

Oktoberfest

Variant Scenario for Flash Point: Fire Rescue

This document summarises the rules for the unofficial “Oktoberfest” scenario. For background information and to download the necessary game board, please visit http://flyhi.de/games/fpfr_oktoberfest.html

The game situation is that a small German village has put up a tent on a fenced-in lawn adjacent to the churchyard to celebrate something. The celebration is in full swing; people sit in a tent, eat and drink, but suddenly something goes wrong, and chaos erupts. Fortunately, the local voluntary fire squad has been prepared for just that case and is ready to help.

Material

Apart from the “Oktoberfest” map you only need the material that comes with the basic “Flash Point: Fire Rescue” game.

Map / Game Board

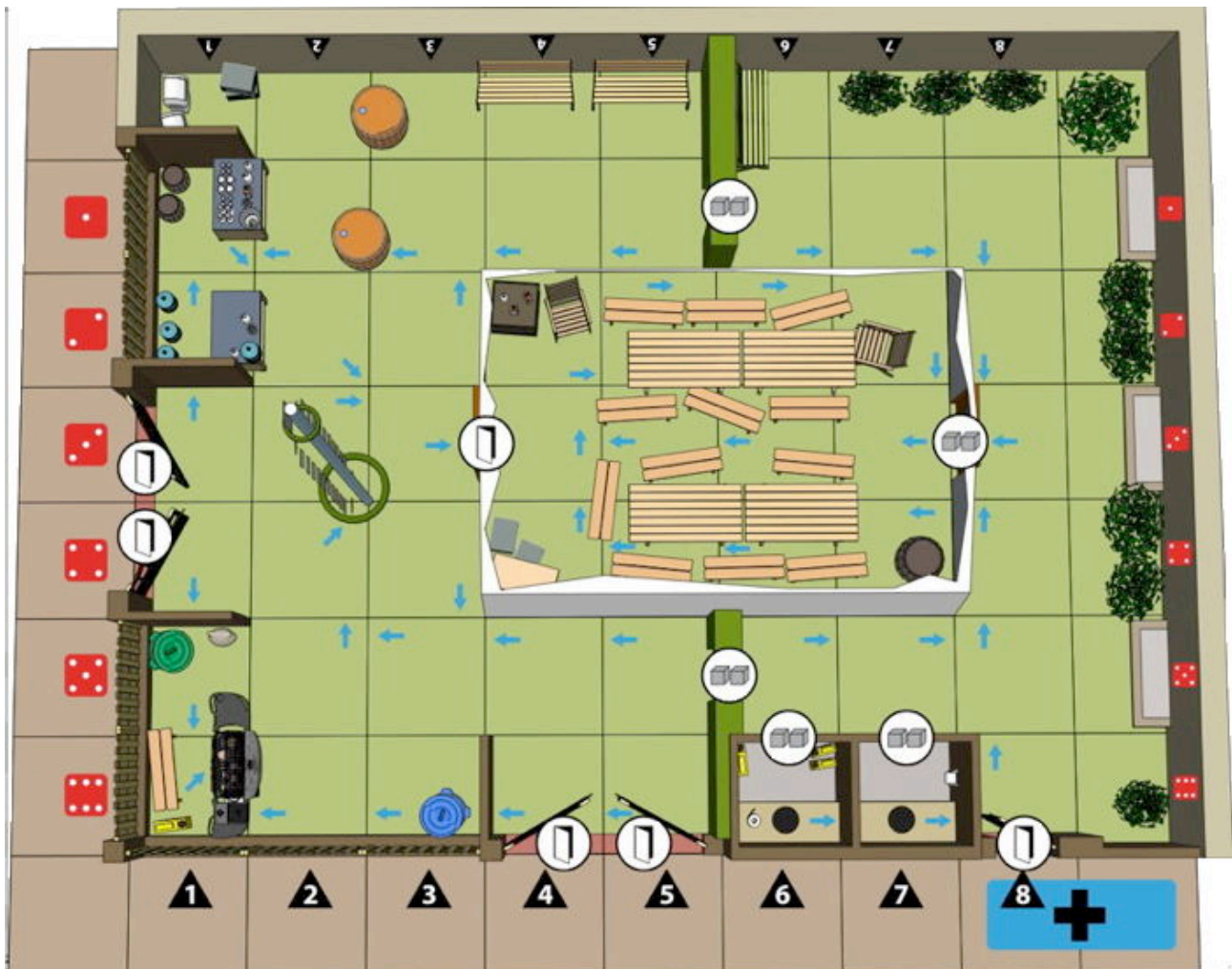
The map shows the village green, at two sides conveniently bordered by the churchyard wall, and part of the road that runs past. The green is fenced in and a tent, a barbecue and a beer bar have been set up for the occasion.



The board does not have a road on all four sides, but just on two. The two other "road" sides are part of the green and bordered by the churchyard wall. There are some special rules for this map:

- The spaces on the path along the churchyard wall may be used as any other space on the board, with the only exception that fire can spread there only by an explosion because they have no coordinates, and you cannot place new POIs there for the same reason. It is blocked to vehicles.

- The thick grey churchyard wall has withstood every challenge for 900 years, and it is not going to give in to a few die rolls now. You never place damage markers on this wall.
- The “maypole” has no function in the game and is just a decoration; the same is true for all other furniture and stuff shown on the map, except the tent. There is no difference (other than visual) between walls and fences.



Set-Up

Leave the following material in the box, you will not need it in this scenario:

- The **engine** card, because this village has no engine, just a portable pump.
- The specialist card "**Driver/Operator**", because he mans the pump just off the game board.
- The specialist card "**Imaging Technician**", because he is also the resident press correspondent and is busy taking pictures for his newspaper.

Choose your specialist roles from the remaining staff:

- **Generalist**: Not too fast, not too flashy, but sturdy and reliable, and often has that bit of extra stamina up his sleeve. He's someone you like to have around when things go awry.
- **Rescue Specialist** Petra Woudczak is a big girl. Good dancer, fast runner, and an expert with the chainsaw- her regular job is lumberjill.

- **Paramedic:** The beautiful country doctor Penny Feder joins the fire squad when needed. She has learned not to depend on outside help because usually none is around anyway when they call her. People respect her, and when she tells someone he can walk, he will.
- **CAFS Firefighter:** Of course the village fire squad does not have a CAF system, he is just very good with the hose. A natural talent for his job, and owner of the greenest lawn in the village.
- **HazMat Technician:** Not a trained specialist, insurance representative Kaiser just has a nose for dangerous things the villagers store in unlikely places. Like petrol in an old barn that happens to need rebuilding.
- **Fire Captain "Sparky" Bachmann** has been commanding the village fire squad for 20 years now and has seen some big fires in his career, a surprising number of them old barns; however, this is the first time that lives are in danger. It could be his finest hour.
- The **ambulance** is a big 4x4 truck that came here as civil defence surplus. It can hold the village's complete football team, or the leftovers from any fireman's carnival. It starts the game on the blue space in the corner of the board.

Firefighters may start on any road spaces, but not in any of the spaces enclosed by fence and wall.

The following image shows a recommended set-up for the first game:



You may also create a random set-up by rolling for 3 or 4 explosions and also rolling for the placement of 3 to 5 HazMat markers, as required by the normal set-up rules. Whatever the set-up, place 6 POI tokens on the map (instead of the usual 3), 4 of them somewhere inside the tent.

Victory Conditions

- You win the game if you save at least 7 victims by bringing them to the ambulance.
- You can only end the game winning when none of your men are inside the tent, otherwise you have to keep on playing until you got all of them out of the tent.
- You lose the game if you have lost 4 or more victims.
- You lose the game if all 24 damage cubes are spent.
- You also lose the game if one or more of your men are trapped in the tent when it falls down.

Special Rules

Unless changed by the scenario text, all normal advanced rules are in effect.

Per-Round Action

- At the end of each round, after the last fireman completed his turn, and before the first of the next round starts his turn, add 1 damage cube to any undamaged tent wall section that is adjacent to fire.

I recommend to place a reminder token (something you do not overlook easily) to the left of the start player.

The Tent

- Each tent "wall" needs only one damage cube to be destroyed. With one damage cube it behaves like a destroyed wall of the basic game in all respects.
- The tent will collapse when 12 wall segments (i.e. all except the doors) have one damage cube each; immediately place a fire token in **every** tent space not already on fire. The collapsing tent kills all victims inside. You immediately lose the game if any firefighter was inside the tent at that time; otherwise, you keep on playing.
This rule was inspired by the official motto of the French pompiers, "sauver ou périr" ("save or die" [in the attempt]).
- The tent walls may be "chopped" by firefighters for 2 AP each as usual (rescue specialist: 1 AP).
- Note that one tent door is permanently open. The status of the tent doors (open, closed, destroyed) has no effect on the tent's integrity.

Other Rule Changes

- The ambulance can move and stop on any space on the road (only). For 2 AP the "drive vehicle" action moves it 1 to 8 spaces (player's choice) in any direction.
- Because there is no engine, normal changing of specialist roles is not possible. However, any firefighter may switch irreversibly to the **Generalist** role by moving off-board for 1 AP and re-entering for free, next turn, at any road space. The new Generalist starts with a reduced AP allowance of 3 AP (plus any saved AP) into his first turn.
- Fire in the road is extinguished automatically at turn end, as in the basic game, but fire in the spaces adjacent to the churchyard wall remain on fire (note that they can only be set on fire by an explosion). If you run out of danger symbols, remove them randomly from those spaces.
- Note that POI replacement is done as in the basic game: If less than 3 POIs are on the board, bring in new POIs.

Hotspot Replacement

I confess that I am not completely happy with the hotspot mechanism. If you feel the same, try the following variant; of course, you can play with the normal hot spot rule as usual.

- When a fire advance roll causes an explosion (including HazMat explosions), roll again for fire advance once.
- Resolve the second fire advance roll only if it does **not** cause an explosion.
- *If this seems too tame to you, change it to:*
Resolve the second fire advance roll only if it **causes** an explosion.

- End -