



# FIRES AT MIDNIGHT

A non-combat Tabletop game  
For 1-8 firefighters

## Intro

While on the hills  
The fires burn at midnight  
superstition filled the air

*- Blackmore's Night, Fires at Midnight*

Nope.

No superstition here.

Those fires are real.

And you have been called to fight the flames.

Go, firefighter - and answer the call!

Welcome to Fires at Midnight.

In a village a fire is breaking out.

You are playing the firefighters tasked to save the villagers all while trying to keep the flames under control.

Good Luck,

# Kaí

## Requirements

1 Gaming Area, 2'x2'.

4 Model Houses, not bigger than 4"x4". Anything that can be described as "an area surrounded by walls and one door" counts.

4 Sixsided dice to be placed inside those houses.

3 Model Trees, each one on a 1"-2" base.

3 Model chests, 1"-2" base length.

1 Water Source: A well, a spring, a dispenser - anything on a 4" diameter base counts.

7 white 6-sided dice (or any one colour).

7 black 6-sided dice (or any other colour).

Note: the colours really don't matter, as long as one set of dice has got one distinctive colour and the other set has got another distinctive colour. During the rules those two sets will be referred to as the white dice and the black dice, but for you they may be any other colour.

11 Villager models, 28mm-35mm.

1 Firefighter model per player, 28mm-35mm.

3 Markers "Water" per player.

36 Markers "Smoke".

36 Markers "Fire".

6 Markers "Explosion".

You might want to create / provide 2-sided markers with "smoke" on one side and "fire" on the other side, as you will only ever need one side of such a marker: In a square there is either smoke or fire, never smoke and fire.

The actual sizes of those markers don't matter: "Water" markers are used to show, how many water a firefighter has loaded. While "Smoke" and "Fire" markers will be placed in the gaming area, distances to and from those markers are measured to and from the centre of such a marker. "Explosion" Markers mark a certain location in the gaming area, but do not influence other elements of the game.

Fires at Midnight is a setting agnostic miniatures game, so you can play with any miniatures in any setting you want:

Modern firefighters in a brick village, fantasy peasants rescuing villagers from their wooden houses, sci fi firewarrios learning how futuristic jet fuel spparently does melt steel beams, neanderthals hopping between huts that for mysterious reasons resemble half coconut shells (noone said, the setting had to make sense...) - creating a setting is entirely up to you!

## Setup

Start by laying out the gaming area.

At best, you've got a mat or a blanket sized 2'x2'. If not, you might want to use any 4 elements (coins, pieces of cardboard, bottles, additional model trees - anything goes) to designate the corners of the gaming area.

In the next step, you create a 6x6 grid on that area.

This grid can be entirely imaginary or you put some strings of twine in place. Important is, you've got a grid of 6x6 squares with each square being 4"x4".

Now you place 6 white dice next to one side at 2", 6", 10", 14", 18", 22" starting with the die at 2" showing the 1-face and having the other dice ascending numbers up to the 6-face at 22". Note how those dice are placed at the centre of a square's border.

Next you place 6 black dice next to another side the same way you placed the white dice: 4" apart starting at 1 going up to 6.

This way you have created coordinates for your grid, giving each square a (W)hite and a (B)lack coordinate.

The squares/coordinates called the "centre" are: (W3,B3), (W3,B4), (W4,B3), (W4, B4).

The term "square" and "coordinate" will be used as synonyms during these rules.

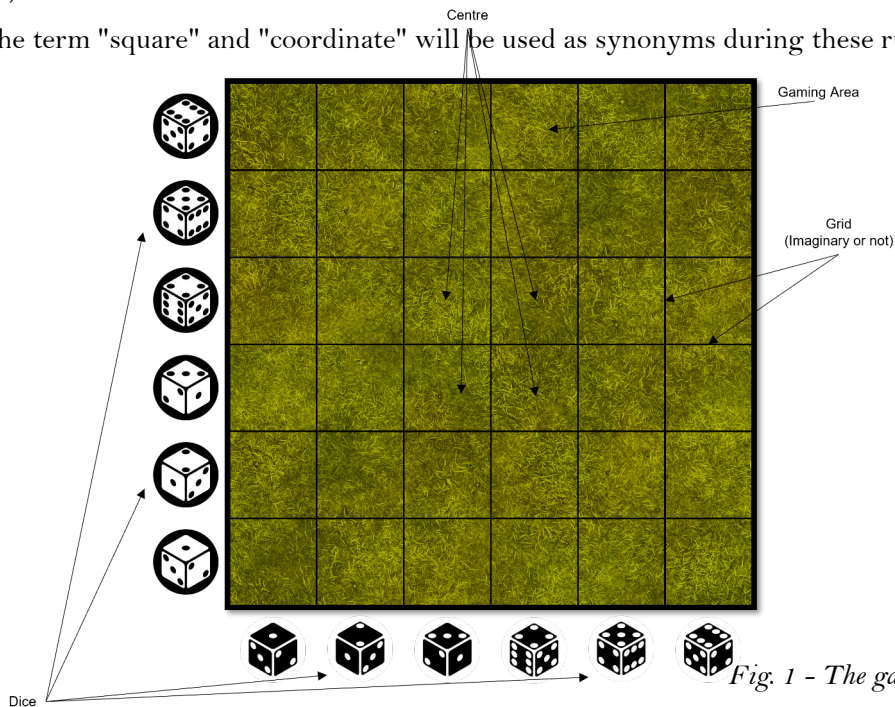


Fig. 1 - The gaming area

Whenever you are asked for a "random placement", roll the remaining white die along with the remaining black die.

Both dice give you a coordinate where you may place something.

The squares neighboring a coordinate horizontally and vertically are called the surrounding squares.

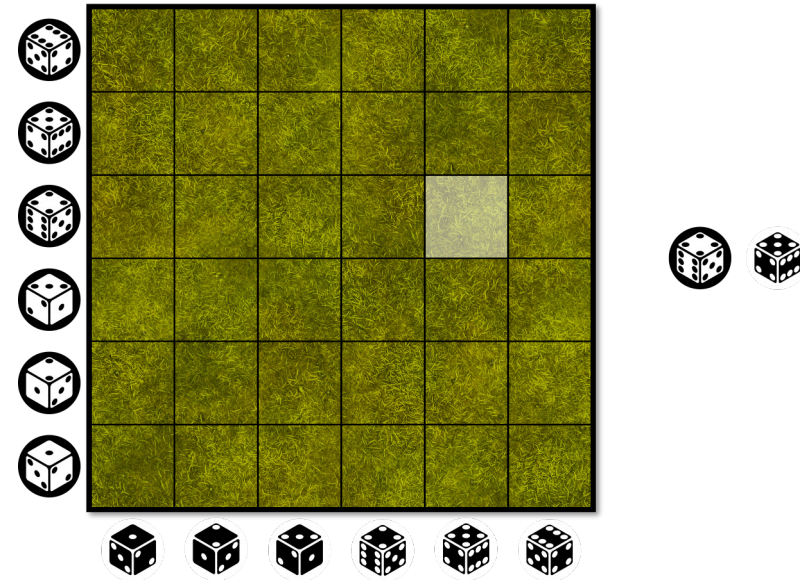


Fig. 2 - Determining a random square

In the picture above the determined square is W4,B5:

A white 4 and a black 5 point to the highlighted square W4,B5. The neighboring squares are W5,B5, W4,B3, W4,B6, W3,B5

Into the very centre of the gaming area you place your "Water Source", so it reaches into each of the "centre" squares (see above) equally.

Now you will place "items": Each house, tree and chest is considered an "item". At one coordinate only one item may be present and no item may be placed on any of the 4 "centre" squares. Whenever the dice tell you to place an item in an invalid square, roll the dice again.

Start by placing the 4 houses in a random position. Each house starts with the entry door closed.

In each house place a 6 sided die showing the 6 face. This is the structural integrity of the house. During the game, this can dwindle and in the worst case, a house can collapse.

Then place the trees randomly and at last place each chest randomly.

Place all Markers somewhere where you can reach them easily.

Place the villagers somewhere cobbled together - this is the "replenishment" area.

Designate another area as the "dead" area. Villagers can die to the flames and end up here.

Designate one more area as the "saved" area. Villagers carried off the gaming area end up here and are saved. As soon as the 7th villager is placed here, the game is won.

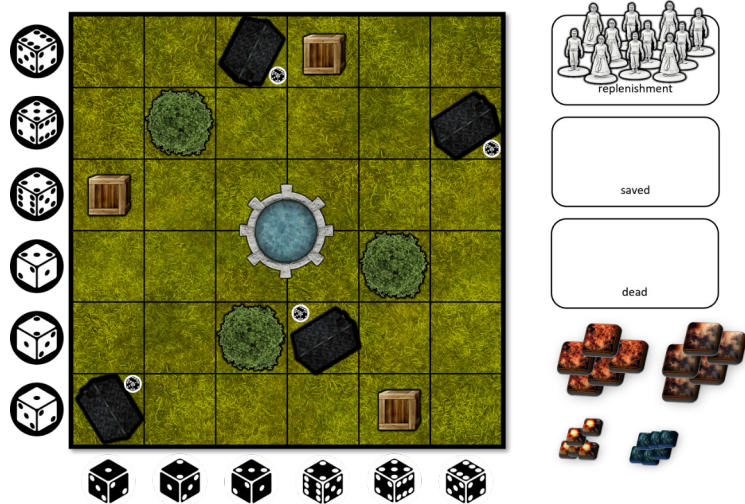


Fig. 3 - Initial Set Up

As your next step, create an initial explosion:

Whenever you are asked to create an explosion, start with the centre of the explosion.

The centre is either determined by an event, or by rolling the black and the white die.

For now, as you are setting up the game, you roll the black and white die to determine a coordinate for the centre of the initial explosion.

Reroll the dice if:

- You rolled a coordinate of one of the corners
- If you rolled the coordinates of a square with a house inside

Place a "Fire" Marker along with an "Explosion" Marker on the coordinate you rolled.

Also, place 4 more "Fire" Markers, each of them on one of the surrounding squares.

If you rolled a coordinate at the border of the gaming area, you only place 3 "Fire" Markers inside the gaming area.

If one of the surrounding squares contains a house, place the "Fire" Marker inside that house.

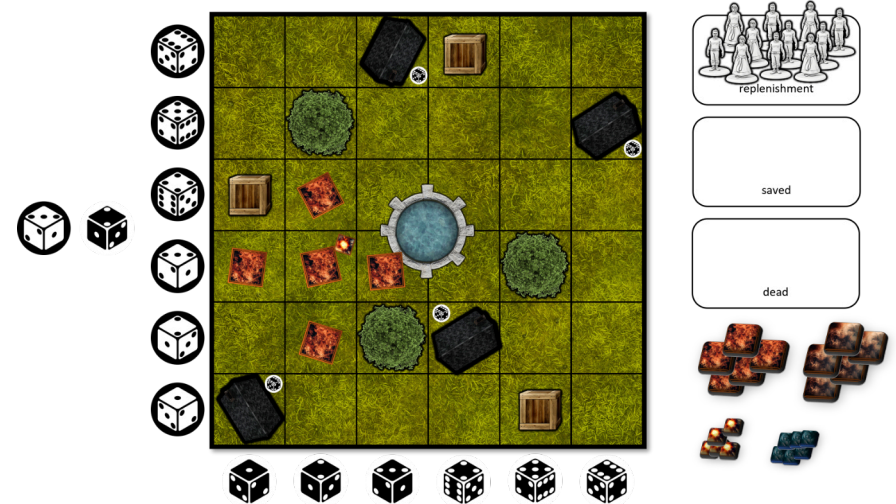


Fig. 4 - Initial Explosion

Now take 3 Villagers from the "replenishment" area and place them randomly. A villager may be in a square with an item inside. A villager placed in a square with a house is placed inside that house.

Whenever the dice tell you to place a villager in a square already containing a villager or a "Fire" Marker, reroll both dice until you can place the villager at the new coordinate.

At last each player places his firefighter model on one of the "centre" squares, in base contact to the water source.

That's it, you are set up and ready to play!

## **Playing the game**

The game is divided into rounds.

During a round, each firefighter receives 1 turn for which he receives 4 Action Points.

A player has to use up a firefighter's Action Points in a row. If for whatever reason a player decides to use less than the 4 Action Points given each turn, all Action Points not used become lost.

They do not be saved for future rounds.

It's up to the players to determine which firefighter's turn it is, and turn order may change from round to round at players' discretion.

Once a firefighter is done with his Actions for this round, he will have to wait for the next round until he may act again.

A firefighter's turn is divided into 2 phases:

The Firefighter phase and the Upkeep phase.

### **Firefighter Phase**

At the beginning of your turn you receive 4 Action Points which you may spend on actions that either cost 1 or 2 Action Points.

To perform an action you must pay the cost. If you cannot pay the cost, you cannot perform that action.

For 1 Action Point you may perform any one of the following actions:

#### Take 1 "Water" Marker

This action is only available to a firefighter in base contact to the Water Source. Place one "Water" Marker either in front of you or next to your firefighter, whatever is more comfortable for you. Your firefighter is now in possession of enough water to start fighting the flames (see below for details). A firefighter may carry at most 3 "Water" Markers at any point of time.

### Move up to 4"

Move your firefighter up to 4" into any direction. You may change direction during the movement as many times as you want, as long as the entire distance of the move is no more than 4".

Also, at the end of the movement the border of the firefighter's base must have a distance of at least 3" to the centre of the "Fire" or "Smoke" Marker closest to him.

### Move up to 4" outside the gaming area

When carrying a box or a villager (see below), a firefighter may leave the gaming area with a move action.

In that case, the movement taking the firefighter outside can be less than 4". Any remaining movement is lost for this action.

The box or the villager is rescued automatically. Place either of them into the "saved" area.

With the very next action (which may occur in the next round, if all actions have been used up for now) the firefighter has to enter the gaming area from the point he left.

### Use Water

Discard 1 "Water" Marker to either turn a "Fire" Marker to the "Smoke" side or to remove a "Smoke" Marker from the gaming area.

### Pick Up

Either pick up a box or a villager. Your firefighter may either carry a box or a villager, but not both. You may want to place the box or the villager on the base of the firefighter to represent this state.

(Note: The firefighter is not necessarily carrying the villager. He might as well guide him. But for simplicity's sake and to stick to one term only, the rules speak of a firefighter carrying a villager.)

### Open door

Initially the doors to the houses are locked. When standing in base contact with a door, you may now open it. When moving up to a closed door, your move action finishes before you open the door.

For 2 Action Points you may perform any one of the following actions:

### Get up

If your firefighter has been knocked down, he may now get up. Getting up when knocked down is the first thing he needs to do during his turn, as he cannot perform any other action while knocked down.

Place the firefighter back on his base.

### Chop Down a Tree

Trees catch fire easily, so they can be dangerous, if left standing around.

A chopped down tree can be carried around and out of the gaming area.

A square containing a chopped down tree still counts as a square containing a tree. (This is important in the "Spread Fire" step; see below.)

### Move up to 4" carrying a tree, a box or a villager

While carrying a tree, a box or a villager, a firefighter cannot carry any of the other items. A tree, box or villager carried is in the same square the firefighter is in.

### Move up to 4" outside the gaming area carrying a tree, a box or a villager

When carrying a tree, a box or a villager, a firefighter may leave the gaming area with a move action.

In that case, the movement taking the firefighter outside may be less than 4". Any remaining movement is lost for this action.

Place the tree, box or the villager in the "saved" area.

With the very next action (which may occur in the next round, if all actions have been used up for now) the firefighter has to enter the gaming area from the point he left. Reentering the gaming area with empty hands uses up just 1 action!

### Move up to 10" in a straight line

During this move action you may neither cross an item nor be at any time during the move somewhere within 3" of a "Smoke" or a "Fire" Marker.

Also you may perform this action only, if your firefighter is not carrying a tree, a box or a villager.

### Take 3 "Water" Markers

This action is only available, if the firefighter is in base contact to the "Water Source".

Place the "Water" Markers either in front of you or next to your firefighter, whatever is more comfortable for you. Your firefighter now is in possession of as much water as he can possibly transport at any given time.

Note: When taking 3 "Water" Markers, it is advisable to spend at least 1 of them during this turn. Otherwise your "Water" Markers will be reduced to 2 during Upkeep.

### **Upkeep Phase**

As soon as you have performed your final action with your firefighter, the Upkeep phase starts.

During Upkeep, perform the following steps in the order provided here.

### Spread Fire

1. The Fire spreads. Roll the black and the white die to determine coordinates and place a "Smoke" Marker in that square.
2. If there already is a "Smoke" Marker or an "Explosion" Marker in the square determined, turn the smoke marker over to the "Fire" side instead.
3. If there already is a "Fire" marker in the square determined, go through the steps of an explosion. Follow the description below for this as well as for following explosions - though similar to, they do have their differences to the initial explosion.
4. Check for items in the same square with a "Smoke" or "Fire" Marker:
  - 4.1 If there is a Tree in a square containing a "Smoke" Marker, turn the Marker to the "Fire" side and remove the tree. If the Marker already is on the "Fire" side, just remove the tree.
  - 4.2 If there is a box in a square containing a "Fire" Marker, remove the box from the game and go through the steps of an explosion (see below) even if the box is carried by a firefighter.
  - 4.3 If there is a tree within a square surrounding a "Smoke" or a "Fire" Marker, place an equal Marker in the square containing the tree.
  - 4.4 If there is a House in a square containing a "Fire" Marker, at first make sure the "Fire" Marker is inside the House. Now reduce the die's face for this house by 1. If the die's face already is on the 1, remove the die: The house now is destroyed. As a house destroyed cannot be entered any more, villagers in a house destroyed are removed to the dead box and any firefighter in a house destroyed is placed outside the ouse knocked down.
  - 4.5 If there is a House in a square containing a "Smoke" Marker, at first make sure the "Smoke" Marker is inside the House. Now flip the "Smoke" Marker over to the "Fire" side.
5. Check each square with a "Smoke" Marker: If there is a "Fire" Marker in one of the surrounding squares, turn the "Smoke" Marker over to the "Fire" side. Repeat this step after each turning of a Marker as often as necessary.

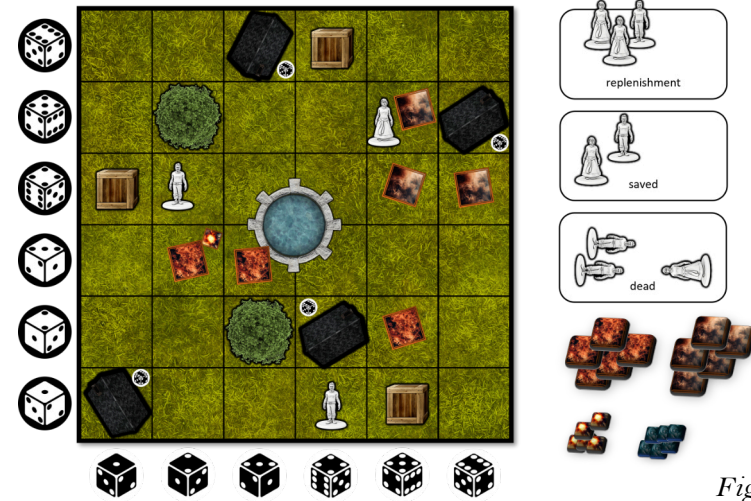


6. Remove each victim in the same square as a "Fire" Marker into the "Dead" box, even when carried by a firefighter.
7. Each Firefighter in the same square as a "Fire" Marker is knocked down. Place the miniature lying on the ground in the square it stood in.
8. If there are less than 3 villagers left in the gaming area and if there are any villagers left in the "replenishment", take one villager from the "replenishment" area and place it randomly inside the gaming area. This way, a villager may be placed in a square containing a "Fire" Marker. Better hurry to get him out of there!

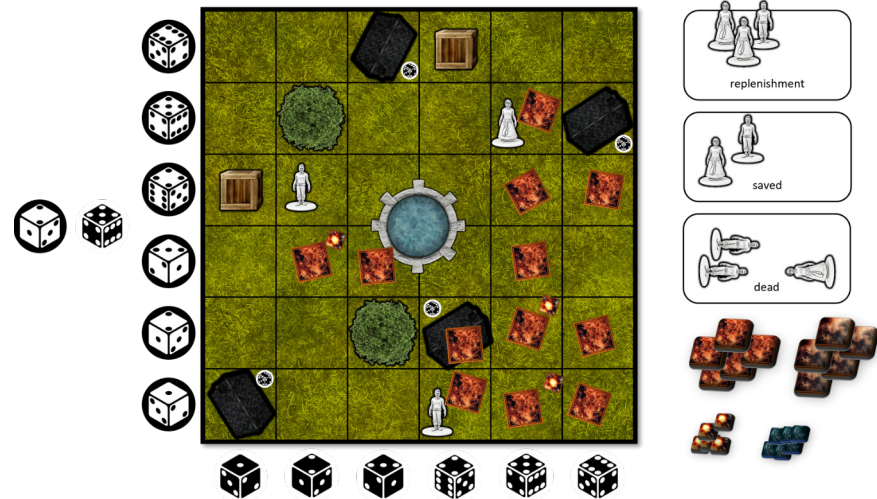
### Explosion

Whenever an explosion is called for, perform the following steps in the order provided here.

1. Place an "Explosion" Marker at the coordinate the explosion occurs.
  - 1.1 If the coordinate already contains an explosion marker do not place another explosion marker here and go through the following steps as described. When you are done, roll the dice for another coordinate to perform an explosion there beginning with step 1. (Multiple explosions can occur during a turn.)
  - 1.2 If an explosion occurs in a square containing a house, reduce the die's face inside the house by 1 and ignore the steps under 2.
2. Place a "Fire" Marker in each of the squares surrounding the explosion.
  - 2.1 If there is a "Smoke" Marker in a square surrounding the explosion, flip it over to the "Fire" side and place a "Fire" Marker on the next square in line as seen from the initial explosion square. Repeat this step for each new square, if there is another "Smoke" Marker in that square.
  - 2.2 If there is a "Fire" Marker in a surrounding square, place a "Fire" Marker on the next square in line as seen from the initial explosion square. Repeat this step for the new square, if there is another "Fire" Marker in that square. If for whatever reason during this procedure the line runs into a "Smoke" marker, continue with step 2.1- from here.



*Fig. 5 - before ...*



*Fig. 6 - ... and after an explosion*

## Game goal

Your primary goal is: Rescue the villagers.

While getting the fire under control is a secondary goal at best, it surely aids by making the whole rescue operation easier.

You rescue a villager by moving him outside the gaming area.

Once you have rescued 7 villagers, you have won the game.

You lose the game either

- by having all of the 4 houses burn down

- or by losing 5 villagers to the flames

- or as soon as a 7th explosion would occur

As soon as at least any one of those events occurs, the players lose the game.

## Credits

All graphics have been created by machines. Deal with it.

So there is no one that could be credited here.

## Fires at Midnight

Has been brought to you by

*CatZeyeS*



*Entertainment*

Kai Bettzieche

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