

Hotspot

Fire Brigades – printer friendly manual - version 2.4

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Components

- Game board depicting a grid of 11 by 11 hexagons
- 8 Fire Brigade pawns (2 for each of color)
- 4 Firefighting Airplane pawns
- Orange "Fire" Tokens
- Blue "Prevention Measures" Tokens
- Black "Scorched" Tokens
- 12 Asset cards (3 for each color)
- Decoration of Bravery cards (medals)
- Funds cards (money)

Setup

Each player represents a Fire Department Commander. Each Commander starts the game with one Fire Brigade. One Fire Brigade pawn is placed on their Commander's Fire Department hexagon. The pawn represents an entire squad of vehicles and firefighters.

The Region

The game board is 11 hexagons long and 11 hexagons wide.

Both axes at the game board are numbered as follows: 4 / 3 / 2 / 5 / 6 / 7 / 8 / 9 / 12 / 11 / 10. One axis is red, the other axis is white. Various types of hexagons exist:

| | |
|------------------------|---|
| Water and Mountain | Fire Brigades cannot move into this hexagon. Water and Mountain hexagons are Fireproof. |
| Countryside (Farm) | This hexagon is Fireproof. (Fire does not spread rapidly here and is easy to be contained.) |
| Town | A Town hexagon has 4 Hot Spots. Fire spreads slow in these open neighborhoods. |
| City | A City hexagon has three Hot Spots. Fire spreads easy in these dense neighborhoods. |
| Forest | A Forest hexagon has only two Hot Spots, when it catches fire this rapidly results in an Inferno. Get there FAST! |
| Warehouse and Refinery | The Hot Spots on these hexagons have an Explosive symbol. Special 'Explosion' rules apply when this becomes an Inferno. |
| Fire Department | The Fire Brigades are based at these HQ hexagons. Fire Departments are Fireproof. |

Hot Spots

Some hexagons contain square marks on which you can place various tokens. These are called **Hot Spots**. A hexagon without any Hot Spots is called **Fireproof**.

Game Flow

The Commanders have 5 years to prove they are worthy firefighters for the region. Each game Round (or year) has four Phases. The *Firefight Phase* contains several Turns. Turns rotate between all players and the board until all fires are out. Then the year ends after the *Year Result Phase*.

Each Round has following Phases:

1 - Funding Phase

All Commanders receive Basic Funding. You can buy new Assets now.

2 - Hazard Phase

Fires start across the region. (Consult the Year Table.)

3 - Firefight Phase

Turns rotate clockwise. The board gets a Turn after each player has done her/his action(s).

4 - Year Result Phase

The Firefight Phase ends when all fires are out. If this was the 5th year, then the players win the game!

1 - Funding Phase

At the start of each Round (or year) every Commander receives funds equal to a **base amount**. (Further bonuses can be achieved in the Firefighting Phase.) These funds can be invested in new Assets during any Funding Phase. Funds can be shared with other Commanders if they agree to do so.

| # Players | Basic Funding |
|--------------|---------------|
| 1 Commander | 60 Funds |
| 2 Commanders | 30 Funds each |
| 3 Commanders | 20 Funds each |
| 4 Commanders | 15 Funds each |

Achievement Bonus

A Commander receives 1 'Decoration for Bravery' and 10 Funds when her/his Fire Brigade or Airplane Extinguishes the last Fire Token from an isolated fire. The **maximum amount of Decorations** a Commander can earn in one Firefighting Phase is equal to **6 minus the amount of players**.

Assets

| Type | Cost | Limit | Rules |
|------------------------------|-----------|-------------------------|---|
| Central Fire Alarm | 30 Funds | 1 per Commander | Your Emergency Range is expanded by 1. |
| Tank Wagons | 40 Funds | 1 per Commander | You remove 2 Fire Tokens from the same hexagon when Extinguishing. (You cannot choose to remove only 1 Fire Token for competitive reasons if more fire is present.) |
| Large Fire Trucks | 50 Funds | 1 per Commander | Your Fire Brigades can move up to 2 hexagons (even when not in your Emergency Range). |
| Prevention Measures | 60 Funds | Unlimited | Create an extra Fireproof hexagon by putting blue tokens on the Hot Spots. (60 Funds per hexagon.) |
| Backup Fire Brigade | 70 Funds | 2 per Fire Department | You receive a second Fire Brigade pawn. |
| Firefighting Airplane | 80 Funds | 1 per Commander | Starts movement at any water hexagon. Base it there during the Funding Phase. |
| Reconstruction | 90 Funds | Unlimited | Remove all Scorched Tokens from one hexagon. |
| Extra Fire Dpt. | 100 Funds | Vacant Fire Departments | Receive one extra Fire Brigade of matching color there for free. All your other Assets apply to this Fire Brigade too. |

Firefighting Airplane Asset

When purchasing a Firefighting Airplane you must specify its base of operations during the Funding Phase. To do this, put the Airplane pawn at any Water hexagon. This will remain its base of operations for this year. Firefighting Airplanes can move up to three hexagons during your turn. When the Firefighting Airplane is at any hexagon with fire then immediately Extinguish all Fire Tokens there and put the Firefighting Airplane back at its base of operations.

Random Locations

Specifying **one random hexagon** on the board:

Roll two white dice and two red dice together (4 D6). Use the results as coordinates on the board.

Specifying one **random adjacent hexagon**:

Put one red dice at any adjacent hexagon. Roll 1 white dice, start counting clockwise at the hexagon with the red dice.

2 - Hazard Phase

Randomly* generated fires break out in the region during the Hazard Phase. Put one Fire Token there. (Roll 2 red D6 and 2 white D6.) Consult the table below to see how many fires break out.

| Year (Round) | Amount of Fires |
|--------------|--|
| 1 | Random Fires equal to the amount of Commanders - 1 (Minimum 1, reroll for Fireproof hexagons) |
| 2 | Random Fires equal to the amount of Commanders |
| 3 | Random Fires equal to the amount of Commanders + 1 |
| 4 | Random Fires equal to the amount of Commanders + 2 |
| 5 | Random Fires equal to the amount of Commanders + 3 |

* In Year 2 and further, when starting a fire at a Fireproof hexagon (e.g. Water) then use the 'Blaze' rule.

Blaze

Add one Fire Token to the closest fire. If no Fire Token can be placed this way, then use the special rule 'Water Shortage'. Note: Do not use 'Blaze' for Round 1. Reroll the 4 D6 instead.

Water Shortage

The Assets 'Firefighting Airplane' and 'Tank Wagons' are useless because it didn't rain for months. Ignore all their effects this Year (or Round).

For each time you roll another 'Water Shortage' result this Year you must draw one Backdraft card.

3 - Firefight Phase

Players decide among themselves who takes the first Turn at the start of a new Firefight Phase. The Commander with most 'Decorations for Bravery' has the final say. Then all Commanders take their Turn clockwise. The board gets a Turn after all players have taken their Turn. (Resolve Backdraft cards at the start of the board's Turn.)

Commander's Turns

A Commander can perform **one Action with each of his Fire Brigades**. Possible Actions are either 'Move' or 'Extinguish'.

Extinguish:

This means removing one Fire Token from the hexagon where that Fire Brigade is located at.

Move:

Your Fire Brigade that starts its turn in your Emergency Range, can move to any hexagon also in that same Emergency Range.

Or, once per 'Move' Action a Fire Brigade can move to an adjacent hexagon if that hexagon is outside your Emergency Range. (You can also choose to remain where you are without moving.)

Firefighting Planes can also be moved during their Commander's Turn.

Emergency Range

All hexagons adjacent to your Fire Department (HQ) are considered to be your 'Emergency Range'.

Under Control

The hexagon with a Fire Brigade present, and all adjacent hexagons are considered 'Under Control'. No new Fire Tokens can be placed there (except by an Explosion).

Board's Turn

Step 1: Check for Scorched earth

Step 2: Burn!

Step 3: Wildfire!

Step 4: Explosion

1 - Scorch

Any Inferno that is not *'Under Control'* now becomes **Scorched if it is surrounded by other Infernos, Scorched hexagons and/or Fireproof hexagons**. Replace the Fire Tokens with Scorched Tokens. A scorched hexagon blocks movement for Fire Brigades and cannot take Fire Tokens and is now Fireproof. (Any hexagon with all its Hot Spots filled with Fire Tokens is called an 'Inferno'.)

Losing It

The players lose the game if there are **'10 minus the amount of players'** Scorched hexagons.

2 - Burn!

Fire is represented by Fire Tokens. Each hexagon has a number of squares called Hot Spots.

During the board's turn, **add one Fire Token to each hexagon that is on fire**. (A hexagon with one or more Fire Tokens is considered 'on fire'.) Do not place Fire Tokens on a hexagon that is 'Under Control' by a Fire Brigade. Infernos cannot take more Fire Tokens. (A hexagon where all Hot Spots are filled with Fire Tokens is called an 'Inferno'.)

3 - Wildfire!

Each hexagon with **no Fire Tokens AND adjacent to an Inferno**, now receives one Fire Token. As soon as a hexagon receives one Fire Token, it cannot receive more this way.

4 - Explosion

When an Inferno is present at a hexagon with Explosive Hot Spots then each hexagon adjacent to this Explosive Inferno receives one Fire Token REGARDLESS of hexagons 'Under Control'. (Explosion is a special kind of Inferno.)

Winning

When Round 5 is successfully completed, then the Commander with most *'Decoration for Bravery'* cards wins the game. The honorary mentions go to all other Commanders for efficiently protecting the region! (Before the game starts you can optionally choose not to play with *'Decorations for Bravery'*. Then all players win if they survive the fifth year.)

Backdraft

Two different card decks are included in the game; the *'Luck deck'* with positive game effects and the *'Backdraft deck'* with negative game effects. A Commander may choose to draw a *Luck card* during her/his Turn and apply the effects. The **maximum limit** of *Luck cards* that can be drawn between the Board's Turns **equals the amount of players**. At the start of the Board's Turn an amount of *Backdraft cards* are played equal to the amount of *Luck cards* drawn in the players' last turns.

Procedure: when drawing the top card from the Luck deck, also draw the top card (without looking at it) from the Backdraft deck and put it face down next to the board. Immediately apply the effects one by one at the start of the Board's Turn. All cards are discarded after use.

The base game has 15 Luck cards.

| | Card Name | Result |
|----|------------------------------|---|
| 1 | Cloudburst | Keep this card to use and discard at any moment during your turn. Extinguish all fire from any one hexagon. |
| 2 | Clearing | Keep this card to use and discard at any moment during your turn. Extinguish all fire from one Forest hexagon. |
| 3 | Sprinklers | Keep this card to use and discard at any moment during your turn. Extinguish all fire from one City hexagon. |
| 4 | Civil Guard | Keep this card to use and discard at any moment during your turn. Extinguish all fire from one Town hexagon. |
| 5 | Fire Drill | Extinguish all fires from all hexagons 'Under Control' by ONE of your Fire Brigades. Do not receive bonus Funds for this. |
| 6 | Sudden Rainshower | Immediately remove one Fire Token from every hexagon. |
| 7 | Shortcut | Keep this card to use and discard at any moment during your turn. Move (again) any one Fire Brigade up to 2 hexagons. |
| 8 | Rain | During the next Board Turn, ignore the rules for 'Burn!' and 'Wildfire!'. |
| 9 | Thawing | During the next Board Turn, ignore the rules for 'Burn!'. |
| 10 | Wind Drop | During the next Board Turn, ignore the rules for 'Wildfire!'. |
| 11 | Volunteers | Play this card in the Board Turn during the 'Burn!' step to consider 1 hexagon and all adjacent hexagons 'Under Control'. |
| 12 | Extra Budget | Immediately receive 20 Funds. |
| 13 | Resistant Environment | Choose a hexagon without fire and not Scorched. Put Security Measures Tokens there. |
| 14 | Rewarded Career | You receive one 'Decoration for Bravery'. |
| 15 | Finest Team Award | Immediately play this card open next to the game board. The next Commander who receives a bonus adds 25 Funds to that bonus. (Do not discard this card until the next Funding Phase.) |

The base game has 15 Backdraft cards.

| | Card Name | Result |
|----|---------------------------|---|
| 1 | Pyromaniac | A pyromaniac ignites two new fires at random hexagons. Roll the 4 dice twice. (Blaze rules do apply.) |
| 2 | Collapse | All Cities that are on fire now become Scorched. |
| 3 | Campers | Roll for a random hexagon. If this is a Forest then put one Fire Token there (if no Prevention Measures present). |
| 4 | Roadblocks | Fire Brigades do not move in their next Turn. |
| 5 | Rekindle | One Scorched hexagon furthest away from all Commanders rekindles. Replace the Scorched Token(s) with one Fire Token. |
| 6 | Lightning Strike | A lightning bolt ignites a new fire at one random hexagon. Roll the dice now. (Blaze rules do apply.) |
| 7 | Short Circuit | Roll for a random hexagon. If this is a Town or Village then put one Fire Token there (if no Prevention Measures present). |
| 8 | Underground Spread | Pick a random hexagon. If this is within 2 hexagons from a fire, then put 1 Fire Token there (if no Prevention Measures present). |
| 9 | Plane Crash | The player with least Decorations must choose 1 Airplane to remove from play. Put 1 Fire Token at the hexagon if possible. |
| 10 | High Winds | Fire Brigades do not have hexagons 'Under Control' in this Board Turn. |
| 11 | Pressure Drop | Fire Brigades cannot Extinguish in their next Turn. |
| 12 | Strike! | Leave this card in play. Fire Brigades cannot move until 20 Funds are deposited at this card. Then discard this card. |
| 13 | Line Break | Leave this card in play. The next Extinguish action fails and its results are ignored. Then discard this card. |
| 14 | Economic Crisis | Leave this card in play. Commanders receive no basic Funds in the next Funding Phase. Then discard this card. |
| 15 | Gas Explosion | Roll for a random hexagon. If Fire Tokens are there, then remove them and put Scorched Tokens in place. |

Glossary

| | |
|-------------------------|--|
| Bonus: | For extinguishing an isolated fire a player receives 10 Funds and a 'Decoration for Bravery'. |
| Decoration for Bravery: | The player who collects most of these wins the game IF the board does not defeat the players. |
| Emergency Range: | All hexagons adjacent to a player's HQ, including the HQ. |
| Emergency Range +1: | All hexagons adjacent to the basic Emergency Range are now included also. |
| Explosion: | This is a special kind of Inferno. It also spreads fire to adjacent hexagons that are already on fire. |
| Fire Brigade: | This team of firefighters and vehicles is represented by a pawn. |
| Fireproof: | A hexagon without any Hot Spots. |
| Funds: | Funds are virtual money. |
| Inferno: | Any hexagon with all its Hot Spots filled with Fire Tokens. |
| Isolated Fire: | Fire Tokens at a hexagon that is not adjacent to other fires. |
| Wildfire!: | Wildfire! only adds maximum one Fire Token and to empty hexagons only. |