

THE
BRIGADE

THE BRIGADE

THE CITY OF TINDERBOX HAS, RATHER
PREDICTABLY, CAUGHT FIRE...

Although no-one has formally admitted responsibility,
a large fire storm has appeared above the Pyromancer's
University and fireballs are raining down on the city.

As such it's a good time to be a firefighter, if fame and
heroics is your thing.

In the The Brigade you control rival firehouses offering
protection to the good citizens of Tinderbox.

The aim of the game is to win the Loyalty of the people with
acts of heroic fire fighting and win the coveted position of
Fire Chief.



GAME CONTENTS:



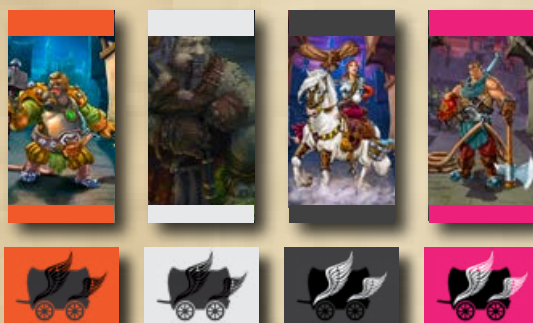
28x City Blocks and 4x
University Block Tiles



4x Firehouse
Block Tiles



4x Action
Tracker Cards



4x Brigade Tokens
4x Water Wagon Tokens



4x Fire Warden
Cards



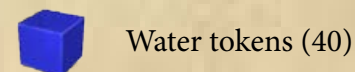
4x Firehouse Boards



20x Crew Cards



30x Event Cards
(6 Starter Event Cards)



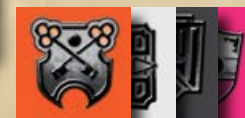
Water tokens (40)



Flame Tokens (32)



Renown Tokens (16x4)



Loyalty Tokens (10x4)



Upgrade Trackers (4x3)

PLAYER SET UP - BASIC

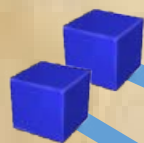
Each player chooses a Brigade and gathers the components of their chosen colour as indicated by the border colour of the card:

- 1 Fire House board
- 1 Brigade Token- 1 Water Wagon Token
- 16 Renown counters
- 1 Fire Captain card
- 1 Action Tracker card
- 10 Loyalty Tokens
- 3 Upgrade track tokens

Players place their Fire House Board on Side 1 in front of them, these track the level of their Brigades resources and can be upgraded once a turn. Then place their Fire Captain card next to their board.

The Players place an Upgrade track marker on the first circle of the Leadership, Water Wagon and Instruments tracks of their board marked by the yellow rings.

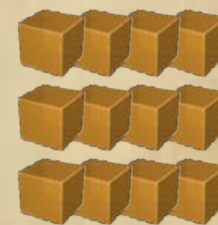
Finally they take 2 water tokens and place them in the spaces on their Fire Captain card (coloured side face up) and 2 water tokens for the Water Wagon placed on the spaces indicated on the Fire House board.



The coloured side is up here in the corner. There is a Fire Captain for each colour.



- » Move Brigade
- » Move Wagon
- » Extinguish fire
- » Refill
- » Recruit
- » Crew action
- » Transfer
- » Upgrade



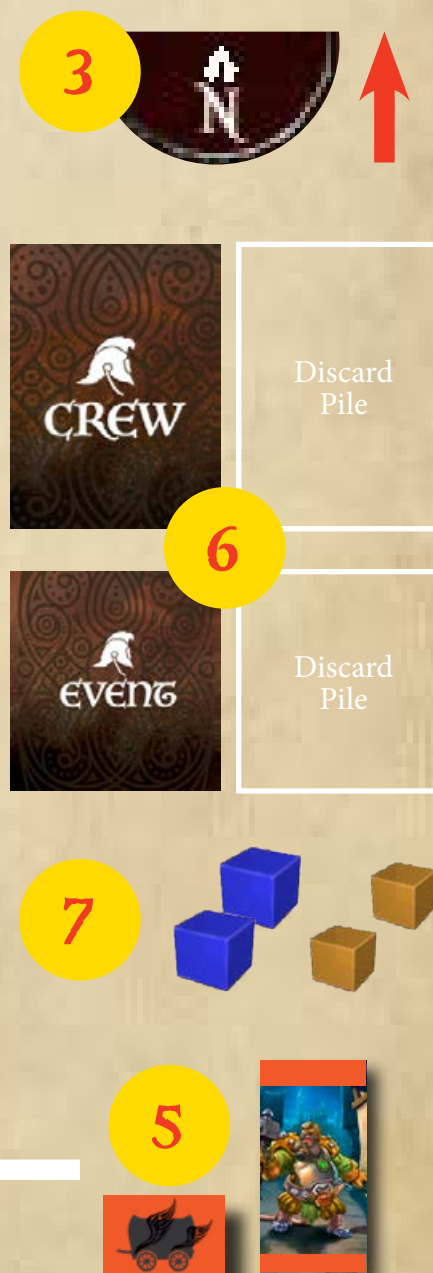
BOARD SETUP

To set up The Brigade board, randomly arrange the square city block cards in a 6 x 6 grid **1**, with the Pyromancer University **2** tiles in the center and the corners missing.

Align all the tiles in the same direction with the non-burnt (coloured) side up. The top of the tiles **3** will be called North for the sake of managing fire spreading Event cards. In the 4 corners of the city grid the players

place the Fire House **4** block tile of their colour. These are the starting positions and home bases for each player's Brigade and Water Wagon tokens. **5**

Shuffle and place the Event and Crew card decks **6** face down where everyone can easily reach them. Lastly place all Fire and water tokens within easy reach of all players. **7**



CITY BLOCK TILE ANATOMY

The blocks in the city of Tinderbox are represented by the tiles that make up the game board. Each block has a **1** Flame Track, **2** Block Type, a **3** name and a **4** Value.



The Flame track represents the intensity of the blaze, starting on the left at intensity 1. When a city block first catches alight place the Flame Token on this first space of it's Flame Track. As the block attracts more fire from Event Card effects, increase the intensity by moving the Flame counter 1 space to the right.

DESTRUCTION OF A BLOCK

When the intensity advances from 4 to 5 (Destroyed), at the end of that phase (Event or Action), flip the tile to the burnt side and remove all player tokens. Return any Brigade Tokens caught on a destroyed block to that Player's Fire House block. Once a marker has been moved onto to Destroyed icon it cannot be moved back onto the intensity track - it cannot be saved. A destroyed block will never reignite, ignore any flame effects that target it.

CREW CARD ANATOMY

Crew cards can be accrued during the game when you upgrade your leadership on the Firehouse Upgrade Board. All crew cards have a **1** name, **2** an affiliation, how much **3** water they can carry and an **4** ability.

The ability on a crew card only becomes active when you have loyalty on a block with the same type. - See Page 11 "Crew Action". When you hire a crew, they come with water and you can use that water at any time.



The Pyromancer University burns in an identical way but goes up instead of sideways.

It is also worth 5 points, more than any other block.



The

Insert a little bit of lore here about this area, blah blah blha blha blah blah blha blha blah blah blha blha blah blah blha



The Council

Insert a little bit of lore here about this area, blah blah blha blha blah blah blha blha blah blah blha blha blah blah blha



The Merchant

Insert a little bit of lore here about this area, blah blah blha blha blah blah blha blha blah blah blha blha blah blah blha



The Nobles

Insert a little bit of lore here about this area, blah blah blha blha blah blah blha blha blah blah blha blha blah blah blha

EVENTS

There are 3 types of event cards:

1 Wind Gust: A wind gust is indicated by a direction written on the Event Card. All blocks that are currently on fire, spread flames to their neighboring blocks in the direction indicated. Work from one side of the board to the other to spread all the flames. Start on the side of the city indicated by the wind gust as shown in the example (Wind is going East, start on east side) Once all the fires have spread if a flame token is on a “destroyed” icon, flip that block upside down.

2 Special Event: All Players immediately follow the instructions on the card if they are able. If a player is not able to then they ignore this advantage/disadvantage.

3 The Firestorm: The magically charged flame cloud above the city rains fireballs on the City Blocks as indicated by the marked squares on the grid. The Pyromancer University is marked for ease of use in the middle of the Event Card. Be sure to align the top of the card with the top of the grid of City Blocks when determining where the fireballs land.

***Tip:**
Fire can quickly become out of control. Sometimes it is a good idea to position your Wagon or Brigade in strategic places so the fires don't spread.

***Another Tip:**
The Uni and the blocks closer to the Uni are more affected by the fire.

7

START HERE

1



This block is on the edge of the town, and is safe from spreading flames.

Flames intensify from 2 to 3 as the block on the left is on fire.

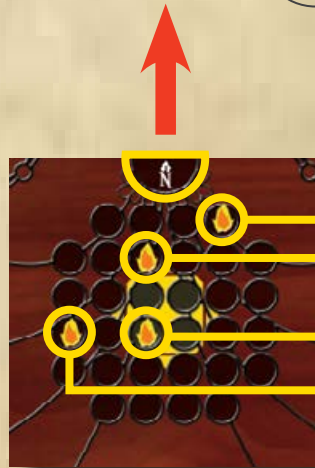
This one is not on fire but becomes on fire as the wind pushes fire from the building to the left.



2



3

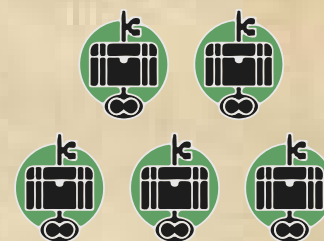


THE AIM OF THE GAME

Get the Loyalty of enough blocks on the board and you will win the right to become Fire Chief of Tinderbox and gain control of the other Brigades from the city. There are 3 different ways to win The Brigade.

Become the Fire Chief - Loyalty of a Quarter:

If a player has a Loyalty marker on 5 blocks of the same type (or 3 of the Pyromancer University blocks) they have enough influence and immediately win the game.



Become the Fire Chief - Loyalty of the Citizens:

If a player has a Loyalty marker on at least 1 of each of the 5 types of city block, **including the Pyromancer's University**, they have the Loyalty of the people and, as the hero of the city becomes the Fire Chief.



Evacuation:

If 8 blocks in total are destroyed (or any 3 Pyromancer University Blocks) the town is evacuated. Each player gets one final turn until it reaches the active player again. The active player revealing the event card to end it all/causing the evacuation does not get another turn.



All players add up the value of all the blocks that have their Loyalty Tokens on and the player with the highest score is the winner.

All's Good in Yonder Hood

If the Fire Warden's are successful, and all the fires have been doused the game will end immediately. Similar to above, the player's add up the blocks with their loyalty tokens on them and the player with the highest block value wins.



Tie Breaker: The player who last did a heroic deed (not in the game) wins, all other players must bathe in the glory of the new fire chief as the town possibly burns to the ground.

THE FIRST TURN

The most recent player to set something on fire goes first and play will proceed clockwise.

Place fire tokens on 2 intensity on each Pyromancer University block.

Search the event deck for the starter event cards. These are symbolised by the yellow corners. To start the game the first player draws and resolves 3 of these event cards. Then shuffles the rest into the event deck. (see Page 7 "Events")

Once these event cards are resolved the first player will start their turn on the Action Phase.



PLAYERS TURN

The Player Turn is divided into 2 parts, the **Event Phase** and the **Action Phase**.

1. EVENT PHASE

At the start of each player's turn they draw an Event Card and resolve the effect. Event cards control where fires are appearing and spreading. Some Special Event cards give a bonus to the players.

2. ACTION PHASE

The Player then performs their Action Phase, taking the amount of actions indicated by the Leadership track of their Fire House board. A player can take the same action multiple times except for "Upgrade".

(More detailed descriptions Page 11) Available actions include:

- » **Move Brigade** - move Brigade meeple up to 3 spaces in any direction including diagonal. This represents your entire crew.
- » **Move Water Wagon** - move Wagon meeple to any unoccupied space on the board or to your Brigade.
- » **Extinguish fire** - Use water tokens to put out a fire with your Brigade.
- » **Refill** - If you are on a loyal block or your firehouse, you can fill all buckets of the units on that space.
- » **Recruit** - Draw 2 crew cards from the deck, choose 1 and add it to your crew or replace a crew member
- » **Transfer** - Move any water tokens between the Wagon and Brigade
- » **Upgrade** - Advance a tracker 1 space on your Fire House board, may only use once per turn.

Once the player has completed their actions play passes to the next player.

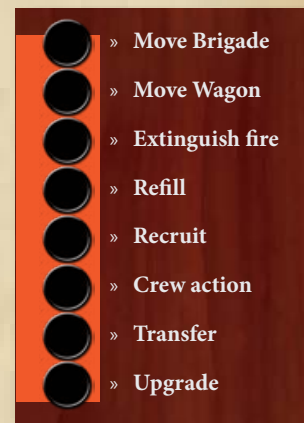
THE MAGIC OF WATER WAGONS & BRIGADE

Water Wagons and your Brigade render the City Block that they are on immune to any increases in the Fire track from event cards. No matter how the event attacks the block, the presence of a Water Wagon (with or without a Brigade and with or without water) allows the citizens of Tinderbox to keep the flames under control or stop them from starting.

Wagons are magically enhanced and can move anywhere on the board to any unoccupied space. This will help you if you really need to keep that final building alive for one more turn OR block another player from going onto a block they might need.

Wagons although magic, can not put out fires on their own (until you upgrade them - see Page 11 "Upgrade". If the wagon is on the same space as the Brigade, you may use the water in the wagon to help extinguish fires.

Some people may lose track of actions taken in their turn. There is an Action Tracker card to help remind players. Just stack any kind of token to each action you take.



*Tip:

The Upgrade action becomes increasingly stronger as the game goes on, and you can only use this once per turn. It is a good idea to take advantage of this.

*Another Tip:

Getting your Brigade and Wagon on the same tile, then using your refill action will save actions to use later. Collecting two water sprites with one barrel as they say.



RENOWN AND LOYALTY

The aim of the game is to win the Loyalty of city blocks by putting out fires. Each time a Brigade puts out a fire they get Renown tokens equal to the intensity of the fire they extinguished. They can place Renown tokens on the tile they are on OR any of the adjacent blocks, **not diagonal** (see image). They are allowed to divide the Renown tokens across the available blocks in any way they wish.

If a player has placed Renown tokens equal to the value of the block they win the Loyalty of that block. They immediately remove all Renown tokens (including other players tokens) and place a Loyalty Marker on the block.

As well as adding the value of a Loyal block to a Player's score if the game ends in an Evacuation, a player can use the Refill action on any blocks that have their Loyalty Marker.

STEALING BLOCKS

A Player may win the Loyalty of a block from another player by placing Renown tokens to the value of the block +1. They add their Loyalty Marker as usual. Subsequent players may take it from them at the base block value +1 as well (it doesn't accumulate). In the event of an **Evacuation** a block only ever scores a player the value written on the card at the end of the game. (see Page 8 "The Aim of the Game")

This player already has a few Renown tokens in the area and has performed a successful Extinguish action on the Grandma Yentl's Coop tile. (Using 3 water to extinguish the flames)



They have put out an intensity 3 fire using 3 water tokens and may now spread 3 of their Renown tokens on the Grandma Yentl's tile or any adjacent tile.

They add 1 Renown to Verna's Pumpkin Patch and 2 to Thing on a Stick!

Verna's Pumpkin Patch now has an addition 1 Renown for that player but does not match the value of the block. This can be added to later.

Thing on a Stick! gain 2 Renown. They remove their Renown tokens from that block and replace it with a loyalty marker.



ACTIONS

In more detail:

Move the Brigade

The Brigade token represents all a players Chief and crew and can move up to 3 spaces in any direction, including diagonal. It may not move onto or through a block that is occupied by another player's Brigade. Moving through a destroyed block costs 1 extra movement point. A Player may not end their turn on a destroyed block.

A Brigade cannot be seen to be ignoring a fire and must end their movement if they move onto a block that is on fire. They may move from a that block as usual next move action.

Move Water Wagon

Move the Water Wagon to any space on the board that is not occupied by another player's Brigade, Wagon or a destroyed block. The Water Wagon may share the same space as it's Players brigade. It doesn't suffer any movement penalties for destroyed blocks and may move through burning blocks unhindered. The water wagon gains an additional ability when upgraded - See Upgrades.

Extinguish a fire

A player can fight fire on the block that their **Brigade token** currently occupies. A wagon cannot attempt to extinguish a fire on it own, it can only help the brigade if it shares the same block. To extinguish a fire simply remove any number of water tokens from the Brigade and the wagon (if present) and reduce the intensity of that blocks' fire by 1 for each water token spent.

If the intensity is reduced to 0 they have put out all the flames and the player gets a Renown token for each level of intensity reduced during the action. (see Page 10 "Renown and Loyalty") A player can use any

amount of available water to reduce the intensity but if it's not enough to put the fire out they do not receive any Renown points.

Refill

A player can refill all water tokens for the fire chief, the crew and/or the wagon if they are on a block that is Loyal to that player (see Page 10 "Renown and Loyalty") or from the players Fire House block.

If both the Brigade and Water Wagon share the same tile you can refill them both as a single action.

Keep in mind the wagon will only refill to the Water Wagon Capacity marked on your player board.

Crew Ability

All Crew members have a passive action. This is written in the text box at the bottom of the crew card. These passive actions are only active, and can only be used if you have loyalty on a block with the same faction as the crew member.

They will not trigger if you gain loyalty of a block of the same type, you must have this before to have the ability work.

Recruit

The recruit action allows a Player to draw the top 2 cards from the Crew Deck, choose one and put it into play in your Brigade. The other drawn card goes into the discard pile. You may choose not to recruit either crew member, they are then placed in the discard pile-in this case and you will have wasted your recruit action.

A Player may replace an existing crew member as the Recruit action but they may

only have the total amount of crew indicated by their Crew Members level (max 3 Crew).

This may also happen during an event. Players may draw a new crew member, and choose not to replace the one they have.

Transfer

Move any number of water tokens between Wagon and Brigade if they share the same block.

Upgrade

Advance a tracker 1 space on the Fire House board. This will not always increase the value of that track, some tracks take 2 or 3 upgrade actions before the value improves. **This action may only be performed once per turn.** There are three sections on your Firehouse Board to upgrade and when you get to the blue circle, there is a bonus;

Crew members: is the amount of crew a player can have (0-3)

Note: Recruiting a crew member is a separate action. You do not gain a crew member by upgrading this - it is only how many crew members you can handle.

Blue Bonus: Take a free recruit action.

Water Wagon Capacity: How much water tokens the wagon can carry (2-6)

Note: When upgrading the wagon, you do not gain the water - it is only how much your wagon can carry.

Blue Bonus: Whenever you take a Move Crew action, you can also move your wagon.

Leadership: How many actions you can take per turn (4-6)

Note: When you upgrade to the next tier you gain that action in that turn.

Blue Bonus: Gain 2 bonus actions this turn.

QUICK REFERENCE

PLAYER TURN

Event Phase:

Active player reveals an event card and resolves it.

Ref: Page 9

Actions Phase:

Choose any actions equal to how many actions your firehouse allows you.

- » **Move Brigade**
- » **Move Water Wagon**
- » **Extinguish fire**
- » **Refill**
- » **Recruit**
- » **Transfer**
- » **Upgrade**

Check For End Game

Pass the turn.

More Action details: Page 11

AIM OF THE GAME

Loyalty of a Quarter:

If a player has a Loyalty marker on 5 blocks of the same type (or 3 of the Pyromancer University blocks)

Loyalty of the Citizens:

If a player has a Loyalty marker on at least 1 of each of the 5 types of city block, including the Pyromancer's University.

Evacuation:

If 8 blocks in total are destroyed (or any 3 Pyromancer University Blocks) finish the round to the first player. Highest score wins. Your score equals the value of loyal blocks.

All's Good in Yonder Hood

All fire has been put out, the game ends immediately. Highest score wins. Your score equals the value of loyal blocks.

Ref: Page 8

