





# BURNED

A game of elimination for 2 players by Jon Moffat.

*Through a rifle scope, the Agency convoy comes into focus. A pair of armored SUVs turn down a side street, toward a small grove of trees.*

*An abrupt, violent sound punctuates the morning as caltrops shred the SUVs' tires and the convoy screeches to a standstill.*

*As the Burned Asset prepares to squeeze the trigger, the vehicles' occupants pile out and assume defensive positions. Orders are shouted, and two Agents slip off to the side and out of sight.*

*The Burned Asset grimaces and slings the rifle, knowing the Agency's Director won't rest until one of them is dead. This won't be easy.*

## **Overview**

Burned is a quick, asymmetric two-player game that's different every time it's played. Acting as either the Burned Asset or the Agency, the players will try to outwit each other in a deadly game of cat and mouse. With the right strategy and a little luck, one side will emerge victorious. Who will it be?

## **Burned Asset**

One player acts as the Burned Asset, standing alone against an army of Agents. Using a vast arsenal and hidden movement, the Burned Asset's goal is to kill the Agency's Director. If the Burned Asset succeeds in that mission, they win the game.

# Agency

The other player acts as the Agency, tasked with killing the Burned Asset. The Agency will move the Director and multiple Agents across the city as they attempt to locate and kill the Burned Asset. If they succeed, they win the game.

## Components



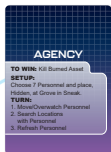
Burned Asset  
Reference Card



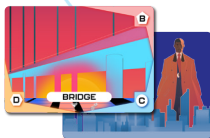
Burned Asset  
Location Cards (16)



Agent  
Cards (11)



Agency  
Reference Card



City  
Location Cards (16)



Wound Tokens (3)



Overwatch  
Tokens (7)



Equipment  
Cards (19)



Combat Cards (7)

## Important Terms

**Adjacent:** Two locations are adjacent if they share at least one color/letter. A location never counts as being adjacent to itself.

**Hidden:** Face-down. Only a card's owner may look at its face-down side.

**Revealed:** Face-up. Any player may look at a revealed card.

**Stunned:** While an Agent is Stunned, they can neither Move nor Search and cannot draw combat cards.


## Game Setup

Choose one player to be the Burned Asset and the other to be the Agency. Give each player the corresponding player references and cards.







Shuffle the combat cards and place them face-down within reach of both players.

Place the Overwatch and Wound Tokens within reach of both players.

## City Setup

**Quickstart:** For your first game, we recommend using the location cards with the  icon.

The City is your play area. It consists of City Location Cards, each of which has one or more color(s).

Choose **one** of the six map icons:      . Find all City and Burned Asset Location Cards with that icon, Return all other location cards to the game box. Give the Burned Asset Location Cards to the Burned Asset Player.

Place the selected City Cards face-up in the play area, organized by color/letter so that both players can easily see.

**Important Concept!** The position of City Cards on the table is not important, only their color(s)/letter(s) matters for adjacency.

Note: The Burned Asset will use their corresponding location cards to track their movements, to ensure their movements remain secret.

## Agency Player Setup

**Quickstart:** For your first game, we recommend choosing the Director, Body Double, and 5 Operatives

Secretly choose 7 Agent Cards. **You must take the Director and the Body Double**, plus 5 other Agents of your choice.

See page 10-11 for a list of Agent special abilities.

Place your 7 Agent cards face-down at the Grove, with the “Sneak” arrow pointing up (toward the Grove Location Card).



Agency Player setup showing  map and all Agents at Grove.

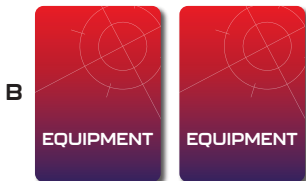
## Burned Asset Player Setup

**Quickstart:** For your first game, we recommend choosing the Trainee Kit.

**Secretly** choose your Kit from the list on page 15 and take the matching equipment cards. Return unused equipment cards to the game box. The equipment you choose will determine your strategy and how you interact with the City.

Choose one of your location cards **other than the Grove** to be your starting location. Place that card face-down on the "Sneak" side of your Player Reference Card.

Choose any two equipment Cards from your Kit to be your active equipment; place these face-down on the bottom edge of your Player Reference Card. This equipment will be available to you on your first turn. Place the rest of your equipment and location cards nearby.



*Burned Asset Setup:*

*A. Starting location, B. Starting active equipment cards*

## Gameplay

Players take alternating turns, starting with the Agency.

### The Agency Player's Turn

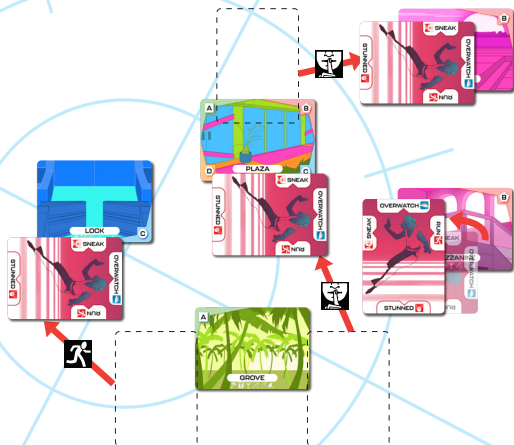
- 1) Move any number of Agent cards. Turn any Agents that did not move to "Overwatch."
- 2) Search each Location where you have at least one Agent (**Skip this step on your first turn of the game**).
- 3) Turn all Stunned Agents to "Sneak."

#### 1) Move Agents or Overwatch

You may move any of your non-Stunned Agents or instead rotate them to Overwatch at their current location. Stunned Agents may neither move nor Overwatch.

To move one of your Agents, place it at any new location. If the new location is adjacent to the Agent's previous location, turn the Agent to its Sneak side. If the new location is not adjacent to the previous location, turn the Agent to its Run side. Running increases range of movement, but it can expose Agents to attack.

Any Agent that did not move and is not Stunned is rotated to Overwatch. Overwatch allows an Agent to maintain visibility at its location by forcing the location card with the Overwatch Token to remain revealed. Make sure that when Agents are moved out of Overwatch that the Overwatch Tokens are removed.



In this example, the Agent moving from Grove to Plaza, and the Agent moving from Plaza to Terrace are turned to Sneak (location cards share a color/letter). The Agent moving from Grove to Lock is turned to Run because those locations do not share a color/letter. One Agent is shown staying still and turning to Overwatch.

**Remember!** Skip the Search step on the Agency's first turn.

## 2) Search

Search each location where there is at least one non-Stunned Agent. Finish searching one location before moving on to the next.

- The Burned Asset must reveal the matching location card (whether from deck, table, or beside the Reference Card.) This may reveal the Burned Asset's current or Aim location.
- If the location has a Trap Card on it, resolve the trap then remove the trap card from the game. For more information on traps, see page 12.



- c) If the revealed location has at least one Agent on Overwatch, place an Overwatch Token on that location. The location cannot be hidden again until the Overwatch Token is removed. Remove an Overwatch Token as soon as there is no Agent at that location turned to Overwatch.
- d) If the Burned Asset is at the revealed location, reveal each Agent at that location and draw a combat card for each Agent there.



*Example: An Agent searches the Dam. A Claymore trap is revealed and resolved first. If the Agent survives, they then reveal the Burned Asset and proceed with the attack.*

- e) For each "Hit" drawn, place a Wound token on the Burned Asset's Location Card. A location with a Wound token cannot be hidden. If you would place your fourth wound token, the Burned Asset is killed and you win!

**Remember!** Stunned Agents do not draw combat cards. Revealed Agents remain face-up for the rest of the game.

- f) Once all combat cards have been resolved, shuffle all combat cards into the deck.

### 3) Rotate each stunned Agent to Sneak

## Agent Special Abilities

**Director:** The Director is the Agency's shadowy leader. They can pose as a subordinate, but they must be protected at all costs! When the Director is killed, the game ends and the Burned Asset wins (unless the Body Double is still alive and hidden).

**Operative:** These are the backbone of the Agency's forces. They have no special rules.

**Body Double:** The Body Double's job is to give the Director one last chance at survival.

If the Director is Hit **and** the Body Double is still hidden:

- Reveal both the Body Double and the Director.
- Relocate the Director to the Body Double's Location.
- Remove the Body Double from the game.

The Director remains alive. This ability does not work if the Body Double is already face-up.



**Spotter:** Part of a hidden sniper team. Although the Spotter cannot fight directly, the Burned Asset takes a great risk by engaging them. The Spotter never draws combat cards. If the Spotter is removed from the game, the Burned Asset immediately takes 1 Wound. Place the Wound Token on the Burned Asset's current Location Card, whether it is visible or not. If the Burned Asset's current location is still hidden, it remains so until revealed normally.



**K-9:** This highly trained dog does not pose a direct danger to the Burned Asset, but it is very good at patrolling locations and sniffing out hidden traps. The K-9 begins the game revealed, and can never be hidden. The K-9 draws no combat cards, and it cannot Run or Sneak. Instead, you may move the K-9 to another Agent's location, where the K-9 immediately Overwatches. If a Trap Card is revealed at the K-9's location, remove the trap from the game – it has no effect.

## The Burned Asset Player's Turn

- 1) Use one of your active equipment cards
- 2) Move and aim
- 3) Select 2 new active equipment cards for the next turn

### 1) Use one of your active equipment cards

You may use **one** of your two active equipment cards. Each equipment card describes how it operates and if it has any requirements to use.

For most equipment (other than Traps), you must reveal the card and follow its effect(s).

The keyword "**Target (X)**" indicates equipment that can kill enemy Agents; such cards also specify which targets are valid. When an enemy is targeted, draw (X) cards from the combat deck. When X is 2 or more, the Burned Asset chooses which drawn card to use. You can only use one result. When there are multiple valid targets, you choose which one to attack.

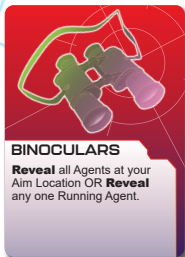
When a **Hit** Card is drawn, reveal the targeted Agent and remove it from the game. If the Director is removed, you win the game unless the Body Double is still alive and Hidden.

A **Miss** Card has no effect.

After all combat cards have been drawn and resolved, shuffle them back into the combat deck. If an equipment card reveals one or more Agents, they remain face-up for the rest of the game.

Most equipment cards will return to your hand after use. Those that don't will specify that they are removed from the game after use.

**Trap** Cards work differently from other equipment cards. When you use a Trap as your equipment for the turn, place it face-down on your current location or aim location Card (not the City Card). The Trap will stay at that location, even if you move. If one or more Agents search a trapped location, reveal the Trap and immediately resolve its effect. Then, remove that Trap from the game.



*Example: Equipment cards*

## 2) Move and Aim

You may move around the City, both to avoid being found and to find better positions for an attack. Movement is not mandatory.

To move:

- a) Shuffle all of your location cards together (including your current location card, any location card you were **aiming** at, and any location cards revealed by the Agency). **Do Not** shuffle locations with a Wound, Overwatch Token, or a hidden Trap – leave these on the table.

b) Choose a location card to become your new location. Place that card face-down, **unless** it was already face-up with a Wound or Overwatch Token.

- **If your new location shares at least one color or letter** with the location you just left, you **may** place the matching location card on the **Sneak** side of your reference card.
- **If your new location card shares no color or letter** with the location you just left, place the new location card on the **Run** side of your reference card. You **must** tell the Agency player your new location's color (if that location has multiple colors, announce only one of them).
- You may choose to move to a location that has an Overwatch, Wound Token or a trap on it.

c) Choose a new location card to be your new **Aim** location. **Aim** allows you to designate a specific location for future action. Keep this card face-down unless it is already face-up with an Overwatch or Wound Token on it.

- You may choose to aim at a location that has an Overwatch, Wound Token or a trap on it.

Wound Tokens are on their location forever;  
Overwatch Tokens are only there when there is still an Agent turned to Overwatch at that location.

### 3) Select active equipment

a) Shuffle both of your active equipment cards into the other equipment cards.

b) Choose **any two** equipment cards and place them face-down below your Burned Asset Reference Card to be your new active equipment.



*Example: Burned Asset playspace mid-game: A. Current location, B. Aim location, C. Active equipment, D. location face-up due to a Wound Token, E. location face-up due to an Overwatch Token*

## Endgame

If the Director is eliminated, the Burned Asset player immediately wins. If the Burned Asset would take their fourth wound, the Agency immediately wins. In the unlikely event that the Director and the Burned Asset die at the same time, neither player wins.

## Cheating

You may notice that it is possible for a player to cheat. For example, the Burned Asset could cheat by using a Sneak movement to go to an invalid location or lie about their current location card. While such behavior is possible, it defeats the point of this game; we suggest you don't play with people like that.

As long as both players trust each other, a verbal "didn't find anything" is sufficient when searching locations.

## Burned Asset Equipment Kits

### **Trainee: Learn and Balance**

Bolt-Action, Pistol, Knife, Smoke Bomb, Binoculars, Claymore

### **Silence: Hunt and Execute**

Bolt-Action, Silenced Pistol, Taser, Flashbang, Binoculars, Decoy, Camera

### **Soldier: Attack and Survive**

Battle Rifle, Pistol, Knife, Claymore, Trauma Kit, Tear Gas

### **Guerilla: Trap and Damage**

Battle Rifle, Pistol, Knife, Claymore, Smoke Bomb, Frag Grenade, Caltrops

### **Shadow: Escape and Evade**

Compound Bow, Silenced Pistol, Taser, Decoy, Flashbang, Smoke Bomb, Caltrops, Camera

### **Berzerker: Shock and Awe**

SMG, Hand Cannon, Claymore, Tear Gas, Smoke Bomb, Flashbang, Frag Grenade

## **Custom Kits**

To create your own Kit choose one card from each category below, plus one more card (for a total of seven cards).

### **Categories**

**Rifles:** Battle Rifle, Bolt-action, Compound Bow

**Sidearms:** Pistol, Silenced Pistol, Hand Cannon

**Close quarters:** Knife, SMG, Taser

**Grenades:** Flashbang, Frag Grenade, Smoke Bomb, Tear Gas

**Traps:** Caltrops, Camera, Claymore, Decoy

**Utility:** Binoculars, Trauma Kit



# STONE CIRCLE

## GAMES

**Stone Circle Games is:** Aaron Fennell, Emma Johnson, Matthew Kizner, Gary Mosman, Jonathan C. Teixeira Moffat

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**Note:** Icons come from game-icons.net and include "Ages", "Face to Face", "Flip Flops", "Fishing Pole", "Pineapple", "Shark Fin", "Palm Tree", "Peace Dove", "Mute", "Spy", "Trash Can", "Crosshair" by Delapouite, "Ghost Ally", "Martini", "Run", "Stopwatch", "Wolf Trap" by Lorc, "Knockout" by Skoll, "Card Discard" by Faithtoken

**Join the Burned Community onDiscord**  
**<https://discord.gg/trP2AGT>**