman empire which provides a visual reference of the advance of the various Barbarian tribes as they conquer Roman territories.



Roman abilities and Roman Glory

This Roman abilities box keeps track of which abilities the Romans still have available each turn while the Roman Glory box shows what type of bonuses that die rolls of "6" can trigger.

GAME SETUP

- 1** Set the game sheet in front of you.
- 2** Place two red cubes inside the "Roman Reserves" box.
- 3** Put six white Imperial dice in the Roman Dice Pool at the bottom right of the game sheet.
- 4** Place three red Imperial dice, the single black Barbarian die and the remaining three red cubes at the top of the game sheet.

THE GAME TURN

Each game consists of a maximum of 12 turns, with the following phases:

Resource Phase:

Roll and allocate resources.

Roman Phase:

Assign dice to defend against invasions.

Barbarian Phase:

Resolve attacks.

THE TIMELINE



Each tracker has a timeline with boxes representing five year periods (from 420 AD to 475 AD). The number in each box indicates how aggressive that barbarian tribe is during that period, influencing how difficult it will be for the Romans to defend against them.

the game ends when all twelve boxes in the timeline have been marked off.

RESOURCE PHASE

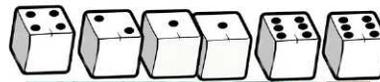
Roll your 6 Imperial Dice.

Roman Abilities: You can activate abilities from the Roman Abilities box (bottom right of the game sheet). These allow actions like re-rolling a die, adding +1 to a die, using two 6's rolled to erase a captured territory or even gaining a red cube each turn. Each ability can be used once per turn.

Roman Glory: Any roll of '6' on an Imperial die triggers special abilities from the Roman Glory box (e.g., gain a red cube or erase a barbarian-controlled territory). These abilities can be triggered multiple times per turn. See the Roman Glory section on page 6 for more info.

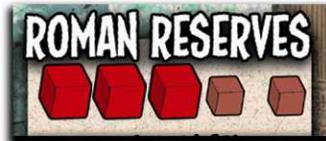
 **Red Dice:** If you lose territory or key raids (Huns or Sea), you must exchange white dice for red dice, which act as D3s (value halved, rounding up).

Replacing white Imperial dice with Red ones occurs when you lose areas on the map or through the Raid trackers (both the War at Sea and Hun Raid trackers.)



In this example, you have rolled a 1,1,2,4,6 and 6 during the Imperial phase.

You decide to use the Roman abilities of adding one red cube to your Roman reserves and you decide to re-roll a 1 and roll a 5. Finally you decide to add +1 to the 5 rolled and it now becomes a 6.



Because you now have three 6's on your Imperial dice, you can trigger multiple abilities on the Roman Glory chart.



You decide to erase one circle of territory that the Franks have already captured (Campbrai) and use your last 6 to gain an additional red cube to the Roman Reserves Box.

ROMAN PHASE

After rolling and modifying your dice, assign them to one of the six Barbarian or Raid trackers by placing a single die in each Imperial Eagle box.



These Imperial die values will be compared against the sum of the Timeline value and the result of the black Barbarian die (D3) plus any bonuses through losing to raids.

BARBARIAN PHASE

For each tracker, starting with the Vandal tracker and moving clockwise, roll the black Barbarian die (D3), place it in the box with the tribe's symbol and add it to the current timeline value.



Compare the total, including any bonuses (see the penalty section for details), against the Imperial die assigned to that tracker.

GREATER THAN >

If the Imperial die is higher: The Romans successfully defend that region. Mark the active box on the tracker and proceed.

EQUAL OR LESS THAN = <

If the Imperial die is equal or lower: The region is overwhelmed. The result depends on whether you lost to a barbarian tribe (see losing territories for more details.) or a raid (See raid penalties for more details.)

Adding a Roman Reserve (red cube)

When comparing the total Barbarian value to your Imperial die on any tracker, you can remove a red cube from the Roman Reserves box to add +1 to the value of your Imperial die on that tracker.

Ending the turn

Once you have finished going through all Barbarian and Raid trackers, comparing values and applying the results, the turn ends.



In this example, you have rolled a 1, 1, 2, 4, 6 and 6 during the Imperial phase. You use both of your 6's to gain two extra red cubes to add to your Roman reserves box. You then place a 1 in the Vandal tracker, a 6 in the Visigoth tracker, a 3 in the Frank tracker, a 6 in the War at Sea tracker, a 4 in the Huns tracker and a 6 in the Ostrogoths tracker.



During the Barbarian Phase, begin by rolling the Barbarian die for the Vandal tracker and comparing the sum to the Imperial die placed there. Resolve the outcome (loss of territory and any penalties), then mark off the current timeline box before moving to the next Barbarian or Raid tracker clockwise and repeat the process until the Ostrogoth tracker is completed.



In this example it is the 5th game turn and you have placed a Imperial die value of 3 on the Franks tracker. Your roll a 6 for the Barbarian die (which converts to a 3 as a D3) and add this value to the number in the current timeline box (+2) giving a final value of 5 against your 3. You are defeated and lose territory against the Franks this turn and mark a circle on the map and finally marking off the current timeline box (the 5th box in the timeline).

LOSING TERRITORY



Losing Territory (Barbarian Trackers): Mark the circle on the map for the Barbarian tribe you lost to, starting with the circle that has the tribe's symbol. Follow the colored path for any future losses.

Losing territories and penalties

In addition, losing certain territories with an icon inside a circle will incur additional penalties such as:

-  When losing a territory with a **red cube** inside, remove a red cube from your Roman Reserves box. If none are available, change a white Imperial dice into a Red one.
-  When losing a territory with a **red die** inside, change a white Imperial dice into a Red one.
-  When losing a territory with a **fire** inside, mark off a box from the Fall of Rome track.
-  When losing a territory with a **Roman ability** icon inside, mark off that ability from the Roman ability box and it is no longer available for the rest of the game.
-  When losing Rome as a territory, mark off three boxes from the Fall of Rome track.



For example, when losing territory to the Vandals, the first territory lost will be Numidia (the circle with the Vandal symbol). The next loss, following the green trail, will be Hippo Regius.

Next is Carthago, which has a wheat icon in its circle. When this territory is marked off, you permanently lose the ability to re-roll an Imperial die each turn. After a fourth defeat by the Vandals, you will lose Aegyptus, which has a fire icon, meaning you must mark off a box on the Fall of Rome track.

RAID PENALTIES

Suffering Raid Penalties (Raid Trackers): Failing against the Huns or Sea raiders results in penalties instead of losing territory. Below the timeline on each raid tracker are boxes, some with icons. After a loss, mark the leftmost box on the raid track. If the box has an icon, a raid penalty is triggered.

-  When crossing off this box, add +1 to the Vandal Tracker. From now on add +1 to the Barbarian value total when comparing dice in the Barbarian phase.
-  When crossing off this box, add +1 to the Vandal Tracker. From now on add +1 to the Barbarian value total when comparing dice in the Barbarian phase.
-  When losing a territory with a **red die** inside, change a white Imperial dice into a red one.



In this example, you have lost to the Huns this turn (3 v.s 2+2) and must now mark a box on the raid track.

The box has an Ostrogoth symbol with a +1 inside of it. This means that you must add a +1 to the circle inside the Ostrogoth tracker. Luckily the next box does not contain an icon and so next time you lose to the Huns, there will be no effect.



Write a +1 on the circle inside the Ostrogoth tracker. From now on add an additional +1 to the grand total of the Ostrogoth tracker (Barbarian die + timeline value +1.)

ROMAN RESERVES

Roman Reserves: You can gain red cubes by triggering Roman Glory (using 6's) or through a special Roman ability that grants one red cube per turn. You can hold a maximum of five red cubes in the Roman Reserves box.

A red cube can be used to add +1 to your Imperial die on any tracker when comparing values against a Barbarian or Raid tracker. You can also use multiple cubes on the same tracker to for example gain +2 or +3 for 2 or 3 cubes.

ROMAN GLORY

Roman Glory: Any roll of '6' on an Imperial die triggers special abilities from the Roman Glory box (e.g., gain a red cube, change a red Imperial die back to a white one and erase a barbarian controlled territory). These abilities can be triggered multiple times per turn, depending on how many 6's you have rolled.

Roman offensives (erasing barbarian territories)

When using two 6's to erase a territory already controlled by a Barbarian tribe, if the circle had an icon in it, **you do not regain the lost ability**, or unmark a fire icon from the Fall of Rome track, regain a red cube, or even change back to a white Imperial die.



Here is a sample of the three Roman Glory abilities that can be triggered with 6's.

-Using one 6 can gain you a red cube.

-Using two 6's can convert a red Imperial die back to a white Imperial die.

-Finally using two 6's can be used to erase a marked off circle on the map.

ENDING THE GAME

Ending the game in victory: The game ends in a when all boxes on the timeline have been marked off. Rome has managed to survive.

If you have one or less fire boxes marked off on the Fall of Rome track, you have won a **Brilliant Victory**. If you have two or three boxes marked, who have won a **Victory**.

Ending the game in defeat: The game automatically ends in **defeat** immediately after marking off the fourth "fire" box on the Fall of Rome track. Either the eternal city of Rome has fallen or enough key provinces have been captured to spell the end of the Empire.



After marking off all timeline boxes on all Barbarian and Raid trackers, the game ends.



In this example, all four fire boxes on the Fall of Rome track have been marked off due to losing important territories on the map and the game ends immediately.