

Flash Point - Tragic Events Rules Summary (v1)

Setup:

1. Place the game board on the table.
2. Place a **closed** door token on each inside doorway.
3. **Difficulty level:** Choose one:
 - **Recruit:** 3 Explosions for fire placement & 3 Hazmats.
 - **Veteran:** 3 Explosions for fire placement & 4 Hazmats.
 - **Heroic:** 4 Explosions for fire placement & 5 Hazmats.
4. **First explosion** (for fire placement):
 - Roll only the black die. Place a **Fire** token on the following square (based on the number rolled):
 - 1 => place **Fire** token at 3,3
 - 2 => place **Fire** token at 3,4
 - 3 => place **Fire** token at 3,5
 - 4 => place **Fire** token at 3,6
 - 5 => place **Fire** token at 4,6
 - 6 => place **Fire** token at 4,5
 - 7 => place **Fire** token at 4,4
 - 8 => place **Fire** token at 4,3
 - Explosion (include black damage cubes as applicable).
 - Add **Fire** tokens as if that square had an explosion.
 - Adjacent walls and doors are damaged.
5. **Second explosion** (for fire placement):
 - Roll both dice (reroll if a **Fire** token is already there).
 - Place a **Fire** token on that square.
 - Explosion (include black damage cubes as applicable).
 - Add **Fire** tokens as if that square had an explosion.
 - Adjacent walls and doors are damaged.
6. **Third explosion** (use dice from 2nd explosion):
 - Flip the black die to its opposite side. Reroll the **red** die. Place a **Fire** token on that square. Reroll just the red die if a **Fire** token is already there.
 - Explosion (include black damage cubes as applicable).
 - Add **Fire** tokens as if that square had an explosion.
 - Adjacent walls and doors are damaged.
7. Heroic level: **Fourth explosion** (for fire placement):
 - Roll both dice (reroll if a **Fire** token is already there).
 - Place a **Fire** token on that square.
 - Explosion (include black damage cubes as applicable).
 - Add **Fire** tokens as if that square had an explosion.
 - Adjacent walls and doors are damaged.
8. **Hazmat tokens:** Roll the dice to place them:
 - If the space already has a **Fire** or Hazmat token, reroll.
9. **Create the Fire Deck:** Shuffle 1 Accelerate Card PLUS:

Fire Rages Cards	1-2 players	3 players	4 players
Recruit	15	11	10
Veteran/Heroic	10	8	7

Create Flare Up Deck (unused cards back in the box):
6 Flare Up cards for Recruit, 8 for Veteran, 10 for Heroic
10. **Event Deck:** Shuffle Event Cards (keep near the board).
11. **Place 3 POI:** Choose 10 ordinary **victims** and 5 **false alarms**. Shuffle them all ? side up then roll the dice 3 times.
 - Place a random POI token on each square rolled.
 - If there is a **Fire** token there, reroll the dice.
 - If another POI token is already there, reroll the dice.

12. Put back into the box: HotSpot and excess POI tokens.
13. Keep nearby: damage cubes, dice and remaining tokens.
14. Each player takes a player card, a specialist card and firefighter mini in the color of their choice. Those remaining return to the box.
 - A player may play two specialists (as if they were two players) if all agree. Draw a Fire card after each though!
15. Players place their minis on one of the squares outside the building (ex: by an exit door, in the Engine or near a room with a victim). Firefighters may share a common square.
16. Players decide where the Ambulance and Engine start.
17. Decide who will go first (youngest?). Then play is clockwise.

Game Play:

Goal: rescue 7 people or pets before the building collapses (running out of black cubes). Lose 4 victims and lose the game.

Note: Adjacent means squares sharing an edge, NOT diagonal and must not be separated by a closed door or wall unless it has two damage cubes on it.

(1) Take Actions:

Each player gets "**Action Points**" (**AP**) on their turn. They may repeat an action if they can pay the **AP**. They may pass, or not use all their **AP** and can save unused AP to use on the next turn (use 1 **green** action point token per **AP** saved, max is 4):

1. **Move:** move your firefighter to an adjacent square*:
 - 1 **AP**: move to a space without fire (flip a POI ? token on the square - discard if **blank**, if a **victim** you can carry them).
 - 2 **AP**: move to a space with fire (but cannot end there).
 - 2 **AP**: carry a **victim*** or Hazmat (but not both) to an open or smoke space (but not fire). Get victims outside and onto the ambulance and they are rescued (place their token in the "Saved" area on the board). Hazmat tokens removed from the building go into the box (no longer in the game).

*Firefighters may share the same square
*Once treated by the **Paramedic**, any firefighter can walk a victim out of the building at 1 **AP** per square OR at 2 **AP** may additionally carry another victim.
2. **Door:** 1 **AP** to flip a door token by your space (open/close).
3. **Extinguish:** fight fire in your square or an adjacent square:
 - 1 **AP**: remove smoke token.
 - 1 **AP**: flip a **fire** token to be a smoke token.
 - 2 **AP**: remove fire token (flip then remove).
4. **Chop:** demolish a section of wall.
 - 2 **AP**: place one damage cube (need 2 cubes to destroy it).
5. **Drive:** 2 **AP**: drive the ambulance or engine to the next spot.*
6. **Ride:** **Free** (ride along with someone else driving).
7. **Crew Change:** 2 **AP**: while in the Engine switch to a different Specialist (must do this at the start of your turn).
8. **Fire Deck Gun** (one quadrant): 4 **AP** must be in the Engine.
9. **AFTER** taking all actions, if any smoke tokens are adjacent to fire, flip them to fire.

***Drive:** vehicles go to the next parking spot in either direction around the building. Any firefighter (no matter where they are) can cause the Ambulance to drive. A firefighter must be on the

Engine to drive it. Any firefighters already on a vehicle may ride for **free** if they wish. If an ambulance arrives at a parking spot where there is a victim, they are rescued for **0 AP**.

Fire the Deck Gun (from the Engine):

1. Aim the deck gun at the adjacent quadrant.
2. Cannot be used if there are any firefighters in the quadrant.
3. Roll the dice. If dice results are outside the quadrant, flip any die over that is outside the quadrant range.
4. Smoke and Fire tokens are removed at the target square plus the four adjacent squares (even if outside the quadrant).

(2) Draw A Fire Deck Card:

Draw a card from the Fire Deck. Resolve its text. Place the Fire Deck Card in the Fire Deck discard pile.

- If the Fire Card has you draw an Event Card, resolve it then discard it to the Event discard pile. Discard the Fire Card.
- If you drew the Respite Card, nothing happens (just discard the Fire Card)
- If you drew a Flare Up Card, resolve it then discard it to the Fire Deck discard pile.
- If you drew the Accelerate Card resolve it. Discard it to the Fire Deck discard pile. Shuffle the remainder of the Fire Deck and discard piles together to make a new Fire Deck.
- If you drew The Fire Rages, follow the **(2b) Advance Fire** step. If you drew any other card skip to **(3) Replenish POI**.

(2b) Advance Fire (only if you drew the Fire Rages card):

Roll the dice. *(If out of smoke/fire tokens just keep playing)*
Add a smoke token (**red** die=row, **black** die=column):

- If the square is open (non-fire/smoke), place a **smoke** token:
 - If adjacent to **fire**, flip that **smoke** token to **fire**:
 - Any POI on the square is lost (remove token).
 - Any firefighter is **knocked down** (see below).
 - If there is a Hazmat token, just place the smoke token.
- If the square contains **smoke**, flip it to **fire**:
 - Any POI in this square is now "lost" (remove their token).
 - Any firefighter in this square is **knocked down** (see below).
 - If there is a Hazmat token, it explodes (remove the Hazmat token, then do a Fire explosion).
- If the square contains **fire**, there is an **explosion**:
 - An explosion radiates in four directions (up, down, left, right) but not diagonal:
 - Place a **fire** token on each adjacent square.
 - Place 1 black damage cube on any non-destroyed wall adjacent to a target square (2 cubes=destroyed).
 - Remove closed door tokens adjacent to the target square (do not place damage tokens there, they are preprinted).
 - If the adjacent square through the destroyed door has **smoke**, flip it to **fire** (even if outside).
 - If an adjacent square already has **fire**, there is a **shockwave**:
 - A shockwave continues in the same direction through adjacent squares with **fire** (including open doors and destroyed walls) until stopped (traveling through an open door destroys the door; remove the door token but don't place black damage cubes):

- If an open space, place a **fire** token (even outside).
- If **smoke**, flip it to **fire** (may cause consequences).
- If a wall, place a black damage cube on it (remember if there already were 2 damage cubes on it, it would not stop the fire).
- If a closed door, it is destroyed (remove the door token but do not place black damage cubes).

- **Flashover**: after advancing fire, check if there now is any **smoke** next to **fire**. If so, flip the **smoke** to **fire** (then check again). Squares that became **fire** due to an explosion / shockwave have consequences:
 - A POI in a square on fire is lost (flip/reveal a **?** token).
 - Hazmat on a square that is on fire, explodes (remove the Hazmat token and follow the explosion procedure).
 - A firefighter in a square now on fire is **knocked down**.*

Remove any **fire** tokens from outside the building.

***Firefighter Knocked Down**: place firefighter in ambulance.

(3) Replenish POI:

There should be 3 POI on the board. If, at the end of your turn, there are less than 3, randomly choose one and roll the dice to see where to place it. A square that has **smoke** or **fire**, another POI or a firefighter on it is invalid. Follow the small arrows printed on the square to the next square in the "chain". If it is invalid, follow its arrow. If no square is found, reroll.

End Game Conditions:

- ☐ **You lose**: No black damage cubes left! Building collapses. Do not continue playing if no black damage cubes.
- ☐ **You lose**: Four (or more) victims are lost.
- ☐ **You win**: Rescue 7 victims. **Option**: continue playing to try to rescue all 10 victims for a Perfect Game!

Too Difficult with the Fire and Event Decks? Try these:

1. Creating the initial Fire Deck: First remove 2 **Fire Rages** cards. Shuffle them with the **Accelerate** card. Then place these 3 cards on the bottom of the starting Fire Deck.
2. Include the **Respite** card in the initial Fire Deck.
3. Include more **Fire Rages** cards in the initial Fire Deck.
4. Include less **Flare Up** cards in the Flare Up supply deck.
5. Remove the 4 Saved **AP** limit (allow more to be saved).
6. Increase the saved **AP** given by Flare Ups (more than 2).
7. Don't add **Flare Up** cards to the Fire Deck except via the **Accelerate** card.
8. Ignore drawing an **Event** card except via **Accelerate**.
9. Only shuffle the Fire Deck when it is empty (not via the **Accelerate** card).
10. Let the Structural Engineer remove **Flare Up** cards from the game rather than back in the Flare Up deck.
11. Let the Structural Engineer Extinguish at double **AP** cost.
12. Remove certain **Event** cards (the ones you hate).
13. When drawing an **Event** card, draw 2; choose 1 to keep.
14. When adding a **Flare Up** card, also add a **Fire Rages**.
15. Include less than 5 False Alarms and/or more Victim tokens in the starting POI pool.

[incorporating ideas from designer Blue and others]