Example of Out-of-Control Fires and Tracking

Below is an example of how out of control fires work and track them.

In the example, Sector 1 has been hit by three V-1s. Attempts to put out the fires were unsuccessful. Because the number of fire markers exceeds the number of fire fighters, the fire is out of control.

Thus, the marker on the Out-of-Control track is moved to the space labeled 1.

In the next turn, Sector 1 received no V-1s. Firefighters succeeded in putting out 2 fires. The fire is now under control.

In the next turn, Sector 1 is hit by two more V-1s. The firefighters fail to put out the fires, thus the fire is out of control.

The marker on the Out-of-Control track is moved to the space labeled 2.

In another example, if the out-of-control fire in Sector 1 remained so for – let's say – three more turns, the out-of-control fire is only counted once, not for each turn it remains out-of-control. Once it is put out, another out-of-control fire could occur again in the following turn or turns at which point it is counted again. In short, each instance of an out-of-control fire occurring is counted only once. Any sector can incur more than one out of control fire.