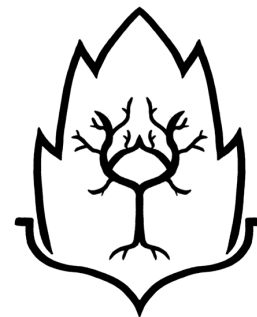


The Battle of Burnwood



Burnwood is a dangerous and mystical land with goblins, wolves, magical assassins and swashbuckling pirates. You are gang leaders in this realm, fighting for survival and completing Quests set forth by the King himself. However, it's a race to find the Objects and battling other players can be the least of your worries. Good luck.

CONTENTS



- The play map of Burnwood.
- 44 Character cards.
- 24 Quest cards.
- 18 Object cards.

You will need a standard 6 sided dice and a small token for each player to move around the board. You'll also need one extra token to act as a marker for the player waiting in AMBUSH.

SET UP



- Shuffle the Character cards and deal five to each player.
- Shuffle the Quest cards and let each player pick one randomly. (Keep your gang members and your Quest secret from the other players).
- Shuffle the Object cards and place all three Character, Quest and Object piles side by side face down on the table.
- Finally each player should place their own token at the Market Place to start. Don't battle just yet but decide who will go first.

For more tricks and tips, sneaky hints and cool combos check out our video play through where we sit down and play the game. We also discuss expansions and other alternative play styles that can lengthen play time and build an even more immersive world within the BATTLE OF BURNWOOD. Find us on Facebook @burnwoodboardgame

HOW TO WIN



The aim of the game is to be the first player to complete their Quest. Some require you to collect three Objects whereas others need you to take two Objects to a certain location.

TAKING YOUR TURN



Beginning at the Market Place, move clockwise around the board, each player takes a turn one after another. Your turn consists of two PHASES, both containing choices that can affect what happens next.

Depending on what you choose in PHASE 1, you need to use the dice in a certain way. All players must announce their choice before rolling, and complete PHASE 1 before moving onto PHASE 2.

PHASE 1

You are allowed 1 of 3 choices;

Either: a) **MOVE** then take **ACTION** or b) **MOVE DOUBLE** or c) **Wait in AMBUSH**

a) **MOVE then take ACTION**

Roll the dice to see how far you travel clockwise around the board, and then roll a second time to determine what your **ACTION** will be (see table below) The **ACTIONS** are explained in the section headed **ACTION SCENARIOS**.

1=DEFEND from one Character
2=TRADE
3=DEFEND from three Characters

4=FIND a new object
5=FIND a new object
6=STEALTH

b) MOVE DOUBLE

Simply roll the dice and double it. The result is how far you travel clockwise around the board. Sometimes the best thing to do is just run around to the Market Place as fast as you can.

c) Wait in AMBUSH

No roll necessary, choosing to “Wait in AMBUSH” allows you to stay in your current location to ATTACK the next player to arrive. Place the chosen AMBUSH token next to your player token. Players cannot pass you but must stop in that location and battle. If no one catches up to you by your next turn you can choose to either STAY or before rolling the dice state if you are going to MOVE then take ACTION or MOVE DOUBLE. Don’t forget to remove the AMBUSH marker. (Only one player can AMBUSH at a time, it is the only battle scenario where the arriving gang doesn’t choose the ATTACK)

ACTION SCENARIOS

If you chose MOVE then ACTION this is the place to understand what that means.

ROLLED 1 or 3 ~ DEFEND

If you rolled either a 1 or 3 for ACTION, bad luck, you now have to protect yourself against random Characters wandering this dangerous realm:

If you rolled a 1 ~ turn 1 Character card face up.

If you rolled a 3 ~ turn 3 Character cards face up.

To DEFEND yourself, you must beat each Character card’s highest number with a higher number of your own gang member in the same category.



Example:

Player Mark rolls a 1 for ACTION so he turns over MATILL RIVIERE (left) from the pile of character cards.

Her highest number is Strength 9. However, Mark has MURDOCK GREYCLAW (right) Strength 14.

This means that MURDOCK has DEFENDED and MATILL is knocked out. If Mark was unable to defend from MATILL he would have to sacrifice one of his gang members to be knocked out.

MATILL would then stay in that location until knocked out by a new arriving player.

In the event of a draw, the character card is knocked out and your gang member is considered exhausted until the end of battle. (If your whole gang is knocked out by Characters, then you are out of the game. Any Objects you were carrying, including your quest are dropped in that location, now guarded by the characters that beat you)

ROLLED 2 ~ TRADE

Trading is easy and optional, simply drop an Object you don’t want/need at your current location and pick up a new one from the top of the facedown objects pile. *If you have no Objects, then you can pick up a new one for free.*

ROLLED 4 or 5 ~ FIND

Congratulations you’ve found an Object in all this chaos, pick up a new one from the top of the facedown Objects pile and add it to your hand.

ROLLED 6 ~ STEALTH

Being stealthy means that your gang can sneak around unseen, it grants you safety for that turn if you land at the goblins, wolves, pirates, assassins or an AMBUSH attack. Also if you land at a location shared with another player you can take an Object for free.

PHASE 2

After PHASE 1, your options can depend on what and who else might be in your current location. It may be possible to do more than just one of the following options;

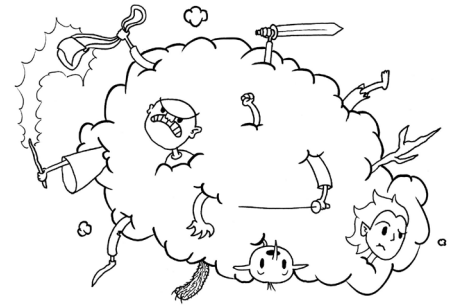
- Pick up any dropped objects.
- Use any of your objects.
- Attack another player at that location.
- Trade objects with a willing player at that location.
- Do nothing.

(Note that when automatically stopping at the Market Place, other alternative PHASE 2 options are available as listed on the play map or see MARKET PLACE.)

BATTLE

Back stab, surprise, weaken and destroy...how else do you expect to take the Objects you need?

In battle you are either the Attacker or the Defender, and there are two different types of battle; Player vs Character (see ACTION SCENARIOS) or Player vs Player.

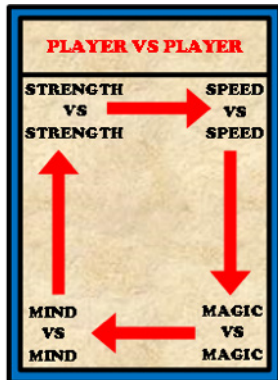


PLAYER vs PLAYER

When landing at a location shared by one or more other players, the arriving player has the option to Attack in PHASE 2 of their go.

As the Attacker, you get to choose which category the resulting battle begins with; Strength, Speed, Magic or Mind, from then on each round of battle will follow category clockwise order.

Gang members will battle one vs one in a series of rounds until all are either exhausted or knocked out. (An exhausted gang member is the winner of a round and is placed on the table in front of you, whereas a knocked out gang member is placed in a pile face up next to the character card pile).



The winner of battle is the player with the most remaining gang members; they can take an Object of their choice from the loser (and don't forget to gloat in glory.)

Example:

Player Hannah lands at the Waterfall where Player George ended his previous turn and Hannah decides to Attack.

Looking at the highest categories of her gang, Hannah says "Lets battle! I choose Magic for round one."

George cannot refuse so organises his gang and finds a member that has high Magic. "Ok let's go, 3...2...1...BATTLE!"

Both players place their first gang member down at the same time and round one begins. Having started with Magic, round 2 will be Mind, round 3 Strength, round 4 Speed and so on.

In this scenario, Hannah wins rounds 1, 3 and 4; George wins rounds 2 and 5. With all gang members exhausted or knocked out, Hannah wins the battle with three remaining gang members and takes the Dragon Tooth from George.

When more than two players are involved in the same battle it's referred to as a BATTLE ROYAL but the mechanics work just the same. If you run out of gang members in your hand before your opponent, pick up your exhausted gang members as necessary to finish the battle.

In the event of a draw, both gang members are considered exhausted.

Unfortunately if all of your gang members are knocked out in any battle, you are out of the game. Any Objects you were carrying including your Quest are given to the victor.

OBJECTS



Whether it's what you need to complete your Quest or not, Objects are very useful and can technically be used at any point during your turn. There are two different types of Object; drop and boost.

DROP OBJECTS

These can be used to strategically alter the most powerful moments of play. By dropping the Object in your current location it enables the described skill for a one time use. Want to avoid an unlucky dice roll, bring back a gang member lost in battle or fast travel your way to victory, drop Objects are worth hunting for.

BOOST OBJECTS

Having trouble with a more mediocre bunch of misfit gang members? Boost Objects provide that desired bump of power that might just tip the scales your way. The described boost is written at the bottom of the card and applies to your entire gang for as long as you hold that Object.

THE MARKET PLACE



Here is the most important location in Burnwood, offering gang rejuvenating opportunities and a well needed safe zone from battle. You begin in the Market Place and always automatically stop here when passing.

Upon landing, running or crawling your way back around to the Market Place, PHASE 2 of your go broadens to allow these extra following choices in addition to most of the regular list **excluding any form of battle**, however, you only have time to do one of these, so choose wisely.

TRADE ONE OBJECT: Simply drop an Object you don't want/need at your current location and pick up a new one from the top of the facedown objects pile. If you have no Objects, then you can pick up a new one for free.

REPLENISH GANG (MAX FIVE): Pick up character cards until you have five. You can never have a gang greater than five, it's like herding cats but these cats have swords and spells.

SWAP ONE GANG MEMBER: Place one gang member you don't want/need in the knocked out pile and pick up a new one...brutal.

FRESH FIVE: If your gang really aren't pulling their weight, dump whatever you have left on the knocked out pile and pick up five new gang members.



DANGER TRIANGLES



These locations are somewhere you don't want to hang around. Unfortunately if you land at any of the four DANGER TRIANGLES, luck will decide your fate. You must roll a 6 on the dice or suffer the loss of a gang member in the specific category as listed below:

WOLVES: Lose the gang member with lowest Strength.
PIRATES: Lose the gang member with lowest Speed.

GOBLINS: Lose the gang member with lowest Magic.
ASSASSINS: Lose the gang member with lowest Mind.

The only time you might want to be at a DANGER TRIANGLE is to complete a Quest, assuming that you have the desired Objects to do so.

THE SECRET TUNNEL



If Burnwood wasn't chaotic enough, there is a secret tunnel that was dug years ago between the Blacksmith and the Old Mill for quick retreating refuge from Easterly dangers. You are allowed to use it in either direction if you land/start your turn on either entrance to the tunnel.