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Flash Point: Fire Rescue

Urban structures

expansion

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Only playable with Flash Point: Fire Rescue

Contents: Double-sided game board, expert card, expansion rules

Urban structures is an exciting expansion for Flash Point: Fire Rescue. Included in this expansion are two new game boards depicting city buildings, a new firefighting expert, and finally this rulebook, which explains the new elements and also contains a few optional rules for the game.

The expansion cannot be played without the base game Flash Point: Fire Rescue.

These rules extend the basic rules. In the event of any conflict, the rules in this expansion will take precedence.

Note: This translation already contains some rule clarifications that are missing in the original English translation. Note: I have tried to modify terminology back to same terms used by original game.

Expert: structural engineer (Baustatiker)

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4 AP per turn

Clear: 1 AP

Return a hotspot from the space where the structural engineer is standing to the small yellow dots on the game board. This source of fire can come back into the game.

Repair: 2 AP

Return a damage counter from a wall segment adjacent to the Statician's space to the supply. This damage counter can come back into play.

In order to vacate or shore up, the structural engineer's space **and all adjacent** spaces must be clear of fire.

The structural engineer cannot extinguish smoke or fire.

Game Board – Urban Townhouse

This game board shows a double apartment in a red-brown terraced house Sandstone, that is a type of house known in the USA as "brownstone building".

What is special about this building plan is the restricted access routes and the problem of coordinating firefighters between the two apartments.

Special Rules for This Game Board:

This building is bordered on the left and right by similar buildings. The vehicles can move from one side of the building to the other for 4 AP (they "go around the block").

The firefighters cannot move into the darkened areas of the game board.

The walls to the neighboring house (marked with black lines in the picture) are treated like interior walls. They gain damage counters as normal, but even if they're destroyed, firefighters can't move through them.

Caption (2x): The firefighters cannot enter these spaces.

Game Board – High-rise

The High-Rise board represents a high-rise office building that offers some very

special quirks and challenges. The building can only be reached via the fireproof elevator and the turntable ladder of the emergency vehicle. Below are some rules that apply only to this board.

The two elevators are special fields. A lift with a closed door is in the entrance hall on the ground floor. There is an open door elevator on the floor pictured. Opening and closing the elevator doors thus moves the elevators between the floors at the same time.

Note: The issue of using elevators in the event of a fire is controversial. Most elevators should not be used in the event of a fire and will shut down automatically.

Some elevators have a fire brigade circuit, which allows the fire brigade to continue using this elevator even in the event of a fire via manual control.

Recently, fire safe elevators have also been installed around the world, such as at the Hotel Stratosphere in Las Vegas and the International Commerce Center in Hong Kong. Thanks to the latest technology and building materials, such elevators are safe enough to offer a quick escape route from very high buildings in the event of a fire. (German translator's note: the elevators on the game board could never, ever be approved as firefighter elevators, but remember... it's a game!)

As technology advances, the best advice today is this: **if there's a fire, never use the elevator!**

Captions:

- (Left) Light Wall: Light walls (light blue) are considered destroyed with one damage cube
- (Top right) Strongly armored wall: Such walls (black) cannot be damaged or even destroyed. Don't put damage counters on these walls.
- (Bottom right) Elevator spaces

Skyscraper setup

Note: The ambulance is not used on this board. (Victims are immediately considered rescued if they are carried down the ladder to the street or taken to the entrance hall.)

The fire engine is used as a turntable ladder, but also retains its other functions (water cannon, crew swap, transport).

Initial explosion placement: The space for the first explosion is always in column 2 of the black 8-sided die; roll only the red 6-sided die to set the row. The space for the second explosion is always in column 7 of the black die; just roll the red die to set the row.

The space for the third explosion is always in row 5 of the red die; roll only the black die to set the column. For Hero difficulty, the space for the fourth explosion is always in row 1 of the red die; roll only the black die to set the column.

Hazmat, POI and hotspots are never placed on elevator spaces; if you roll an elevator space for it, roll the dice again.

The players place the firefighters either on any space outside the building or on an elevator space of their choice.

Note: When the game starts, both elevators are on the ground floor (elevator doors are closed, like all other doors).

1. High-rise actions

Climbing a ladder: 2 AP; 4 AP when carrying a casualty or dangerous goods To use the aerial ladder, the vehicle must be on the same side of the building as the firefighter. From the building you can only access the ladder through a destroyed section of wall. When a firefighter descends the ladder (outside the building), he arrives at one of the two vehicle spaces. It can also only climb up (into the building) from one of these spaces, and it always arrives on a space that is adjacent to a street space on the side of the building on which the vehicle is standing.

Note: This building field does not necessarily have to be adjacent to the parking lot, the ladder has a lateral overhang.

Movement between entrance hall and exits: 2 AP firefighters can move from the entrance hall (elevator space with the door closed) to a vehicle parking space or vice versa with this special movement action. The vehicle does not necessarily have to be in this parking space.

Open or close elevator door: 2 AP (this includes the time the elevator takes for the movement between floors required)

Victims are immediately considered rescued if they are carried down the ladder to the street or taken to the entrance hall (i.e. are on an elevator space with the door closed). There is no need to move them from the Entrance Hall to a parking space or to the vehicle.

2. Fire spread in the high-rise building

Smoke cannot be placed on elevator spaces. Roll again if the target space rolled is an elevator space.

If an elevator door is destroyed by an explosion, that elevator becomes unusable and cannot be used again until the end of the game. Place two fire symbols on this space; they are for reminders only and cannot be erased or otherwise removed. Firefighters who are in the entrance hall at the moment of the destruction are immediately placed on one of the two current parking spaces for the fire engine. Firefighters who were in the elevator when the door was open can exit the elevator normally into the building.

Firefighters knocked down by fire are immediately placed in one of the two current fire engine parking spaces.

3. Replenish mission symbols in the skyscraper

POI symbols(?) cannot be placed on elevator spaces. Roll again if the target space rolled is an elevator space.

scenarios

Scenarios are optional variant rules for Flash Point: Fire Rescue. You can apply more than one scenario rule at the same time. You can use most scenarios with only the advanced rules, but on any map.

The lone firefighting team

Your volunteer firefighters have to react quickly and cannot wait for reinforcements.

- Initial Deployment: Randomly choose the expert cards.
- No team exchange is possible during the entire game.

Hidden Dangers

You never know what lurks under a "?".

- Initial setup: Do not place any hazardous material symbols.
- False Alarm: If a victim symbol turns out to be a false alarm, place a hazardous material symbol on the field. If the hazardous material is detected while the fire is spreading, it will immediately explode.

Catch the arsonist!

This fire was not an accident. You need to gather evidence to catch the culprit.

- Initial Deployment: Place 6 Hazmat symbols.
- Evidence: In addition to rescuing at least 7 victims, players must also carry at least 3 hazardous materials out of the building to win.

Murphy's Law Strikes

A burst main water pipe hampers firefighting efforts.

- The fire monitor (water cannon) is not available in this game.

A hero as he should be

You think you're quite a man? Then try to win the Hero difficulty using the rules that were originally intended.

- Initial Deployment: After identifying the source of the fire according to the Once you have placed the Advanced Rules, place another three fire spots at random locations. In addition, all other fire symbols can be used in this game.

Friends in Need

When you're knocked down, your comrades must take you to the ambulance.

- If a firefighter is knocked down, he is placed flat in the field and behaves like a victim from now on. However, he does not die when his field is on fire.

The player who controls this firefighter continues to participate in the game.

However, he cannot perform any actions on his turn, only spreading fire and filling up the victim symbols until the firefighter has either been treated by the paramedic or has been carried to an ambulance parking lot (family game) or to the ambulance (advanced rule).

- The paramedic immediately restores the firefighter, but during treatment there must be no fire.

The Hotter Fire

This time it's not just another spread of fire...

- If there is a fire on the target space for the fire spread, fire immediately takes place of the placed smoke.

Save the building!

The building is deserted; the order is therefore not to take any chances.

Initial Deployment:

- No casualties or hazmat, but 18 hotspots (24 if you want to play "hero"). The other sources of fire are not required. Flare is resolved normally, but no new blaze is placed at the end.
- Cleared fires do not come back into play.
- The players win when all sources of fire have been cleared (special action of the structural engineer). Players lose if the building collapses or if a firefighter is knocked down.