

FIRE BRIGADE

THE REAL HEROES



RULES

You and your fellow players are members of the fire brigade, working together to rescue people from endangered areas and prevent the fire from spreading. Each of you will represent a fire squad, with special abilities that improve your team's chances to complete objectives and win a battle against an outrageous fire.



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COMPONENTS

List of components and Graphics:

4 x	Double-Sided Board	15 x	Motivation Cards	1 x	Water Screen Token
4 x	Miniature Fire Trucks	20 x	Event Cards	4 x	Broken Fire Truck Tokens
4 x	Squad Cards	80 x	Two-Sided Fire Tokens	1 x	Hospital Hex
4 x	Starting Hex	30 x	Inferno Tokens	1 x	Hospital Tile
2 x	Fire Dice	15 x	Citizens Tokens representing groups of civilians	9 x	Scenario Cards
5 x	Firefighting Ability Cards	3 x	Big Buildings	1 x	First Player Token
5 x	Utility Ability Cards	8 x	Medium Buildings	1 x	Reference Card
		12 x	Small Buildings		

OBJECTIVE OF THE GAME

Fire Brigade is a **cooperative game**. Its objective is to **save civilians** by rescuing and transporting them from endangered areas to the hospital. At the same time you try to **prevent buildings from burning down** and keep **the fire contained** by preventing the spread of a raging inferno.

If you and your team can't keep the fire contained and citizens get caught in the blaze, those citizens will be lost and **you won't be able to reach all your goals**. Still, though, be the best firefighter you can be, and improve yourself and your skills throughout the game with different modes and difficulties.

GAME MODES

This game can be played in **two modes**. In Normal mode (more family friendly mode) players try to save as many citizens as they can, while in **Expert mode** players must save all of the citizens or they lose the game. Read more about the differences between the two modes in the sections End of the Game and Scoring (pg. 10-11).



SETUP

When playing for the first time, remove all the tokens and pieces from the punchboards. Place stickers on wooden vehicles.

1. Decide whether you would like to play **Normal** or **Expert mode** (see End of the Game and Scoring, page 10-11).
2. Select a **Scenario** and find its **Scenario Card**.

Scenarios differ in difficulty. Each scenario has rules for different number of players.

The Scenario Card tells you **how many Buildings and Fire Tokens you should put on hexes with specific numbers**. You can choose any hexes on the board with those numbers as long as you follow the next two rules:

1. There should be **at least two Buildings and two Fire Tokens on each piece of the board**;
2. If possible: **buildings have to be at least two spaces away from the Hospital** (Buildings can't be adjacent to the Hospital).

See "Example of Scenario Card" below.

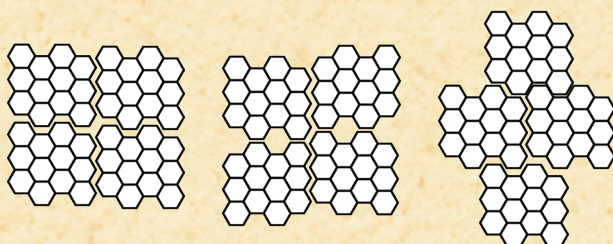
SCENARIO CARD	1	2	3	4	5
1	1x	2x			
2	1x	2x	1x		
3	3x	1x		1x	
4	2x	2x	1x	1x	1x
5	2x		1x	1x	

Scenario Card shows where you have to put Fire Tokens and Buildings at the beginning of the game. In this example the first row tells you that you have to put two Fire Tokens on one hex with number 1 and two Small Buildings on two different hexes with number 1. Continue in the same manner for all the other hex numbers.

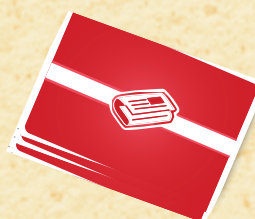
3. Take as many pieces as there are players and put them together in the center of the table randomly in any configuration as long as each piece is connected to at least two other pieces (except in a 2 player game).

- 2 players = 2 boards
- 3 players = 3 boards
- 4 players = 4 boards

You can find some examples of valid configurations below.



4. Shuffle **Event Cards** and put them face-down near the board within easy reach of all players. Do the same for **Motivation Cards**.



Event Cards



Motivation (Gift) Cards



6. Each player represents a Firefighting Squad. Give each player one **Squad Card** along with matching **Fire Truck Miniature** and **Starting Hex**.
- Shuffle **Firefighting Ability Cards** and deal one to each player.
 - Shuffle **Utility Ability Cards** and deal one to each player.

Put unused miniatures and cards back in the box.



Utility Ability Cards



Firefighting Ability Cards

7. Place the **Hospital Hex** on any hex with the number 2 and place the **Hospital Tile** near the board.

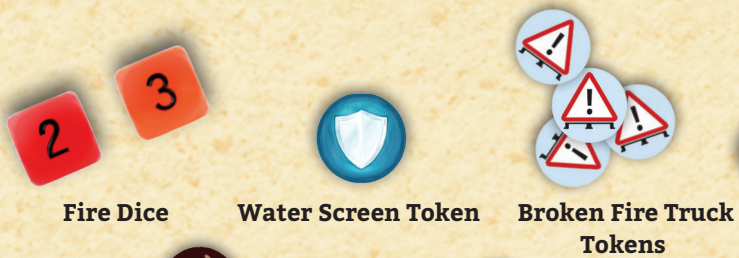
8. Put **Buildings into stands**.

- Place **Buildings** and **Fire Tokens** on the board according to the table on the **Scenario Card**.
- Place one **Citizen Token** beside each **Building** on the side without green edge.

If the Buildings on the stands make the situation on the board harder to see, you can instead put all the Buildings Tokens flat on the board without stands and lay Citizens Tokens on top of them. A green edge means the citizens have been evacuated. At the beginning of the game turn them on the side without the green edge. Citizens Tokens will be turned to the other side (the green-edged side) when they are evacuated.



5. Place two **Fire Dice** and **all the tokens** (Fire, Inferno, Water Screen, and Broken Fire Truck Tokens) nearby.



Fire Dice

Water Screen Token

Broken Fire Truck Tokens



Inferno Tokens



Fire Tokens

9. Each player chooses their starting position by placing their **Starting Hex** at the **edge of the board**, and on it their **Fire Truck Miniature**.

The Starting Hex has to connect to at least one of the hexes on the board. It should not connect only to the Mountain Hex.

10. The player who saw Firefighters in real life last becomes the first player and receives the **First Player Token**.



A GAME ROUND

You must **cooperate** to overcome the obstacles; you can only win as a group.

Each round is divided into three phases:

I. FIRE-SPREADING PHASE

II. EVENT PHASE

III. PLAYERS' ACTIONS PHASE



I. FIRE-SPREADING PHASE



Fire is an unpredictable phenomenon. The whole forest can disappear in the flames and houses can crumble. Various events and circumstances spread the fire around your village and the citizens will count on you and your team to keep them safe. Work together and do your job as well as you can! In every game there are some flammable points from which the fire spreads. In every turn you roll the fire dice, which determine how strongly the fire spreads during this turn.

1. ROLL FIRE DICE

The first player rolls the **two Fire Dice**. Add **both numbers** (referred from now on as **rolled number**). The rolled number determines which hexes will be additionally affected by the fire this turn.

Note that some rolled numbers are more common than others.

2. INTENSIFY THE FIRE

Add a **new Fire Token** with orange side face-up on **all already burning hexes** with a number **equal or higher to the rolled number**. Do not add Fire Tokens on hexes that already have the Inferno Token.

Already burning hexes are hexes with at least one red Fire Token.

3. SPREAD THE FIRE

Place **one new Fire Token** with the orange side face-up on **every hex that meets all of the requirements below**:

- is **not on fire** (does not have Fire or Inferno Tokens) AND
- the hex number is **equal or higher to the rolled number** AND
- is **adjacent to any already burning hex** (marked with at least one red Fire Token or with Inferno Token, regardless of hex number).

When all new Fire Tokens are added, **flip them from the orange side to the red one**.

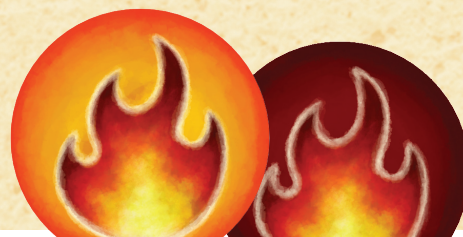
We recommend placing all the new tokens with the orange side face-up to distinguish old tokens from new ones. No more than one new Fire Token can be added on a single hex each turn. Never add Fire Tokens on the Hospital Hex.

4. CHECK AND MARK INFERNO HEXES

Check whether any of the hexes contains **four Fire Tokens** and **replace them with one Inferno Token**, which marks that the hex is ablaze. These hexes are from now on referred to as **Inferno Hexes**:

- **Buildings** on those hexes are **burned**. Take those buildings off the stand.
If you are playing without the building stands, you should take the Building Token of the burned building to the side off the board.
- If there are **Citizens** on those hexes, they are **lost**. Remove those Citizen Tokens from the game. If you are playing **Normal mode**, **continue** with the game. If you are playing **Expert mode**, **the game ends immediately** (go to End of the game section).
- **Fire Trucks** can't move over or end their movement on those hexes.
- **Fire Trucks** that are **already** on those hexes are **Broken** and therefore **unable to move or perform any other actions**. Place a **Broken Fire Truck Token** on them.

If a Fire Truck gets stuck on the Inferno Hex, the engines overheat and the Fire Truck breaks down. The Firefighters have to repair the Fire Truck, but cannot do so until the Inferno is contained.



Fire Trucks can be repaired in two steps:

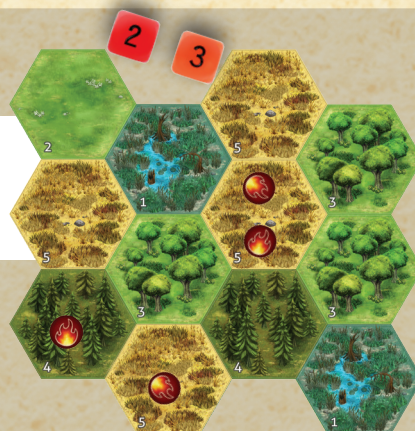
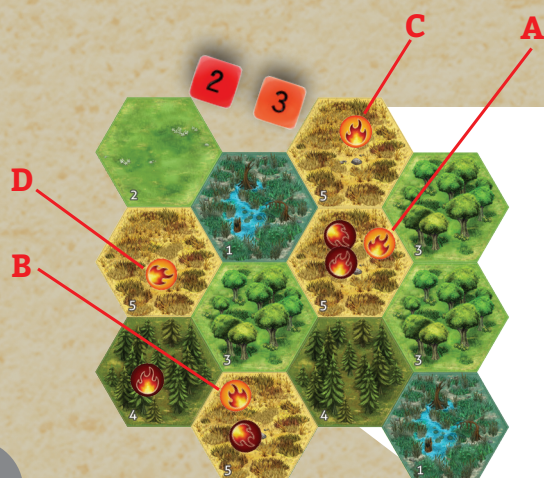
1. The Inferno on the hex with the Broken Fire Truck must be contained - there must not be an Inferno Token on the hex with the Broken Fire Truck. *Another Fire Truck has to come to the hex and perform an Extinguish action. The fire can also be extinguished by certain cards and events.*
2. On their turn, **Broken Fire Trucks can then perform as their first action, a Repair Fire Truck action** (removing a Broken Fire Truck Token). This action can be performed **only if the Fire Truck is not on an Inferno Hex**. After repairing the Fire Truck, it can **perform the rest of the actions normally**.

Example:

1

The picture shows the current situation on the board at the beginning of the Fire-spreading phase.

Roll Fire Dice: The first player rolled the numbers 2 and 3, so the rolled number is 5.



2

Intensify the fire: Tokens A and B, with orange side face-up, were added to all already burning hexes with the number 5.

Spread the fire: Tokens C and D with orange side face-up were added to all non-burning hexes with the number 5 that are adjacent to any already burning hex (marked with red tokens).

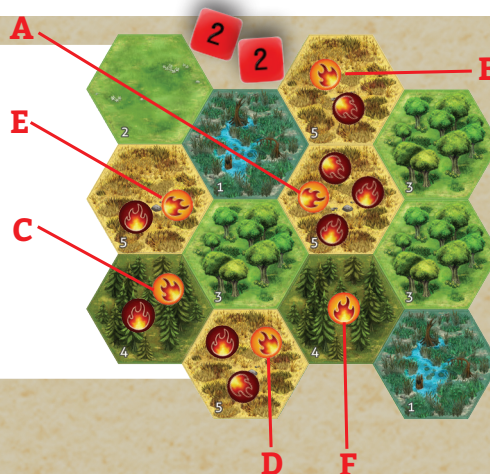
All the new tokens are then flipped to the red side (see the next picture). Players then continue with the Event and Players' Actions Phase. The First Player Token is then passed clockwise to the next player.

3

Roll Fire Dice: At the beginning of the next Fire-spreading phase, the first player rolled the numbers 2 and 2 (therefore the rolled number is 4).

Intensify the fire: Tokens A, B, C, D, and E with orange side face-up were added to all already burning hexes with the number 4 or higher.

Spread the fire: Token F with orange side face-up was added to the only non-burning hex with the number 4 or higher that was adjacent to any already burning hex (marked with red tokens).



4



All the new tokens are then flipped to their red side.

Check and mark Inferno tokens:

Since there are four fire tokens on position A, they are replaced with an Inferno token. The game then continues normally.



II. EVENT PHASE



Firefighters can't completely predict how the fire will be evolving. Unpredictable events can either work in their favour or not.

The first player **draws the top Event Card**, reads it out loud, and **if possible immediately changes the situation on the board** according to the instructions on the card.

Events can be positive, negative or both.

1. Title

2. Description

3. More information

BREAKING NEWS

During this round players can move over hexes with Inferno Tokens. They cannot land there.

New equipment

More information

What does protective equipment include?
A breathing apparatus, thermal clothing, chemical agents, radioactive substances, SCUBA suits, sturdy pants, a suit protecting against chemical substances, a fire protection belt, heavy duty gloves, leg guards, and a rescue rope.

III. PLAYERS' ACTIONS PHASE



The players take their actions **one after another in a clockwise order** starting with the first player. When all players perform their actions, the First Player Token is **passed clockwise** to the next player.

Each player has **3 Action Points (AP) each turn**. Player can select any combination of the actions listed on next page and may choose the same actions several times, unless stated otherwise. **Some of the actions are free** and can be performed at any time during player's turn. Those actions do not count towards the three action point limit.

Players are encouraged to share their ideas with each other. However, the player whose turn it is should decide what to do on their turn.

Note that **Broken Fire Trucks** (marked with Broken Fire Truck Token) can only perform **Repair Fire Truck action**. After the Fire Truck is repaired the player can continue with actions as normal (but only has two Action Points left).



List of all possible actions:

ACTIONS (1 ACTION POINT PER ACTION)

MOVE

Move the Fire Truck one hex in any direction. Fire Trucks can't move over **Mountains** (hexes with the number 0) and **Inferno hexes** (marked with Inferno Tokens) or end their movement there. Fire Trucks **cannot end their movement** on hexes **with another Fire Truck**, but can move over those hexes.

FIREFIGHTING ABILITY

Activate your Firefighting ability as described on your Firefighting ability card.

REPAIR FIRE TRUCK

Remove a Broken Fire Truck Token from your Fire Truck. This action can be performed **only if the Fire Truck is not on an Inferno Hex**.

EXTINGUISH FIRE

Remove one Fire Token **from your or an adjacent hex**. If that hex contains an Inferno Token, replace it with three normal Fire Tokens.

UTILITY ABILITY

Activate the Utility ability as described on your Utility ability card. It can be activated **only once each turn**. Some of the abilities are passive and do not require spending any action points.

EVACUATION

Evacuate Citizens from a building **on your hex** by putting the Citizens Token with the green edge face up on your Starting Hex. **When Citizens are evacuated, no additional actions are needed to move them.**

One Fire Truck can **carry up to three Citizens Tokens**.

FREE ACTIONS

RESCUE CITIZENS BY DROPPING THEM OFF AT THE HOSPITAL and then RECEIVE A MOTIVATION CARD

This is the game's main objective.

Rescue Citizens by dropping them off at the Hospital. This action can be performed **only if your Fire Truck is on the Hospital Hex**.

Note that if there is another Fire Truck on Hospital Hex, you cannot perform this action since you cannot end your movement there.

Place the rescued Citizens Token(s) on the Hospital Tile. When you rescue Citizens, you **receive a random Motivation Card**. The Card is placed face-up next to your Squad Card and can be used **immediately or** on any of **your subsequent turns**. **Each Player can only have one unused Motivation Card.**

Even if you rescue multiple Citizens (marked with multiple Citizens Tokens) in the same turn, you receive only one Motivation Card. If a player ever has more than one Motivation Card on their Squad Card, they choose which Card they would like to keep and then discard the other.

DROP OFF CITIZENS

Sometimes Citizens need to be dropped off so you or another Fire Truck can pick them up later. You can drop off already evacuated Citizens on your hex by **placing Citizens Token directly on the hex with the green edge face-up**.

PICK UP DROPPED OFF CITIZENS (who were already evacuated)

You can pick dropped off Citizens on your hex by placing Citizens Token with the green edge face up on your Starting Hex. One Fire Truck can **carry up to three Citizens Tokens**.

You cannot use this action to pick up unevacuated Citizens from the buildings. You can only pick up evacuated and dropped Citizens (those Tokens are placed directly on the board with green edge face up).

USE MOTIVATION CARD

Use the ability on the Motivation Card. After using it discard it face up on the side of the board.

Motivation Cards can be used immediately or on any of your subsequent action phases (unless stated otherwise on the card).

PASS

End your turn. You can pass at any point of your turn.

END OF THE GAME

When the game ends and whether you are victorious or defeated depends on the game mode. The main difference between the modes is that in the Expert mode you have to save all the Citizens to win the game.

NORMAL MODE

The game ends **immediately** after:

- **the last Citizen on the board is rescued** by being dropped off at the Hospital OR
- the last citizen was lost.

You are victorious! Go to the Scoring section to see how well you've done.

- **all the Fire Trucks are broken at the same time**

You are defeated. You can try again or lower the difficulty by selecting a different scenario.

EXPERT MODE

The game ends **immediately** after:

- **all the Citizens are rescued** by being dropped off at the Hospital.




You are victorious! Go to the Scoring section to see how well you've done.

- **a Citizen Token is lost** in the Inferno OR
- **all the Fire Trucks are broken at the same time**

You are defeated. You can try again or lower the difficulty by selecting a different scenario or try the Normal game mode.

SCORING

Add the points according to the table below and compare your score to the Score table on the next page to see how well you did securing the buildings and preventing the fire from spreading too much. You can try to beat your best score next time!

Building size		Building without Fire Tokens on hex	Building with Fire Token(s) on hex	Burned Building
Small		5 points	0 points	- 5 points
Medium		10 points	0 points	- 10 points
Big		20 points	0 points	- 20 points
- 1 point for every Inferno Token on the board.				

2 players		
Scenario 1 (easy)	Scenario 2 (medium)	Scenario 3 (hard)
25	35	55
20-24	25-34	40-54
15-19	18-24	30-39
10-14	12-17	20-29
9 or less	11 or less	19 or less



3 players		
Scenario 1 (easy)	Scenario 2 (medium)	Scenario 3 (hard)
30	65	75
20-29	50-64	55-74
15-19	35-49	40-54
10-14	20-34	25-39
9 or less	19 or less	24 or less



4 players		
Scenario 1 (easy)	Scenario 2 (medium)	Scenario 3 (hard)
60	100	120
45-59	75-99	95-119
35-44	55-74	75-94
20-34	30-54	35-74
19 or less	29 or less	34 or less



NORMAL MODE: - 1 ★ for every Citizens Token lost (down to minimum 1 ★).

★★★★★	Excellent, all-star team! Try a harder difficulty.
★★★★	Good work. With a bit of practice and luck, you will do great.
★★★	Great performance, but not everything goes according to plan.
★★	Average performance, you should try again.
★	You need more practice. Try again or change the difficulty.

SUMMARY

GAME FLOW

Every round consists of 3 phases:

I. FIRE-SPREADING PHASE (pages 6 and 7)

1. ROLL FIRE DICE

2. INTENSIFY THE FIRE

Add a **new Fire Token** on **all already burning hexes** with a **number equal or higher to the rolled number**.

3. SPREAD THE FIRE

Place **one new Fire Token** on **every hex** that meets **all of the requirements** below:

- is not on fire AND
- whose hex number is equal or higher to the rolled number AND
- is adjacent to any already burning hex.

4. CHECK AND MARK INFERNO HEXES

Replace four Fire Tokens with Inferno Tokens. Special rules for hexes with Inferno Tokens apply (**Buildings** on those hexes are **burned**, **Citizens** on those hexes are **lost**, **Fire Trucks** that are **already** on those hexes are **Broken** and are therefore **unable to move or perform any other actions**).

We recommend placing all the new tokens with the orange side face-up to distinguish old tokens from new ones.

No more than one new Fire Token can be added on a single hex each turn. Never add Fire Tokens on the Hospital Hex.

II. EVENT PHASE (page 8)

III. PLAYERS' ACTIONS PHASE (pages 8 and 9)

The players take action **one after another in a clockwise order**. Each player has **3 Action Points per turn** + any amount of actions that don't require action points. The First Player Token is then **passed left** to the next player.

Each round includes:

- 1 fire spreading phase,
- 1 event phase,
- All players' actions

IN ADDITION

To help players during the game, there is a Reference Card with all possible game actions listed. If you want an additional challenge, you can play with more playing boards than required (3 playing boards with 2 players, and 4 playing boards with 3 players). All the other rules stay the same.

Civilians that are placed next to a building generally have not been evacuated (placed on a side without a green edge). Evacuated citizens are placed with the green edge up, but can be still lost in the fire. Civilians are rescued only when they are left at the hospital.

For any questions, misunderstandings, and possible corrections to the rules visit the website www.valueaddgames.com/firebrigade or scan the QR code below.

FIRE BRIGADE board game

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