

THE
BRIGADE

THE WAY OF THE
WARDENS

So you think you're now a seasoned firefighter eh? Ready to move to the big leagues, well I'm 'ere to tell ya, ya still have a few years of experience to get. Not everyone can look as good as this and be an expert like me...

After reading the newspaper a few times we know the University is going to be a constant problem. So pack your gear up, let's be heroes.



Watch videos online or detailed instructions on how to play all the new formats of The Brigade at:
www.brigadegame.com/wayofthewardens

Game Contents:

3



Co-Op / Solo Player Board



Victory Points Track (VPT)
and EvacTrak



33 Equipment Cards



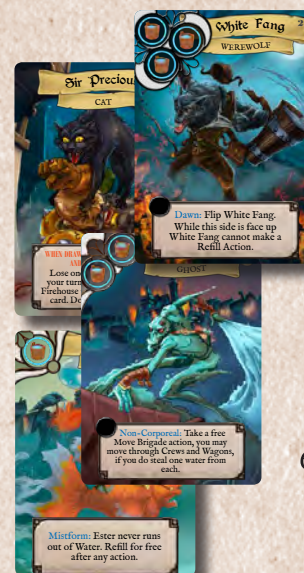
Pyromancer Card



Pyromancer Meeple
Phoenix Meeple
Favour Tokens (40)
Extra Upgrade Trackers



8 Big Buildings Pack Block Tiles



6 Crew Member Cards
4 Warden Cards



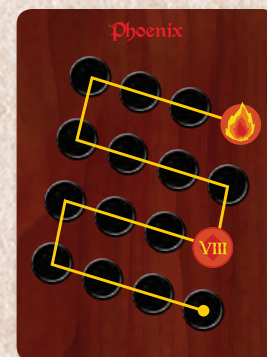
All Versus One Player Boards



4 Special Event Cards
8 Big Buildings Event Cards



4 Double Sided Tracker Cards
1 Phoenix Tracker Card



New Component Rules

Favour Tokens:

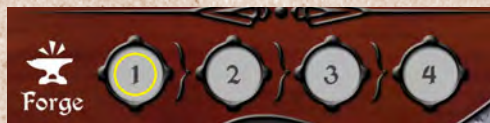
In some Way of the Warden games every Block tile (except the Players Firehouses) starts with a favour token on it. These tokens are collected when a player gains the Loyalty of a Block. Placing Renown to equal the value of the Block operates in the same way as the normal game, but instead of **placing** a Loyalty Token on the tile, a player can **collect** the Favour Token (if their Faction Influence allows it). Normal Refill Actions can be performed only on Blocks **WITHOUT** a Favour Token on them.

Favour Tokens may be used by players to pay for **Abilities**; a special game effect that costs an action to use, as well as a set cost in Favour Tokens.



The Equipment Deck:

The Equipment Cards are unique to the Co-Op and Solo game modes. They represent items with special Abilities that Brigades can add to their Firehouse Forge. The amount of Equipment Cards a player has to choose from is indicated by the Forge track on the Firehouse Board which can be upgraded as per normal Upgrade rules.



Place the Equipment deck face-down, because the Forge track starts at 1 players start with the top card revealed. A player may spend an action to activate the ability of any one item from the face up cards available, at the cost of 1 Favour Token.

There are two types of Equipment Cards:



Tinderbox Treasures: These items represent special relics belonging to the characters of Tinderbox. These may be activated once per turn and remain in the forge. They can also be returned to the location listed on the bottom of the card in exchange for Victory Points.



Firehouse Forgewares: When activated with a Favour Token, resolve the ability, then discard and replace the item.



General rules for equipment:

There are always as many items available (turned face up) as indicated by the current level on the Forge Track of the Firehouse Board.

Immediately replace any discarded Equipment Cards with the top card of the Equipment deck.

Effects cannot be retroactively applied to players who have already taken actions in the turn before a card ability is activated.

Any player can use the Fire Sale ability action (See Solo/Co-Op actions) to replace any or all items in the marketplace.

Place discarded, returned or replaced Equipment Cards in a discard pile. The player who picks up the last Equipment Card shuffles the discard pile and places it face down to create a new Equipment Card deck.

The Victory Point Track & EvacTrak Board:

This board is used to track game progress in the Solo and Co-Op game variants:

The EvacTrak

This counts down the amount of destruction the town can take before the townsfolk evacuate.



Starting on "S", each time a block is destroyed the event track counts down exponentially to the towards evacuation. The first destroyed block will move the track one space towards evacuation, the second; 2 more spaces, the third; 3 more etc. If the EvacTrak reaches the end (F) the game ends in failure for the players.

You can adjust the starting number of the EvacTrak to customise the level of challenge.

Victory Point Track (VPT):

This measures the path to victory, hard won with successful firefighting, teamwork and the recovery of Tinderbox Treasures. Each time the Loyalty of a Block is secured increase the VPT by the value of that Block. If a player returns a Tinderbox Treasure increase the VPT by the Value on the top right of the card.



Insurance Fraud Phase:

As the Victory Point Track increases, various citizens of Tinderbox who invested heavily in Loophole insurance may be trying to hurry the process along a little by making sure their property qualifies for a full payout.

After all players have had their actions, check the position of the marker on the Victory Points Track and add 1 intensity to the indicated locations on the board.

VPT Legend:

- 1 When you see a number with a colour and faction symbol below it: Add 1 intensity to all Blocks of that **colour** WITH that **value**.
- 2 A flame background and letter refers to a Wind Gust event. The letter determines the direction, e.g. N = North. Resolve the Wind Gust Event as per normal rules.
- 3 A building icon on a coloured background refers to ALL Blocks of that faction.
- 4 A white background with a number refers to ALL Blocks of that value, regardless of faction. A blank space means there is no insurance phase effect.



- 1 All Value 3 Commons Blocks.
- 2 A Wind Gust Event, North.
- 3 All Value 1 Blocks.
- 4 All University Blocks.

- 1 All Value 3 Commons Blocks. i.e.: Verna's Pumpkin Patch and Ratcatcher's Rest.



Firehouse Boards

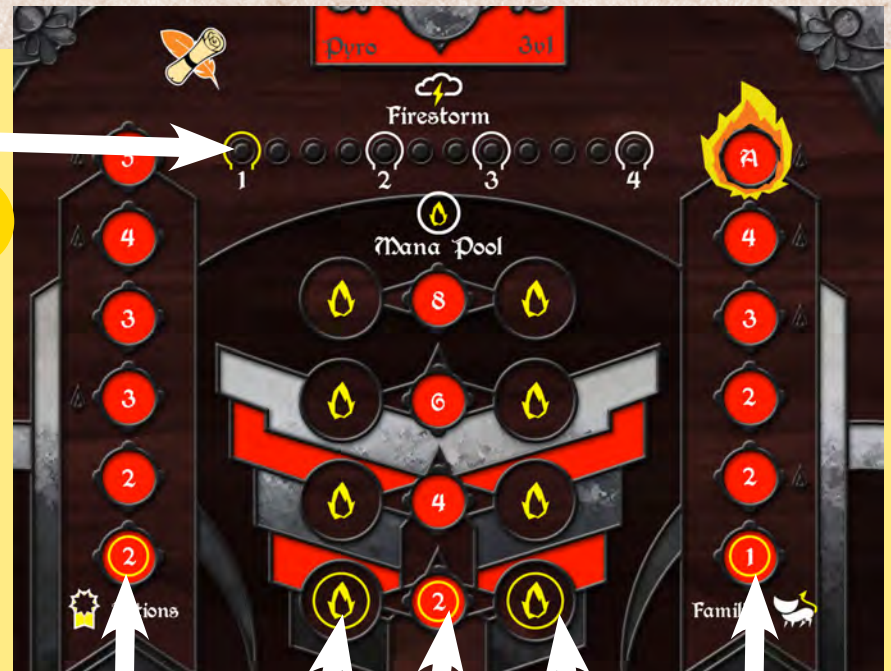
The different Firehouse Boards feature different designs, but they all function in a similar way.



Each board features yellow rings on some of the spaces. These are indicators showing where to place your starting Upgrade Trackers & Tokens.

In this example Upgrade Tokens or Renown Markers are added at 1

As indicated by the position of the Upgrade Token on Mana Pool track, this Firehouse Board will also start with two Fire Mana. 2 On other boards, the Water Wagon will start with water.



Big Buildings Pack

Components Needed

Big Buildings Pack Blocks
Big Buildings Pack Events



You can recognise all Big Buildings expansion cards by finding this symbol.

Setting up the Big Buildings Pack follows the same rules as the normal set up with these changes:

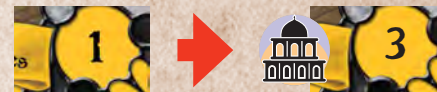
1 When you create the town, add two more tiles at the middle most North, South, East and West sections of the board. All Blocks are still placed randomly.

2 Add in all the Big Buildings Event Cards into the event deck.



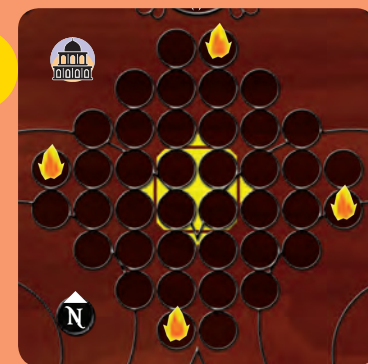
Expert Mode

Expert mode utilises the Big Building pack to expand the game, players can include the 8 extra tiles to create a version of the game with an expanded board as pictured.



Alternatively replace the four Value 1 tiles and four of the Value 3 tiles from each faction in the normal board layout to create a more challenging game.

Big Building Event cards have the Big Building expansion icon and show extra coordinates for fireballs.



Some buildings will have an additional effect when they burn down. You will find them when you flip the tile.

As soon as the tile is flipped, resolve the effect.



Co-Operative Play Mode

Components Needed

Warden Meeple and card for each player
 1 Wagon Meeple
 Event Deck (Remove Special Events)
 Base Game Block Tiles
 Co-Op Player Board
 Victory Point and EvacTrak Board
 Equipment Deck
 32 Favour Tokens
 Co-Op Ability Action Reference Card
 Co-Op Action tracker Card
 Fire, Water and Renown Tokens

Board Setup

Set up as normal game. (See Page 5 of Rulebook) with the following changes:

- 1 Players do not have a Water Wagon each, instead they share 1 Wagon which is placed on the starting players firehouse.
- 2 Place one Favour Token on each Location Tile (excluding the starting Firehouse Tiles).
- 3 Place the Equipment Deck next to the town and deal one card face up..

You do not use the Crew Deck.

4 All Players share the Co-Op Firehouse board instead of individual boards. Place the Co-Op Player Board where all the players can access it. (See Player Boards on Page 5)

5 Place Upgrade Markers on the Wagon, Forge and Faction Influence tracks.

6 Set markers at the start of the VPT and EvacTrak.

7 Place 2 Water on each Warden and the Wagon area as usual.

In the case of a 2 player game, players control 2 Wardens each.



Player Set Up:

Place the Co-Op Firehouse Tracker board in front of the players. In the case of a 2 player game, players control 2 Wardens each.

Set a Victory Point target at the start of the game. You can change this to increase the challenge as you get better.

Players then refill the water on their Wardens and place 2 Water on the Wagon area of the Co-Op board.

Gameplay

Beginning of the Game

Start the game with 3 starter event cards as normal.

Event Phase

If it is not the first turn reveal event cards once per turn as normal, reduce the EvacTrak by 1 every time an event card is drawn (not including starter events)

Action Phase

The gameplay is similar as the base game. eg: when you extinguish a fire, place Renown Tokens down. Instead of gaining the Loyalty of a Block like normal when you reach the value, instead you take the Favour Token from it and/or add the value of the block to the VPT (depending on your Faction Influence level with that Block type).

If players are controlling more than 1 Warden, they are able to alternate the actions between the 2 Wardens. Wardens may not share action points however.

Favour Tokens are collected into a general pool that can be accessed by all players at anytime. They can be spent on the Abilities listed on the Co-Op Abilities Reference card.

Insurance Fraud Phase

After all players have had their actions, check the position of the marker on the Victory Points Track and add the required intensity to the locations on the board.

Faction Influence Tracks

The Co-Op game includes tracks that reflect the standing players have in the different factions in Tinderbox.

All start at the First level which allows player to **only** add VP to the track when they gain the Loyalty of a block.

The Second Level allows a player to choose if they want to take the Victory Points **or** the Favour Token.

The Third allows them to take both.

The Fourth Level allows players to Refill on blocks that are **not** on fire even if they are not Loyal (still have a favour token on them)

and the last level enables +2 VP when any block of that type is saved.



Special Rules

The EvacTrak reduces with every event phase. Move it 1 space to the left whenever you draw an Event Card. This is additional to the track counting down when blocks are destroyed.

Tinderbox Treasures in Co-Op

Any player may return a Tinderbox Treasure Equipment Card that is face up in the forge by ending their turn on the Block listed on the card. They immediately receive Victory Points equal to the Value on the card and may increase the Faction Influence level corresponding to that Block by 1. This does not require an action. The Tinderbox Treasure Card is immediately discarded from the Forge and replaced from the Equipment Deck.



Co-Op Actions

Players use the Co-Op action card to track actions during the game. All Wardens have 2 actions each turn. Unlike the normal game Players do not have a Leadership track to increase the amount of actions. They may spend Favour on the Miracle Ointment ability however that allows 3 additional actions in the turn. **Move actions operate as normal.**

Extinguish: The Extinguish Action works the same way as in the main game with one major difference; any player can use the water of any other Warden that shares their space, as well as the Wagon as normal.

Refilling: Any Warden can refill on any firehouse, or on any Block that does not have a Favour Token. If any Warden takes a refill action, it refills all other Wardens or your wagon on that block for free.

Transfer: A single Transfer Action allows all players on the same tile to redistribute water any way they like.

Wagon: The wagon belongs to everyone. Anyone can move it or use it with an action during their turn.

Upgrade: Upgrades can be applied to Wagon Capacity as in the main game. Upgrades to the Forge Track increase the amount of Equipment Cards available for activation. Faction Influence upgrades are used to increase the reward when players gain the Favour of a Block of a certain faction.

Ability Action: The Co-Op ability card details the cost of the special abilities that can be paid for with Favour tokens. Abilities cost one action point PLUS whatever the cost of the ability is in Favour Tokens.

Ability Actions:

- 1 Favour - **Visit the Forge:** Activate a revealed Equipment Card from the Forge.
- 2 Favour - **Fire Sale:** Discard and replace any or all Equipment Cards in the Forge.
- 3 Favour - **Miracle Ointment:** Wardens may take 3 free actions between them this turn.
- 4 Favour - **Refill:** Refill all Wardens OR the Wagon.
- 5 Favour - **Call the Watch:** Move the EvacTrak marker two spaces back towards (S).

Winning The Game

If the EvacTrak runs down to zero the game ends in failure for the players as the citizens of Tinderbox run panicking for the nearest basement in the neighboring town of Flint.



If the players manage to reach the target point total on Victory Point Track that they set at the start of the game they have rallied the town to weather the firestorm and have won the game.



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Special Events Cards



Arson

Add one intensity to any Block with a Loyalty Token.



Burning Man Festival

Add one intensity to any Block with a Brigade or Wagon Meeple.



Dirty Dealings

Each player may add one intensity to any Block without a Brigade or Wagon.



Karnaj Celebrates

Add one intensity to any Block with a Value of 2.

Solo Mode

Components Needed

- 1 Meeple and Loyalty Tokens of the same colour for Bernhardt Blaze
1 Meeple for the Player
Corresponding Warden card
Solo Abilities Reference Card
Solo Action Tracker Card
Solo Player Tracker Board
Victory Points & EvacTrak Board
Equipment Card Deck
32 Favour tokens
Event Deck (No Special Events)
Base Game Tinderbox Location Tiles
Crew Deck (Remove Ash & Sir Precious)
Fire, Water and Renown

Summary of Play

In Solo mode you play as the new official Fire Chief in Tinderbox fighting for recognition against Bernhardt Blaze in a bid to gain the favour of all 4 factions in town. Use the Solo tracker board for this game.

Set Up

- 1 Set the Block tiles up with the 4 different factions of town taking up a quarter of the board each.
- 2 Place the highest value locations closest to the Firehouses as illustrated.
- 3 Place one Favour Token on each Block tile (excluding the Firehouse tiles)
- 4 Place the starting Brigade and Wagon Meeples on your firehouse and the Meeple representing Blaze in the opposite corner.

Place a marker in the first space of the Forge, Crew and the Wagon Tracks on your Player Board.

Place a marker in the first space of each of the Faction Influence Tracks

Place 2 water on your Warden and the Wagon area as usual

Place one Upgrade Marker at the start of the VPT and a Marker on the start of the EvacTrak. Only Bernhardt Blaze's Victory Points will count in this game.



Place the Equipment Deck next to the board and deal 1 card face up


Solo play includes the Crew Deck but the abilities of Crew Members are ignored, they only count for water and Faction Upgrades.

Solo includes the EvacTrak, however the track doesn't reduce each round, only when Blaze takes a Favour Token or when Blocks are destroyed.

Turn Phases

The Event Phase and Action Phase proceed as normal, your warden always has 4 actions per turn. As with the Co-Op game there is no leadership track but extra actions can be gained by using Abilities.

Blaze Phase

After you have completed your Action Phase move the Blaze Meeple to a tile based on the faction icon that is on the event card  you drew at the start of the turn. He will move to the Block on that quarter of the board that has the highest intensity and extinguish it.



If there are multiple Blocks with the same intensity he will put out the Block with the lowest value. If there are multiple with the same intensity and value you get to choose his position. Blaze will not move onto a Block that has your Brigade or Wagon Meeple on it, he will pick the next appropriate Block based on the guidelines above.

Once Blaze extinguishes the block, add Victory Points to the VPT equal to the intensity of the fire. It doesn't matter if he put out enough fire to equal the value of the Block, Blaze will always get the points.

If the intensity was equal to the Value of the tile however he also gains the Loyalty of that Block, place a Loyalty Token. When this happens if there is Favour Token on the Block, remove it and move the EvacTrak one space towards the end (F).

Once Blaze has a Favour Token on a Block players cannot add Renown to that Block or refill there.

Insurance Fraud Phase

Is played at the end of the turn taking note of Blazes position on the VPT and the resulting additional fires.



Winning the Game

You will need to upgrade each of the 4 Faction Influence Tracks to the top position to win the Solo game. **1** These cannot be upgraded using Upgrade Actions. To complete the Faction Influence Tracks you must complete any of the following Faction Quests to advance the markers up one level:

Gain the Loyalty of a level 4 Block of that faction (Can be done twice for each faction)

Discard a Crew Member from your roster while on a tile that matches their faction (does not cost an action). Increase the corresponding faction track.

Return a Tinderbox Treasure to its matching Block as per the Co-Op rules. Advance the faction Influence track that matches the Block type.

Solo Actions

Actions: Players use the Solo action card to track actions during the game. Your Warden can take 4 actions per turn. Unlike the normal game Players do not have a Leadership track to increase the amount of actions. Move actions operate as normal.

Recruit, Transfer & Extinguish: These actions operate the same as in the normal game.

Refilling: Your Warden can refill on any firehouse, or on any block that does not have a Favour Token. If Blaze has a Loyalty Token on the Block you may not refill on that Block.

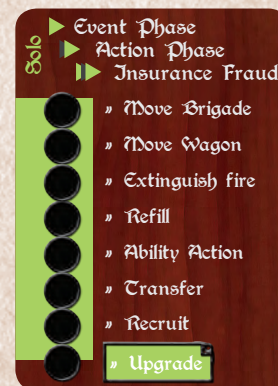
Wagon: The Wagon operates as per the normal rules.

Upgrades: Upgrades can be applied to the Wagon Capacity as in the main game. Upgrades to the Forge Track increase the amount of Equipment Cards available for activation.

Ability Action: The Solo Ability card details the cost of the Special Abilities that can be paid for with Favour tokens. Abilities cost one action PLUS whatever the cost of the Ability is in Favour Tokens.

Ability Actions:

- 1 Favour - **Visit the Forge:** Add any Equipment card from the market to your Warden.
- 2 Favour - **Fire Sale:** Discard and replace any or all Equipment Cards in the Forge
- 3 Favour - **Alabaster's Miracle Ointment:** Your Brigade may take 3 additional actions this turn.
- 4 Favour - **Refill:** Refill your entire Brigade and Wagon
- 5 Favour - **Call the Watch:** Move the EvacTrak 2 spaces towards the start of the track (S)



All Versus One - 4 Player

Components Needed

32 Favour tokens
Event Deck (minus Special Event Cards)
Base Game Tinderbox Block Tiles
Fire, Water and Renown Tokens

For the Pyromancer Player

Pyromancer Meeple
Pyromancer Player Board
(3v1 side)
Cindy Bustion Warden Card
(side 1)
Upgrade tokens
Pyromancer Abilities Reference Card
Pyromancer Action Tracker Card

For the Warden Players

A Brigade Meeple for Each Player (Pink, Orange & White)
1 Wagon Meeple (any colour)
3v1 Player Board (3v1 side)
A Warden Card for Each Player (side 1)
A matching Upgrade Marker for each Warden
3v1 Warden Abilities Reference Card
3v1 Wardens Action Tracker Card

Summary of Play

In 3v1 The Wardens team up to try to catch a rogue Pyromancer who is on an arson spree around town. Unfortunately, Tinderbox is home to the Pyromancer University and identifying exactly who the perpetrator is will be tricky. They will need to catch them in the act. Naturally it's the job of the Pyromancer to cause as much chaos and destruction as possible without getting caught!

Set Up

First choose a player to be the pyromancer. Then, up to 3 other players become the Wardens. Set up as normal game. (See Page 5 of Rulebook) with the following changes:



Warden Players do not have a Water Wagon each, instead they share 1 Wagon which is placed on the starting player's Firehouse Tile

1 Place one Favour Token on each Location Tile (excluding the starting Firehouse Tiles)

Do not use the Crew Deck

Place Upgrade Markers in the indicated positions on the Wardens Player Board

Place Upgrade Markers, Flame Meeples and Renown tokens in the indicated positions on the Pyromancer's Player Board. (see page 5)

Place 2 Water on each Warden and the Wagon area as usual.

Wardens start on matching Firehouses and the **2** Pyromancer starts on any Uni Tile.

Gameplay

Starting the Game:

As normal but only resolve 2 starting Event Cards instead of 3.

The Pyromancer will take the first turn, then the Wardens until the game ends.

*HOT TIP

As Wardens, watching what the Pyromancer is upgrading should help you play better.

*HOT TIP

As a Pyromancer, look for opportunities to destroy Blocks when you can.

Pyromancer Turn:

Upkeep Phase

The Pyromancer does not have an event phase, their turn starts by adding Fire Mana equal to the level of the Familiar Track. Take Flame Tokens and place them on the Mana Pool areas of the Pyromancer Player Board up to the Players current mana capacity (see Pyromancer Player Board on the next page)

Action Phase:

The Pyromancer may take actions equal to the level of their Action Track.



Warden Turn

Event Phase

Reveal and resolve event cards as determined by the Firestorm Track on the Pyromancer Player Board.

Action Phase

Each Warden takes the number of actions indicated by the track on the Player Board.

These can be taken in any order and any intervals. Eg: Orange player can take 1 action, then black player, then orange player again.

The Wardens have the same movement restrictions as in the base game.



Pyromancer Actions

Move: The Pyromancer may move 4 squares and is uninhibited by fire. They cannot move onto or through a Block occupied by a Warden. The Pyromancer can move through a Destroyed Block as normal for 2 movement points. They cannot end their movement on a Destroyed Block.

Fuel the Storm: Spend 2 Fire Mana to increase the Firestorm Track on the Pyromancer Player Board

Absorb: Transfer any amount of intensity from the Block you are standing on and place it in your Fire Mana Pool. You can only have as much Fire Mana as you can store.

Upgrade: You can advance one space on any one track, once per turn.

Ability Action: The Pyromancer ability card details the cost of the Special Abilities that can be paid for with Fire Mana. Abilities cost one action PLUS whatever the cost of the Ability is in Fire Mana

Abilities:

Flame Torch: Spend 1 Fire Mana to increase the intensity of the Block you are standing on by 1.

Combust: Spend 3 Fire Mana to increase the intensity of all Blocks diagonally from the Block you are on OR all adjacent blocks.

Flaretillery: Spend 5 Fire Mana to choose any 3 Blocks and increase their intensity by 1



Wardens Actions

Extinguish: The Extinguish Action works the same way as in the main game with one major difference; any player can use the water of any other Warden that shares their space, as well as the Wagon as normal.

Refilling: Any Warden can refill on any Firehouse Tile, or on any Block that does not have a Favour Token. If any Warden takes a Refill Action, it refills all other Wardens and the Wagon on that Block for free.

Transfer: A single Transfer Action allows all players on the same tile to redistribute water any way they like.

Wagon: The wagon belongs to everyone. Anyone can move it or use it with an action during their turn.

Upgrade: Upgrades can be applied to Wagon Capacity as in the main game. There are also upgrades for the Incident track and Leadership as detailed below

Ability Actions: The 3v1 Warden Ability Card details the cost of the Special Abilities that can be paid for with Favour tokens. Abilities cost one action point PLUS whatever the cost of the Ability is in Favour Tokens.

Abilities:

Prevent Damage: Spend 2 Favour to draw 1 less Event Card next turn. For example, if you were to draw 1 during the Event phase, you would instead draw none.

Refill: Spend 3 Favour to refill all Warden's and the Wagon's water.

Douse: Spend 5 Favour to remove all intensity from 1 Block anywhere. Do not gain Renown



Firestorm track

The Fuel the Storm action allows the Pyromancer to pay two Fire Mana to move the marker one space along the track. The number below represents how many Event Cards need to be resolved at the start of the Wardens turn.



Mana Pool

This track determines how much Fire Mana can be stored. Use Flame Markers to indicate the amount Fire Mana currently in the Pool. It doesn't matter how much Mana is generated in the Upkeep Phase, if there is no room in the Mana Pool, it is discarded. The Upgrade Action can advance the Mana Pool track, each level increases its capacity by two.

Once the Pyromancer has finished their actions, the Wardens have their turn, starting with an Event Phase.

Familiar Track

When the Pyromancer reaches Level 6 on their Familiar Track, they gain a new Special Ability:

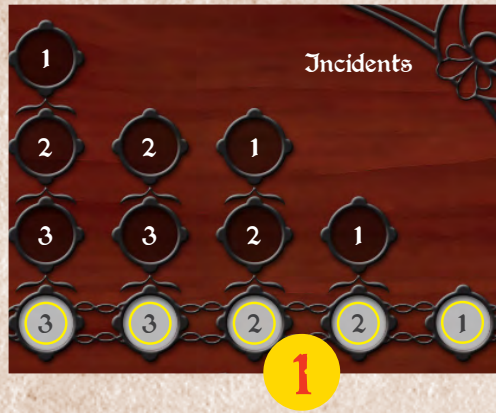
Pay 3 Fire Mana: Whenever you move on to a Block this turn, add one intensity to that Block.

Incidents

This is a unique track that measures the Wardens success in identifying the Pyromancer. The aim for the Wardens is to end their turn on the same Block as the Pyromancer and witness an "Incident".

The Wardens need to witness 5 incidents to win the game, represented by the 5 vertical tracks. The number in the circle the marker is currently on indicates how many Wardens are needed on the same tile as

the Pyromancer at the end of the turn. An upgrade action can be used to advance the marker on a track and reduce the number of Wardens needed.



Eg: (2) indicates you need two Wardens to witness the Incident 1. If at the end of the Wardens turn there are 2 Wardens on the same block as the Pyromancer, remove that Incident Marker from the track and it does not have to be completed again.

Actions

This track determines how many actions each Warden can take per turn.

Each Warden uses their own action to Upgrade their Marker across this track from left to right. Players can move their Marker to any available space on the next level of the Track but if all spaces are taken they must wait for a player to leave that level before they can progress.

Winning the Game

Pyromancer:

The Pyromancer is the scourge of the town. Running around and causing havoc. Cindy wins by one of these options:

Destroying 8 Blocks in total.

Collecting 6 Favour Tokens (These are collected by burning down a Block that has a Favour Token on it)

Wardens:

The Wardens have two ways to saving the town and gaining victory.

If the town is free of fire

Catching the Pyromancer in the act 5 times.

All Versus One - 5 Player

Gameplay:

4v1 plays exactly the same as the 3v1, but instead of using the 3v1 board sides, you now use the 4v1 sides of the Player Board.

You must also include the Big Building Pack events and blocks.



Winning the Game

Pyromancer:

The Pyromancer aims to wreak as much havoc as possible, she wins by:

Destroying 10 blocks in total.

Collecting 8 Favour Tokens (These are collected by burning down a building that has a Favour Token on it)

Wardens:

The Wardens have two ways to saving the town and gaining victory.

If the town is ever free of fire, the Wardens win the game.

If they catch the Pyromancer in the act 6 times. i.e. Remove all of your incident track markers.



Rise Of The Phoenix

In the Rise of the Phoenix Campaign each chapter has a specific win condition that changes depending on the scenario. The Campaign uses the Co-Op rules, Set Up and Player Board with the changes as noted in each chapter.

The Victory Point Track is not used and only the Firehouse Forgewares Equipment Cards are used (not the Tinderbox Treasures).

The Equipment Deck is only reshuffled between chapters, if you use all 16 cards during a scenario the Forge is exhausted. As with normal Co-Op, remove the Special Event cards from the Event deck.

Solo play in the Campaign involves you taking on the role of 2 or more Warden Players and playing by the Co-Op rules.

When you finish the first Chapter, you may continue to the second whether you are successful or not. You will be granted a boon or blight for the next part. Just apply what is written when you start the next round. Of course, these do not have to be used at all.



Chapter 1: The Cult Of The Cuckoo

A journalist at the Tinderbox Times has come to you with an anonymous tip; a cult is planning to use the firestorm as a distraction to break into the Pyromancers University. Rumor says they plan to perform an ancient ritual which will awaken the foulest of the fowl - the Great Phoenix! Can you flush out these villains before they hatch their sinister scheme?

Chapter 1 Rules: In this scenario players will need to remove the Loyalty Tokens from 7 Blocks. To indicate the tip offs players are getting about the location of the cultists, players must remove a favour token from a location that matches the faction icon on the Event Card drawn at the start of the turn. Start the EvacTrak on 7, in any turn that the players fail to gain the Loyalty of an indicated Location type during the turn move the marker 1 space towards the end of the track.

SUCCESS

Interrogate: Next chapter, before starting, peek at 3 Favour Tokens, place them back face-down.

FAIL

Time is Precious: Next chapter, begin the EvacTrak at 10.



Chapter 2: The Search for the Phoenix Eggs

Fortunately, the cultists are missing one valuable and extremely rare ingredient to complete their ritual - one (1) phoenix egg. Unfortunately, Tinderbox recently had at least half a dozen of these precious items smuggled into town and you will need to find them all before the cult manages to collect any of them. But be warned, this quest will not be over easy...

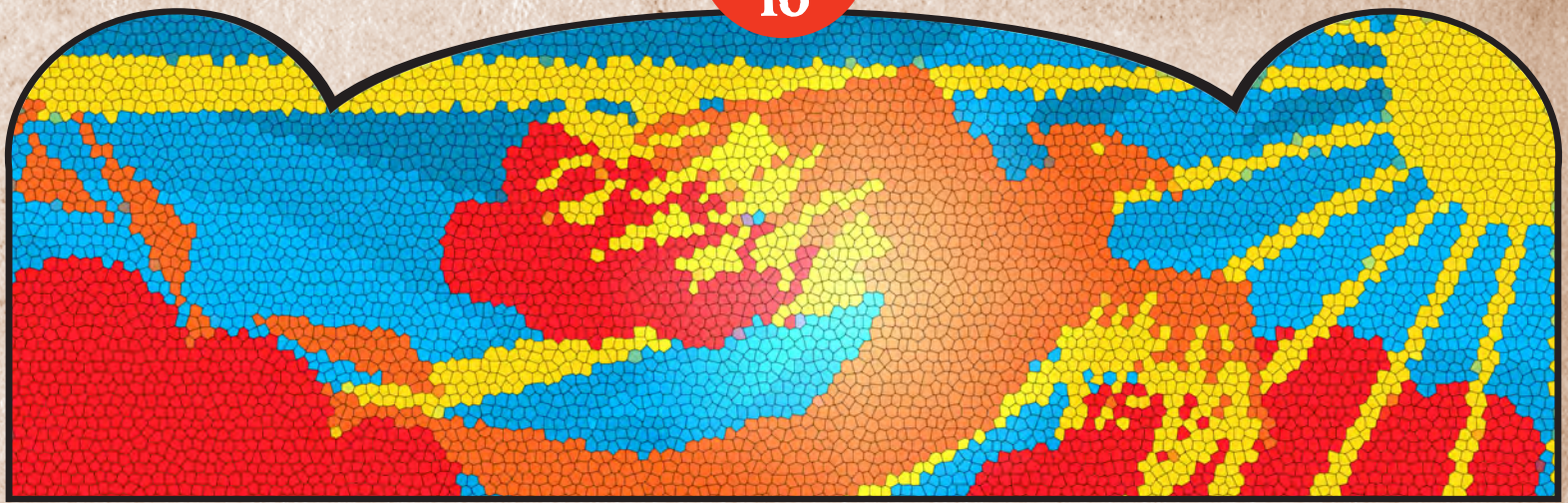
Chapter 2 Rules: In this chapter the Players will randomly place the Favour Tokens on the board as usual. Hidden on the reverse side of 8 of the Favour Tokens, is a Phoenix Egg icon, players must collect at least 6 of the 8 Favour Tokens with eggs. They must then "bring" one egg to each firehouse and two to the University to win the round. Returning an egg will cost one action. Start the EvacTrak at "S" and reduce it each turn as normal. Happy Hunting!

SUCCESS

Efficient: Next chapter, before starting, gain two Upgrades.

FAIL

Missed One: Next chapter, Instead of placing the Scroll at the top of the Equipment Deck, shuffle it in.



Chapter 3: Storm the University

Despite your best efforts, the cult has found a way to summon the Pyrotechnic Princess of Poultry without the need of eggs (possibly answering the age-old question of which came first...) They have locked the university and sealed the... seal... with a spell of extra... locking. Can you gain enough favour from loyal locations to purchase the last Scroll of Dispel Magically Sealed Seal or Locked Lock ? You'll figure it out...

Chapter 3 Rules: In this scenario the Players must purchase the Scroll of Dispel Magically Sealed Lock then remove the Favour Tokens from at least 3 of the Pyromancer University Blocks. Place the Scroll Card as the first item in the Forge. The cost of the Scroll starts at 5 Favour and increases at a cost of 1 per turn, use the VPT to monitor the price as it rises. Players may not enter the Pyromancers University Blocks until they have paid for the Scroll item. Equipment effects can still target University Blocks. If 2 or more blocks of the Uni are destroyed then players have failed the scenario. Start the EvacTrak at 10 and reduce it each turn as normal.

SUCCESS

Skilled: Next chapter, start the Phoenix on 6 instead of 8.

FAIL

Now We Are In Trouble: Next chapter, when setting the game up, use 4 starting Events instead of 3.

Chapter 4: Capture the Phoenix

Oh no! It seems that despite your best efforts (are these really your best efforts?) Hell's Hottest Hen has risen and is frolicking around Tinderbox enjoying the rain of fireballs! As majestic as she may be, she must be caught before she makes matters worse! Are you brave enough to risk your life for the safety of Tinderbox (and possibly the generous bounty offered for the beast on the black market)?

Chapter 4 Rules: Start this scenario with the Phoenix on the top left tile of the Pyromancer's University. Take the Phoenix Tracker card and place a Flame Meeple on the number 8 spot of the track. At the Start of every turn draw an Event Card for each Warden in play and place it face down next to their Wardens Card. Then draw and resolve the Event Card for the Event Phase turn as usual.

At the start of each Wardens Action Phase they reveal their Event Card and move the Phoenix 1 space in the direction indicated by the Phoenix icon in the top right corner. These event cards only move the Phoenix and are discarded after use.

If the movement of the Phoenix sends it off one side of the board it will appear on the opposite side of town.

If the Phoenix moves onto a Firehouse tile it is destroyed and may not be used for refilling.

If the Phoenix is hit by a fireball at the start of

the event phase move its track up 2.

If it moves to a block that is on fire as part of its movement increase its track by 1, and increase the intensity of the block by 1.

If it moves on to a block that is not on fire, the location will catch alight, place a Flame Token on the first position on the Flame track as usual.

If the presence of the Phoenix destroys a Block it is on, increase its Fire track by 2.

If the Phoenix reaches 16 on its track it has experienced catastrophic fowliar and bought the pyropoultrapocalypse down on Tinderbox.

Players reduce the Phoenix track the same way as they would a Fire Track on a burning block, there is no renown generated for extinguishing the Phoenix however.

To win this scenario all players must be on the same, or a block surrounding the Phoenix and have its track reduced to 0. There is no EvacTrak in this scenario, the Phoenix is the time limit.

SUCCESS

HEROIC

FAIL

Wardens? Hmm... More like Weevils. The town is a mess, there is a Phoenix incinerating houses, The mayor's wardrobe is gone, he has only one pair of underwear! The citizens are gathering rotten food to throw - you better run...