URBAN STRUCTURES

EXPANSION PACK

THIS IS NOT A STAND ALONE GAME.

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Contains:
Double-sided Game Board • Specialist Card • Expansion Rules

FLASH POINT: FIRE RESCUE
URBAN STRUCTURES

Urban Structures is an exciting expansion package for Flash Point: Fire Rescue. Included in the package are two new game boards representing city buildings, a new firefighting specialist and this rule book that includes details for these new materials as well as a number of different optional rules for play.

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

These rules supplement the base game rules.
In the case of conflicts, the rules in this expansion supersede the base game rules.

SPECIALIST – STRUCTURAL ENGINEER

Structural Engineer
4 AP per turn

Clear: 1 AP
Return a Hot Spot marker from the Structural Engineer's space to the small yellow circles on the side of the game board. Hot Spots returned in this way can re-enter play.

Repair: 2 AP
Return a Damage marker from a Damaged (but not Destroyed) wall segment in the Structural Engineer's space to the supply. Damage markers returned in this way can re-enter play.

In order to take the Clear and/or Repair actions, the Structural Engineer's space and any Adjacent spaces must be free of Fire. *The Structural Engineer may not Extinguish Fire or Smoke.*

GAME BOARD – BROWNSTONE

The Brownstone game board is an urban duplex apartment. The unique aspect of this building is the limited access to the building and the difficulty in coordinating Firefighters between the two apartments.

Board Specific Rules:

This building abuts similar buildings on both sides.

Firefighters cannot move into the highlighted areas of the board.

The Walls shared with the neighboring buildings (marked in this diagram with black lines) are treated as interior Walls. Damage markers are placed on these walls as normal, but Firefighters may not move through these walls even if they are Destroyed.

Vehicles may move from one move from one side of the building to the other for 4 Action Points.

Firefighters can not move into these spaces.

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GAME BOARD – HIGH RISE

The High Rise game board is an urban High Rise office building with a number of very unique features and challenges to overcome. Access to and from the building is via the fire service elevator and/or the fire engine's ladder. A number of board specific rules are covered below.

The Elevator is a special space on this board. An Elevator with a Closed Door is in the building's Lobby. An Elevator with an Open Door has been moved up to the floor on fire. Opening and Closing the Elevator Door moves the Elevator between floors.

Note: The subject of using elevators for fire escape remains controversial. Most elevators will be automatically disabled in the event of a building fire. Many elevators are equipped with a Fire Service Mode that can be used by firefighters to manually operate the elevator in a burning building. "Fire Safe" elevators are starting to be installed around the world, including the Stratosphere hotel in Las Vegas. These elevators use advance technology and building materials to offer rapid escape from very tall buildings. While technology continues to evolve, the best advice remains: **Do not use an elevator during a fire.**

Light Walls :

A Light Wall segment with one Damage marker is Destroyed.

Heavily Reinforced Wall:

A Heavily Reinforced Wall segment can not be Damaged or Destroyed. Do not place Damage markers on Heavily Reinforced Walls.

Elevator Spaces

HIGH RISE SETUP

Placement of Initial Explosions: The Target Space for the first explosion will always be in the 2nd column (🔺2), roll the red six-sided die to determine the row. The Target Space for the second explosion is in the 7th column (🔺7), roll the red six-sided die to determine the row. The Target Space for the third explosion is in the 5th row (🎲), roll the black eight-sided die to determine the column. At the Heroic level, the Target Space for the fourth explosion is in the 1st row (🎲), roll the black eight-sided die to determine the column.

Hazmat, POI and Hot Spots can not be placed in either of the Elevator spaces. If the Target Space is an Elevator space, roll again

Each player places their Firefighter on any of the board spaces outside of the building OR in an Elevator space.

1 | High Rise Special Actions

Move on Ladder: 2 AP, 4 AP if carrying a Victim or Hazmat

To use the Ladder, the Engine must be on the same side of the board as the Firefighter. Moves using the Ladder can only be done through a Destroyed Wall segment. A Firefighter climbing down the ladder (from the interior of the building to the exterior) must Move to one of the Engine's spaces. A Firefighter must be in one of the Engine's spaces to climb up the ladder (moving from the exterior to the interior of the building). A Firefighter climbing up the ladder can only Move to a interior space that is Adjacent to an exterior space on the Engine's side of the board.

Move between the Lobby and Building Exits: 2 AP

A Firefighter may move from the Lobby (Elevator with Closed Door) to any of the Engine Parking Spots, or from any of the Engine Parking Spots to anElevator with a Closed Door. The Engine need not be in Engine Parking Spots that are used for this special Move action.

Open/Close Elevator Door: 2 AP (This includes transit time for the Elevator to move between floors)

Victims are Rescued immediately when they have either been Carried down the ladder to the exterior of the building or have been Carried into the Lobby (in the Elevator space and the Elevator Door has been closed). Victims need not be Carried from the Lobby to the Engine to be Rescued.

2 |High Rise Advance Fire

Smoke can not be added in the Elevators as a result of an Advance fire roll. Reroll if the Advance fire Target Space is an Elevator space.

If an Elevator Door is Destroyed as a result of an explosion, that Elevator is Destroyed and will not function for the remainder of the game. Place two Fire markers in the Elevator as a remainder that the Elevator has been Destroyed. The two Fire markers so placed can not be Extinguished. Any Firefighter in the Lobby when their Elevator is Destroyed is returned to one of the two spaces of the Engine's current Parking Spot (this is not a Knock Down, but the effect is the same.)

A Firefighter that has been Knocked Down is returned to one of the two spaces of the Engine's current Parking Spot.

3 |High Rise Replenish POI

A POI will not be found in one of the Elevator spaces. If the Replenish POI Target Space is one of the Elevator spaces, reroll.

SCENARIOS

Scenarios are variant rules for Flash Point: Fire Rescue. The game can be played with one, or more scenarios. Most scenarios can be played on any game board and use the Experienced rules.

Use your imagination to design your own scenarios!

A Lone Engine Company – Your volunteer firefighter crew has to respond quickly with the limited resources on hand .
- Initial Set-up: Randomly select Specialist cards.
- The Crew Change action is not available for the entire game.

Unmarked Hazards – You never know what lies beneath the ? mark.
- Initial Set-up: Start the game with no Hazmat markers on the board.
- False Alarms: When a False Alarm is revealed, place a Hazmat marker in its space. If the False Alarm was revealed during the Advance Fire phase, resolve an Explosion in the space.

Overtaking an Arsonist – This fire wasn't an accident, you will need to collect the evidence to catch the perp.
- Initial Set-Up: Place 6 Hazmats on the board.
- Evidence: The players must both Rescue 7 (or more) Victims and Retrieve (Carry outside the Building) 3 Hazmat markers as evidence to be victorious.

Murphy Strikes – A broken water main hampers structural firefighting,
- The Deck Gun action is not available for the entire game.

The Original Hero – Think you are hot stuff? Try winning the Heroic level as it was first envisioned.
- Initial Set-up: After placing Hot Spots according to the Experienced rules set-up, roll and place 3 more Hot Spots . Place all the remaining Hot Spots on the board for later use.

A Friend in Need – Get Knocked Down and your Fellow Firefighters must get you back to the Ambulance
- If your Firefighter is Knocked Down, place the Firefighter's pawn on its side. The pawn will act as a Victim, except it will stay in a space with a Fire marker.
- The player whose Firefighter is Knocked Down will still take a turn in order, but will only Advance the Fire and Replenish POI on their turn. They can not take any Actions until they have been Treated by the Medic, or Carried to the Ambulance Parking Spot (Family rules) or to the Ambulance (Experienced Rules)
- The Medic may Treat the Knocked Down Firefighter, but only in a space without Fire.

A Hotter Spot – Its not just an extra Advance Fire Roll
- When the Target space of the Advanced Fire roll contains a Hot Spot, place a Fire marker instead of just a Smoke marker.

Save the Structure – An abandoned building, your crew is instructed to use a defensive approach.
- Initial Setup: No POI, NO Hazmat, place 18 (24 at Heroic Level) Hot Spots inside the building (rest in box.)
- Resolve Flare-Ups as normal, but do not add a Hot Spot Marker
- Cleared Hot Spots do not re-enter play.
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- Players are victorious when all Hot Spots have been Cleared. Players are defeated if the Building Collapses, or a Firefighter is Knocked Down.