

Flash Point - Urban Structures - High Rise Rules

Summary (v1)

High Rise Setup (changes are yellow highlighted):

1. Place the board on the table (Side with elevators up).
2. Place a **closed** door token on each inside doorway, including each elevator door.
3. **Difficulty level:** Choose one (as with Base Game):
4. **First explosion** (for fire placement):
 - Roll only the red die and set the black die to be 2.
 - Place a HotSpot & 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.
 - Thick black walls are reinforced and never damaged.
5. **Second explosion** (for fire placement):
 - Roll only the red die and set the black die to be 7.
 - Place a HotSpot & 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** (for fire placement):
 - Roll only the black die and set the red die to 5.
 - If a Fire token is already there, reroll only the black die.
 - Place a HotSpot & 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.
7. Heroic level: **Fourth explosion** (for fire placement):
 - Roll only the black die and set the red die to 1.
 - If a Fire token is already there, reroll only the black die.
 - Place a HotSpot & 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:** Same as Base Game.
 - Cannot be placed in an elevator square.
9. **Additional HotSpot tokens:** Same as Base Game.
 - Cannot be placed in an elevator square.
10. **Place 3 POI:** Same as Base Game.
 - Cannot be placed in an elevator square.
11. Put excess tokens back in box: same as Base Game.
12. Keep nearby: damage cubes, dice and remaining tokens.
13. Each player's items: same as Base Game.
14. Players place their minis: same as Base Game plus can begin in the elevator.
15. Decide where the Engine starts (there is no ambulance).
16. First player then clockwise: same as Base Game.

Game Play:

Goal: rescue 7 people or pets before the building collapses (running out of black cubes). Lose 4 victims and lose the game. There is no ambulance. A victim is immediately rescued when they are in the elevator and the door is closed (sending it to the Lobby) or when they are brought down the ladder through a destroyed outside wall.

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 (or just one damage cube for light blue walls).

Note: HotSpot pool is the same as the Base Game.

(1) Take Actions:

A player's Action Points (AP) are the same as the Base Game.

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 the Engine from the building or from the Engine into the building via the ladder through a destroyed exterior wall.
 - 4 AP: move to the ladder and out of the building carrying a victim or Hazmat through a destroyed exterior wall. Victim is instantly rescued. Hazmat instantly removed.
 - 3 AP: move from the Engine into the building through a destroyed wall to a square that is on fire (cannot end there).
 - 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).
 - 2 AP: move from any Engine square to the Lobby (and into the elevator if the door is closed to the High Rise). If the elevator is at the High Rise it additionally costs 2 AP to CALL for it by closing the elevator door at the High Rise (you then enter the elevator automatically).
 - 2 AP: move elevator from Lobby to High Rise by opening the elevator door (anyone in the elevator comes up with it)
 - 2 AP: move the elevator from the High Rise down to the Lobby by closing the door
 - Hazmat in the elevator goes to the Lobby and is automatically removed from the game.
 - Any victim in the elevator goes to the Lobby and is automatically rescued.
 - 2 AP: move firefighter from Lobby to any Engine square.
 - A Firefighter can carry a victim or Hazmat into the elevator, step back out and then close the door. Someone in the Lobby will rescue the victim or remove the Hazmat.
 - The elevator will hold (all at one time) as many victims, firefighters and Hazmat as you wish to place in it.
 - *Firefighters may share the same square
 - *Once treated by the Paramedic, any firefighter can walk a victim out of the building or to the elevator 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).
 - 2 AP: open elevator door (bring the elevator to the High Rise, if someone was in the elevator, they come with the elevator).
 - 2 AP: close elevator door (send elevator to the Lobby along with anyone in the elevator (including Hazmat)).
3. **Extinguish:** same as Base Game.
4. **Chop:** demolish a section of wall/door.
 - 2 AP: place one damage cube
 - Need 2 cubes to destroy a regular wall.
 - Need 1 cube to destroy a light blue wall.
 - Thick black walls (around the elevator) cannot be damaged.

5. **Drive: 2 AP:** drive the engine to the next spot (there is no ambulance).*
6. **Ride: Free:** same as Base Game.
7. **Crew Change: 2 AP:** same as Base Game.
8. **Fire Deck Gun (one quadrant): 4 AP** same as Base Game.
9. **AFTER** taking all actions, if any smoke tokens are adjacent to fire, flip them to fire.

***Drive:** Engine can go one parking spot in either direction around the building. A firefighter must be on the Engine to drive it. Any firefighters already on the vehicle may ride for free if they wish.

After each player's turn ends, you must "Advance the Fire". This procedure is straightforward. But a clarification is worth presenting first (same as Base Game, but included here):

Hazmat: if the square with a Hazmat token is on fire, it causes an explosion! Remove the Hazmat and add a HotSpot token.

HotSpot on the target square: the HotSpot does not cause a smoke token to flip to a fire token nor does it cause an explosion. But it DOES cause a **Flare Up**.

Flare Up: after a normal "advance fire" is completed, roll dice for a new "advance fire" to occur!

HotSpot Note: If the target for **Advance Fire** has a HotSpot token, first do the normal **Advance Fire** process. Then do a **Flare Up** and reroll the dice for another additional **Advance Fire** target. If there is a HotSpot token already on that square, after the **Advance Fire**, reroll the dice yet again (**Flare Up**) for another target. Keep doing this until your **Flare Up** target does not have a HotSpot token on it. Finally, place a HotSpot token on that final target square after following the **Advance Fire** process. You may only add 1 HotSpot token per turn. When the pool of 6 tokens runs out (12 for Heroic), no more are added. The HotSpot token has no other effect on smoke or fire in its square (ie, does not cause an explosion).

(2) **Advance Fire (roll dice for the target):**

Same as Base Game, except:

- Smoke/fire cannot be added to an elevator (reroll the dice)
- An explosion adjacent to an elevator door destroys the door and the elevator can no longer be used.
 - A firefighter in the Lobby (in the elevator with its door closed, waiting to use THAT elevator by opening its door) is returned to the Engine.
 - A firefighter in the elevator (with the door open) is **knocked down**.*
 - A victim in the elevator is lost. Hazmat in the elevator is removed from the game.
- Same: A firefighter in a square on fire is **knocked down**.*

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

(3) **Replenish POI:**

Same as Base Game (but cannot be placed in the elevator)

End Game Conditions:

- ☐ **You lose:** No black damage cubes left! Building collapses. Do not continue playing if no black damage cubes.
 - Out of smoke/fire tokens? **Keep going** without placing!
- ☐ **You lose:** Four (or more) victims are lost.
- ☐ **You win:** Rescue 7 victims before the building collapses. **Immediately WIN!** Option: continue playing to try to **rescue all 10 victims for a Perfect Game!**

ELEVATOR NOTE: The elevator is in "fire mode". If the elevator door at the High Rise closes, it automatically sends the elevator to the Lobby and opens the door there at the Lobby (the closed door token for the High Rise elevator door means the door is closed at the High Rise but open at the Lobby).

To go from an Engine square into the High Rise:

2 AP to move from an Engine square to the Lobby and if the elevator is already at the Lobby (the door is closed at the High Rise) you are automatically in the elevator.

- If the elevator is not in the Lobby (the elevator door is open at the High Rise) you must also spend **2 AP** to CALL for the elevator which will close the elevator door at the High Rise and send the elevator to the Lobby where it opens the elevator door to the Lobby. A firefighter(s) in the Lobby can automatically enter the elevator then for **0 AP**.

2 AP while in the elevator, open the High Rise door which sends the elevator to the High Rise and opens the door there.

- You must then move out of the elevator onto the adjacent square at regular **AP** costs (typically **1 AP**).

To go from the High Rise to any Engine square:

2 AP to open the High Rise elevator door (if it is closed)

- If the High Rise elevator door is closed then it is at the Lobby so you must first spend **2 AP** to CALL the elevator up to the High Rise by opening the elevator door.

1 AP to move into the elevator if the door is open

2 AP to move into the elevator when door is open, carrying a victim/Hazmat

2 AP to close the High Rise elevator door. Elevator automatically goes to Lobby and opens the door to the Lobby.

- Victims automatically are rescued.
- Hazmat automatically is removed from the game.
- Firefighter(s) may remain in the elevator (to go back up) or may spend **2 AP** on their turn to move to any Engine space.

Entering / Exiting via exterior walls:

2 AP to chop an exterior wall from the ground level adjacent to it (yeah, it does not make real world sense, but it's a game) or to chop the exterior wall from the square inside the building.

2 AP to move via ladder from the Engine through a destroyed wall (on the same side of the building) and into the adjacent square inside the building.

2 AP to move out of the building through a destroyed wall into the Engine (on the same side of the building) via ladder.

4 AP to move out of the building carrying a victim/Hazmat through a destroyed wall via ladder into the Engine (on the same side of the building).