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FIREFIGHTERS ON DUTY

Components

6 Vehicle miniatures

- 4 Fire Engines (4 colors)
- 1 Water Truck
- 1 Civilian Transporter

64 Wooden tokens

- 52 Fire
- 8 Fire Hose
- 4 Fire Axe
- 8 Firefighter
- 10 Civilian
- 12 Injured Person

26 Cardboard Tiles

- 8 Double-Sided City Blocks
- 4 Fire Hydrants
- 4 Fire Engines
- 1 Water Truck
- 1 People Carrier
- 2 Fire Stations
- 1 Gathering Point
- 3 Burned Down Areas
- 1 Hospital
- 1 Track

92 Dice

- 80 Water
- 4 All-Purpose
- 8 Action

72 Cardboard tokens

- 10 Debris
- 10 Explosive Substance
- 10 Fuel Tanks
- 10 Electricity
- 12 Extinguish Difficulty
- 1 Round
- 1 Negative Point

56 Cards

- 23 Events
- 16 Distress Calls
- 4 Hazards
- 4 Fire Axes
- 4 Electricity Shut-offs
- 4 Player Aids

2 Rulebooks

- 1 Main Rules
- 1 Scenario Booklet



Component Breakdown




City Tiles

Firefighters on Duty comes with 8 double-sided City tiles. These tiles are used to form various maps. Each different Scenario you play, dictates which tiles are going to be used, as well as the side and orientation each one will have.



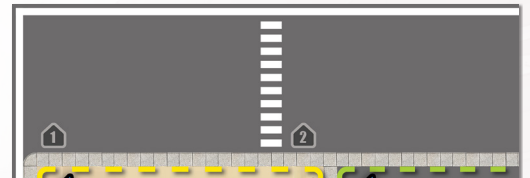
Both **Roads** and **Areas** are considered **Spaces**. Each **Space** features its own **Space Number** which is used in various way during Scenario Setup, Events etc. While **Roads** are accessible to both **Firefighters** and **Vehicles**, only **Firefighters** may enter **Areas**. Each **Area** is surrounded by a dashed colored border. The color of that border indicates that **Area's Type**.

Area Types

-  Green **Areas** include more residential buildings and often have higher population numbers.
-  Yellow **Areas** feature weaker structure which have a higher chance of collapse during disasters.
-  Red **Areas** include more Industrial buildings and have increased flamability.

Roads

Roads Spaces are separated by white lines and white pedestrian crossings. They are also separated from **Areas** by pavements.



Every **City Tile** has a its own letter in order to be easily recognized. The front side of each City Tile features that letter in white, while its back side features the same letter in black. Furthermore each City tile has every Space on it numbered. This allow player to easily follow Setup instructions or Events that occur, making every Space in the game unique. For example **A2**, **C4**, **E5**, **G7**, describe unique locations within the city.

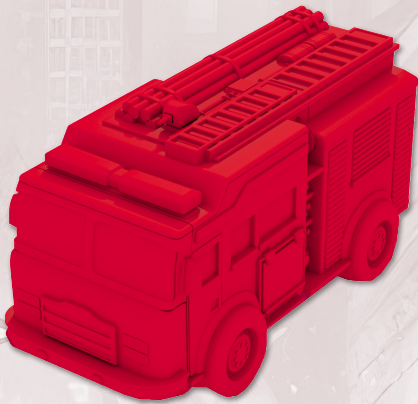
Vehicles & Vehicle tiles

Each vehicle in the game is represented by a miniature as well as a card board tile. There are two types of vehicles:

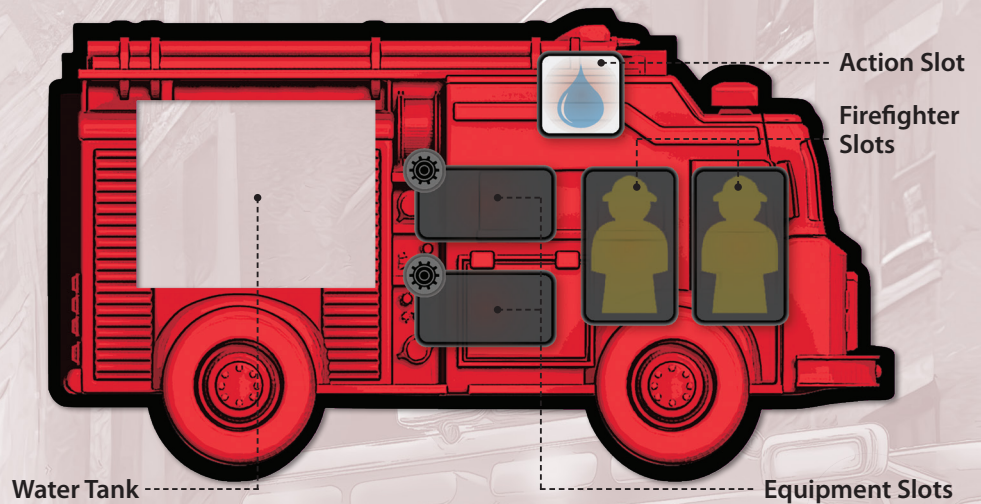
Player Vehicles

Firefighters on Duty comes with **4 Fire Engine** player vehicles. During Setup, each player chooses a color to play with. Throughout the game, each **Fire Engine** may only be moved by the player who has chosen that color. Loading and unloading each **Fire Engine** with Firefighters, Equipment etc. may also only be done by the player who own it.

Fire Engine Miniature



Fire Engine Tile



Each **Fire Engine** can carry a maximum of **12 Water**. Water is represented by **blue dice** and each die counts as **1 Water**. To do so, the Water must be properly arranged within the **Water Tank** when being loaded. If any Water is left outside the **Water Tank** after being loaded, is considered spilled and must be returned to general supply. To avoid wasting time properly arranging **Water**, player may choose the load less water into the **Tank**.

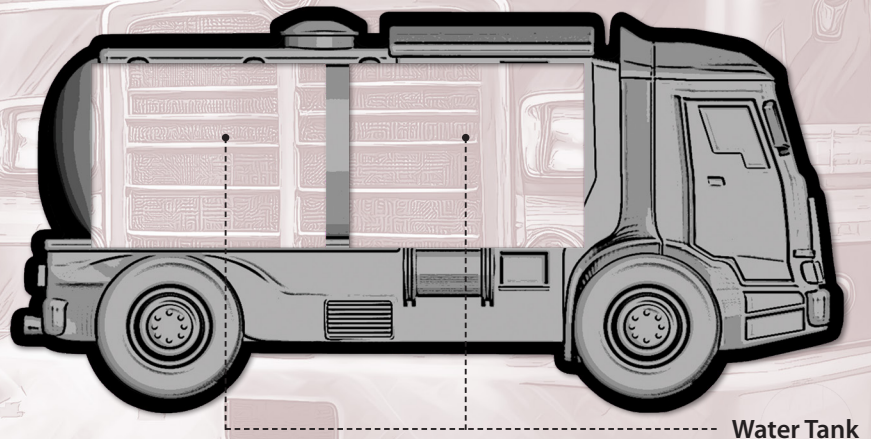
Common Vehicles

Firefighters on Duty comes with **2 Common Vehicles**, a **Water Truck** and a **People Carrier**. Contrary to **Fire Engines**, these Vehicles may be moved by **any** Player.

Water Truck Miniature



Water Truck Tile

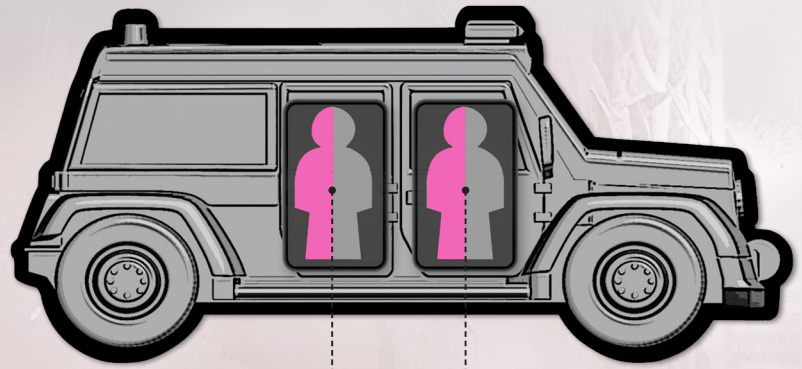


The **Water Truck** is a **Common Vehicle** that can carry a large amount of **Water**. Each of its two Tanks can hold up to **12 Water**. Water may be loaded and unloaded to the **Water Truck** by any Player.

People Carrier Miniature



People Carrier Tile



Civilian/Injured People Slots

The **People Carrier** is a **Common Vehicle** that can carry up to 2 Civilians or Injured People. Civilian and/or Injured People may be loaded or unloaded on the **People Carrier** by any Player.

Vehicle Movement and Operation

Vehicles may only be moved on **Roads** and no more than one Vehicle may occupy a Road Space. Vehicles may only move from a **Road** to another **Road** that is orthogonally adjacent. **Vehicles** may not move diagonally.

An exception to the limitation above, is the Road Space within each Fire Station which can hold any number of Vehicles at the same time.



Fire on a **Road Space**, may only be extinguished by a **Fire Engine**, not a **Firefighter**. (see *Extinguish Action on Page xx*)

Dice

Firefighters on Duty features **3** types of dice:

Water Dice

Water dice are used during the Action Phase, when attempting to extinguish **Fire**. (see *Extinguish Action on Page xx*)



All-Purpose Dice

All-Purpose dice are used throughout the game whenever rolls are required to determine outcomes such as Equipment Use, Fire Spread etc.



Action Dice

Action Dice are used during the Action Phase and allow Players to perform various Actions. (see *Action Phase on Page xx*)



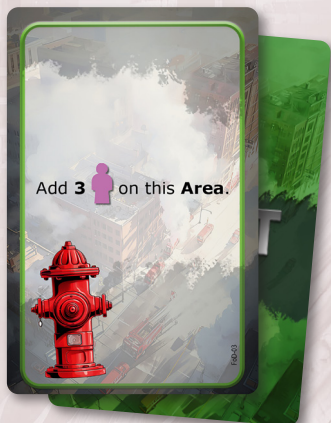
Cards

Within Firefighters on Duty, you will find the following types of cards:

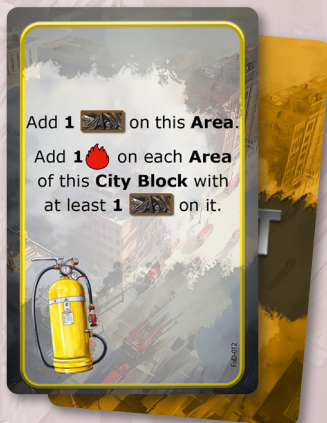
Event Cards

Whenever an Area that is on Fire, reaches a Critical level, an Event card determines what happens next (*see Area at Critical Level on Page xx*).

Green Area Event



Yellow Area Event

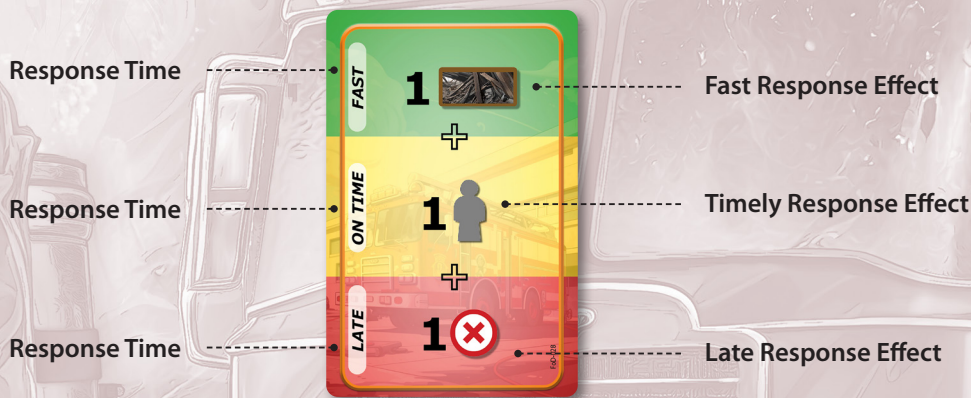


Red Area Event



Distress Call Cards

Each Scenario indicates a number of Distress Calls Players must respond to during the game. By responding faster, players are able to reduce the severity of each Distress Call (*see Distress Calls on Page xx*).



Equipment Cards

During Scenario Setup, players receive a number of Equipment cards allowing them to perform Actions during the game. (*see Equipment on Page xx*).



Hazard Cards

Hazard cards feature various Hazards players must take into account during the game to successfully extinguish fires or prevent unfortunate effects from taking place. These cards are used as a way to randomize the type of tokens that must be added on a Space during Setup or during the game. (see *Hazard on Page xx*)

Corresponding
Hazard Token



Tiles & Tokens

Firefighters on Duty features various tiles and tokens that play different roles within the game:

Fire Stations

Road Space
(Unlimited Capacity)



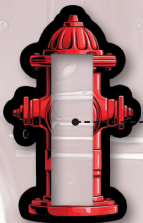
Fire Station's Water
Reserve

Hospital



Injured People
Unloading Space

Fire Hydrant



Water Storage

Evacuation Point



Burned Down Area



Debris



Distress Call



Extinguish Difficulty



Hazard Tokens



Gas Tank



Explosive Substance



Thick Smoke



Electricity

Track Tile

The Track tile features two different tracks. The Round track and the Negative Points track.



Wooden Tokens

Firefighter



Civilian



Injured Person



Fire Hose



Fire Axe

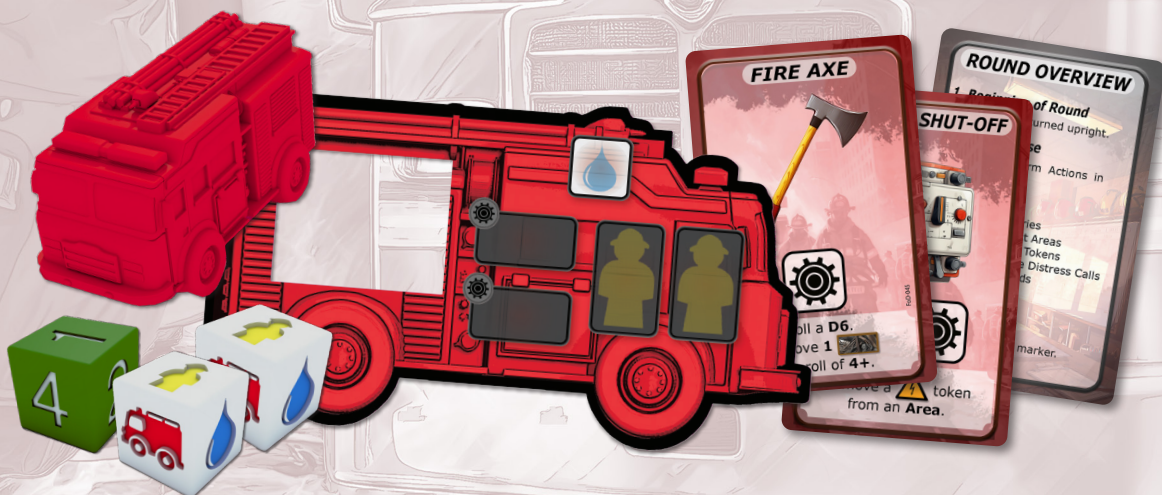


Fire



Setup

At the start of the game, players choose which **Scenario** they want to play from the **Scenario booklet** and decide the **Speed Difficulty level**. They form the Game Board in the middle of the table by placing the **City tiles**, **Fire Station tiles** and **Hospital tile** on the position and orientation instructed by the chosen **Scenario**.



- 1 Each Player chooses a color and receives the corresponding **Fire Engine miniature**, **Fire Engine tile**, **2 Action dice** and **1 All-Purpose die** as well as a **Fire Axe**, an **Electricity Shut-off** and a **Player Aid card**. They place their **Fire Engine miniature** on one of the available **Fire Stations** and everything else in front of them. Each player takes **12 Water** (small blue dice) and fills up the water tank of their **Fire Engine**.

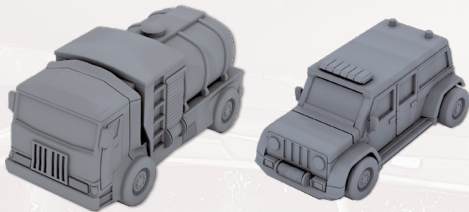
- 2** Separate the **Event** cards into 3 piles based on their background color (green, yellow, red), shuffle each pile and form 3 decks. Place those decks next to the Game Board. Shuffle all **Distress Call** cards and all **Hazard** cards and form 2 decks. Place those decks next to the Game Board as well.



- 3** Take all remaining **Water** (small blue dice) and make a pile close to each **Fire Station**. Whenever **Water** is used to extinguish **Fire**, return that **Water** to one of those piles.



- 4** Take the **Common Vehicles** (grey color) and place them in their starting spot:
 The **Water Truck** starts in one of the available **Fire Stations** (players' choice).
 The **People Carrier** starts in the **Hospital**.



Place the **Water Truck** and **People Carrier Tiles** next to the Game Board where Players can reach them.

- 5** Take all **Fire** tokens and make a pile close to the Game Board. **Fire** that gets extinguished should be returned to that pile.



- 6** Take all **Fire Hose** and **Fire Axe** tokens and place them on the available **Fire Stations**. Divide them between the **Fire Stations** freely.



This is a setup example for 3 Players.



7 Take all **Civilian** and all **Injured Person** tokens and form two piles close to the Game Board.

8 Take all **Firefighter** tokens and place them on the available **Fire Stations**. Divide them between the **Fire Stations** freely.

Whenever a **Firefighter** becomes **Injured** (gets replaced by an **Injured Person** token), return the **Firefighter** token to one of the available **Fire Stations**.

9 Place the **Fire Hydrant** tokens on the spots indicated by the **Scenario** you have chosen. Fill up each **Fire Hydrant** with 4 **Waters**.

Gameplay

Game Phases

A game of Firefighters On Duty is played over a maximum of **6** Game Rounds. Each Game Round is broken up into the following Phases:

Start of Round Phase

During this phase, re-fill all **Fire Hydrants** to their full capacity (**4 Waters**) if needed. All **Inactive Fires** are turned upright, and become **Active**. At this point, Players may discuss and co-ordinate on their strategy. Once ready, they may begin the **Action Phase**.

Action Phase

For this Phase, take a digital timer or cell phone with a timer feature and set it to a 2-minute countdown. During this phase, players have two minutes of real-time gameplay during which they must perform as many actions as possible. They do that using their two Action Dice, rolling them as many times they want. Each die features 4 symbols. Whenever the player rolls one of those symbols, they may perform the corresponding action.

Here is the list of Actions a Player can perform during the Action Phase:

Dice Actions

Move Vehicle

Each time a player rolls this symbol, they may move their own **Vehicle** or any **Common Vehicle** to an Adjacent **Road**.

Important: Vehicles may not move to a **Space** already occupied by another **Vehicle**. They can however be moved to a **Space** that contains any number of **People**.

Vehicle Damage: During the **Fire Phase**, a **Vehicle** may get damaged. To showcase this, place a **Fire** token on that **Vehicle's** tile. If a damaged **Vehicle** gets damaged again, it is removed from the game.



Water

Each time a player rolls this symbol, they may perform one of the following Actions:

Increase Water Reserve: With this Action, a player takes **1 Water** (small blue die) from the general supply and adds it to a **Fire Station's Water Reserve**.

Note: If there is no more available **Water** in the general supply, this action may not be performed.

Extinguish: When performing this action, a player must take the die with the water symbol and place it on the Action Slot on their **Fire Engine Tile**, initiating the extinguish process. Then, they take any number of **Water** (small blue dice) from their **Fire Engine**, nominate the **Space** they wish to extinguish and roll the chosen number of dice with a single roll.



In order to perform an **Extinguish Action** on a **Road**, the **Fire Engine** of the player must be on that **Space**. In order to perform an **Extinguish Action** on an **Area**, the presence of a **Firefighter** as well as a **Fire Hose** is required on that Area. In addition, a Player's **Fire Engine** must be present on an Adjacent **Road**.

Each **Area** features a **Water Roll Requirement**. A roll of 4 or more will successfully extinguish one **Fire** on an Area with a 4+ requirement. For each successful roll, one Fire token may be removed from that **Area**. Once the results have been resolved, the process can be repeated again by once more nominating an **Area**, Activating the **Fire Engine** and rolling **Water** dice. **Fire on Roads** can be extinguished on a roll of **3+**.

Note: Several players may perform an **Extinguish Action** on the same **Area** at the same time using the same **Firefighter** and **Fire Hose**. However, each one may have their own **Fire Engine** located on a **Road** Adjacent to the **Area**. Also, an **Area** containing a **Firefighter** and a **Fire Hose**, next to another **Area** also containing a **Firefighter** and a **Fire Hose**, is eligible to be nominated for extinguishing.

Firefighter

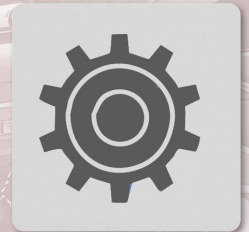
Each time a player rolls this symbol, they may choose any **Firefighter** on the Board and move them to an Adjacent **Space**. In addition, using this symbol, a player may move **Civilians** or **Injured People**. In order for a **Civilian** or **Injured Person** to an Adjacent **Space**, the presence of a **Firefighter** is required.



Important: While Civilians may be moved from any **Space** to any Adjacent one with the assistance of a **Firefighter**, an **Injured Person** may only be moved through **Areas** until they are moved on to a **Road**. Once an **Injured Person** is moved to a **Road**, they may not be moved again. From that point on, an **Injured Person** may only be loaded onto a **Vehicle** able to carry **Injured People** in order to get transferred elsewhere (for example, to the **Hospital**).

Gear

Various Actions through the game require the use of **Gear** symbols. Once rolled, **Gear** symbols can be placed on the corresponding Action slots to allow a Player to perform those Actions (for example, to activate Equipment cards).



Free Actions

During the **Action Phase**, Player may also Perform several Free Action that do not require any dice roll to be performed.

Loading/Unloading Water

During the Action Phase, Players may freely Load and Unload Water to and from Vehicles.

Fire Station Reserve: In order to load or unload Water from a Fire Station Reserve, a Player's Fire Engine on the Water Truck must be present on the Fire Station's Road Space. While Water Truck can be loaded by any Player, each Fire Engine may only be loaded by it's owner.

Fire Hydrants: Any Vehicle able to carry Water may also have the Water from a Fire Hydrant loaded on it. To do so, the Vehicle must be brought on to the Space Adjacent to the Fire Hydrant.

Moving Water from Vehicle to Vehicle: Water may also be freely transfered between Vehicles on Adjacent Spaces. No Player may take Water from another Player's Fire Engine without their consent. Any Water being unloaded from a Fire Engine, must be unloaded by it's owner. Similarly any Water loaded to a Fire Engine must be loaded by it's owner. In other words, whenever two place with to transfer Water between their Fire Engines, the transfer must be done with the one Player pickup up the Water from their Fire Engine and giving it to the other Player to place it on their's.

Loading/Unloading Firefighters

During the Action Phase, Players may freely load and unload **Firefighters** onto **Vehicles** capable of carrying them. In order to load a **Firefighters** on a **Vehicle**, the **Firefighter** must be on the same **Space** as the **Vehicle**.

Note: Loading and unloading **Firefighters** from a **Fire Engine** may only be done by it's owner. However, as soon as a **Firefighter** is unloaded from a **Fire Engine**, any Player may then utilize that **Firefighter** as normal.

Loading/Unloading Equipment

During the **Action Phase**, Players may freely load and unload **Equipment** onto **Vehicles** capable of carrying them. In order to load an **Equipment** on a **Vehicle**, the **Equipment** must be on the same **Space** as the **Vehicle**. A **Firefighters** does not need to be present in order for an **Equipment** to be loaded or unloaded on **Vehicles**.

Loading/Unloading Civilians & Injured People

During the **Action Phase**, Players may freely load and unload **Civilians** or **Injured People** onto **Vehicles** capable of carrying them. In order for a **Civilian** or an **Injured Person** to be loaded or unloaded from a **Vehicle**, they must be on the same **Space** as the **Vehicle**. A **Firefighter** does not need to be present in order for **Civilians** or **Injured People** to be loaded or unloaded on **Vehicles**.

Important: When the timer has stopped, the players cannot resolve any unresolved rolls of their dice, but if they had already allocated one of their dice on a slot, they are allowed to resolve that particular Action (for example, Extinguish a **Fire**).

Fire Phase

During this Phase, the fire grows and expands. In addition various events may occur.

Perform all steps in the following order:

Radio Reports

Casualties: Search throughout the City for any **Space** containing **Fire** and an **Injured Person**. In such a case, the Scenario is a failure and players lose the game immediately.

Injuries: Search throughout the City for **Spaces** that include **Fire** and **Firefighters** or **Civilians**. All **Firefighters** or **Civilians** in such **Areas** become **Injured**. Remove all **Firefighter** and **Civilian** tokens and replace them with grey ones. Any **Firefighter** tokens that get replaced by grey ones, are returned to a **Fire Station** (players' choice). Additionally any **Equipment** in such **Areas** is returned to the **Fire Station**.

Vehicle Damage: Search throughout the City for **Roads** that include **Fire** and a **Vehicle**. All **Vehicles** in such **Spaces** become **Damaged**. Add 1 **Fire** on that **Vehicle's** tile as a reminder. If a **Damaged Vehicle** is about to become **Damaged** a second time, instead remove that **Vehicle** from the game. Additionally any **Equipment** in such **Areas** is returned to the **Fire Station**.

Area Burns Down: Search throughout the City for **Areas** containing 4 or more **Active Fires**. Remove all **Fires** and any **Hazard** tokens from such **Areas** and place a **Burned Down** tile on them. Increase the Negative Point track by 1 for each such **Area**. Return any **Equipment** from such **Areas** to a **Fire Station**. Such **Areas** can no longer catch **Fire**. **Debris** and **Injured People** on such **Areas** are treated as normal.

Area at Critical Level: Search throughout the City for **Areas** containing 3 **Fires** on them. For each such **Area**, draw and resolve one **Event** card of the corresponding **Area** type (Green, Yellow, Red).

Hazard: Search throughout the City for **Areas** containing **Hazard** tokens and resolve their Effects wherever their are triggered.

Explosive Substances: If there is an Explosive Substances token on an **Area** which contains at least **1 Fire**, remove the token and place **1 Fire** token on this **Area**, and **1 Fire** on the 2 Adjacent **Spaces** with the highest space number.



Gas Tank: If there is a Gas Tank token on an **Area** which contains at least **1 Fire**, remove the token and place **3 Fire** tokens on this **Area**.



Power Cut: During the **Action Phase**, if there is Power Cut token on an **Area**, you can not perform the Extinguish Action (*see Extinguish on page 10*) in that **Area**. Whenever you have to add a Power Cut token on an **Area**, place it over the **Water Roll Requirement** of that **Area**.



Thick Smoke: If there is a Thick Smoke token on an **Area**, the **Water Roll Requirement** of that **Area** is increased by **2**. An **Extinguish Difficulty** token should be added on that **Area** as a reminder.



Note: Each **Area** can only contain one **Hazard** token of the same type.

Distress Calls: Each **Distress Call** token indicates the Round Players must answer it. To answer **Distress Calls**, a **Firefighter** must be present on the **Area** containing a **Distress Call** token by the end of that Round's **Action Phase**. When this is done, this is considered an On Time Response.



Players have the chance to respond to a **Distress Call** earlier than the Round indicated on each **Distress Call** token and this is considered a Fast Response. A **Distress Call** is automatically answered on the Round indicated even if a **Firefighter** is not present on that Area. However this is considered a Late Response.

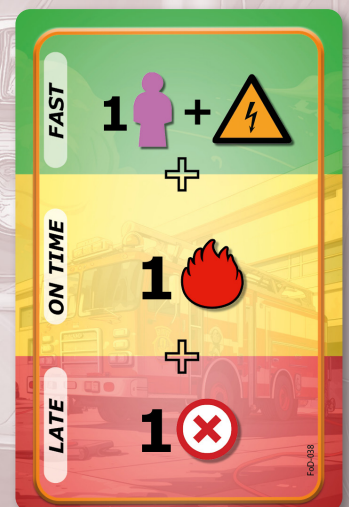
This Distress Call must be answered by Round 4.

Once a **Distress Call** is answered, check below and apply the results based on the response time:

Fast Response: When a **Firefighter** is present by the end of the Action Phase **before** the indicated Round, draw a **Distress Call** card, and add to the **Area** only the green frame.

On Time Response: When a **Firefighter** is present by the end of the **Action Phase** of the indicated Round, draw a **Distress Call** card, and add to the **Area** the green and the yellow frame.

Late Response: When there is no **Firefighter** present by the end of the **Action Phase** of the indicated Round, draw a **Distress Call** card, and add to the **Area** the green and the yellow frame and get 1 Negative Point.



Fire Growth

Search throughout the City for **Areas** containing at least **1 Active Fire** and place **1 Inactive Fire** (turned sideways) on each such **Area**.

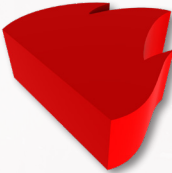
Exception: Do not place **Fire** on on any **Area** already containing at least **1 Inactive Fire**.

Important: If during this phase, you have to place a **Fire** and there are not enough tokens in the General Supply, you get one Negative Point.


Important: Whenever **Fire** gets placed on the Game Board for any reason, it is always placed as **Inactive Fire** (laid sideways).

As long as it is **Inactive**, **Fire** does not count for any total.

At the start of each Round, all newly added **Fires** are turned upright and become **Active**.



Inactive Fire












Active Fire

Note: **Fire** does not grow on **Roads**. No **Road** may contain more than **1 Fire**.

Fire Spread

Search throughout the City for **Areas** adjacent to **Spaces** containing at at least one **Active Fire** and roll an **All-Purpose die** for each such **Area**. Depending on the **Spread Difficulty** level you are playing with, follow the table below to see how much fire spreads to each such **Area**:

		Roll Result					
		1	2	3	4	5	6
Speed Difficulty	Easy	-	-	-	Add 1 	Add 1 	Add 2 
	Hard	-	-	Add 1 	Add 1 	Add 1 	Add 2 
	Area with at least 1 Firefighter	-	-	-	-	Add 1 	Add 2 

Exceptions:
Fire does not spread to **Areas** already containing at least **1 Inactive Fire**. Do not roll a die for suchs **Areas**.

Note: **Fire** does not spread on **Roads** during the Fire Spread.

End of Round Phase

During this Phase, Players check if they have reached **3** Negative Points on the Negative Point track and if they have, they lose the game immediately.

Move the Round token on the next round of the track board.

If there are any 2+ Thick Smoke tokens on **Areas** on the Game Board, flip them to their 1+ side and replace the **Extinguish Difficulty** token.

If there are any 2+ Thick Smoke tokens on **Areas** on the Game Board, remove them from the Game Board as well as their **Extinguish Difficulty** tokens.

Other Rules

Hazards

The **Scenario** you choose to play as well as several **Event** cards will ask you to add **Hazard** tokens to the Game Board. To do so, shuffle the **Hazard** cards and draw one at random for each token you are asked to add. Since each **Area** may only have one **Hazard** of the same type, whenever you draw the same **Hazard** for that **Area**, draw one additional **Hazard** card until you either draw one that hasn't already been placed on that **Area**, or you run out of **Hazard** cards.



Debris

Debris present an additional obstacle for Players making their job harder. A **Firefighter** may enter an **Area** that has one or more **Debris** in it, however in order to exit an **Area** with one or more **Debris** in it, Players must first remove those **Debris**. To Remove a **Debris** token, a Player must activate their **Fire Axe** while a **Firefighter** and a **Fire Axe** are present within the **Area** containing the **Debris**.



Similarly, A **Vehicle** or a **Firefighter** may enter a **Road** that has one or more **Debris** in it, however in order to exit the **Debris** must first be removed using a **Firefighter** and a **Fire Axe**.

Game End

The game ends after the last Round has been completed. Players check if they have successfully complete their objective.

Players get **1** Negative Point for each **Injured Person** that has not been delivered to the **Hospital**.

Then, if the objective has been completed and Player has fewer than 3 Negative Points, they win the game!

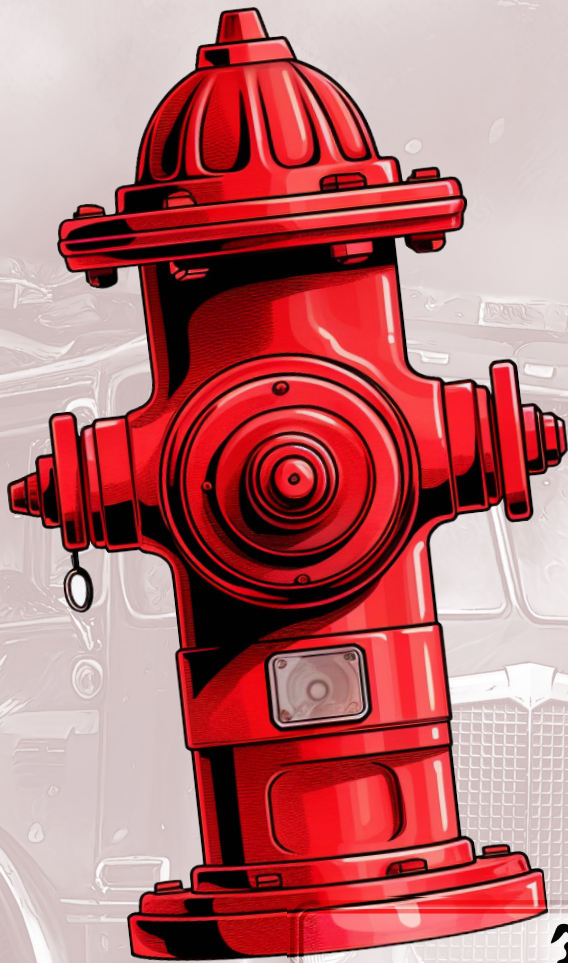
Credits



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This rulebook is a work in progress

Rules and graphic elements are subject to change.



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Note: Firefighters is a product of fiction. Any relation to actual names or characters is purely coincidental.

No part of this rulebook should be considered actual advise on how to extinguish a fire.

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