

**FLASH POINT: FIRE RESCUE**  
**2<sup>nd</sup> STORY**



**EXPANSION PACK**

THIS IS NOT A STAND ALONE GAME.

**Contains:**

2 Double-sided Game Boards • Additional Game Tokens • Expansion Rules

**Game Design:** Lutz Pietschker  
**Artwork by:** Luis Francisco, George Patsouras & Eugene Mogilevich



# FLASH POINT: FIRE RESCUE

# 2<sup>nd</sup> STORY

2<sup>nd</sup> story is an expansion package for Flash Point: Fire Rescue. Included in the package are two new game boards representing two two-story buildings, several new game Markers and this rule book that includes detailed instructions for playing with these new materials.

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.

## GAME BOARD

2<sup>nd</sup> Story comprises two buildings, each with two floors. Each floor is represented on its own board, so that the complete building is comprised of 2 boards. Boards are labeled to help match the correct boards together. The “villa” is marked as A1 for the ground floor and A2 for the second story. The “hotel” is marked as B1 for the ground floor and B2 for the second story. Access to the second story of each building is through either the internal Staircase or via external ladders.

**Note:** Victims, Hazmats, etc can not be “thrown” from the second floor!

### Staircase:

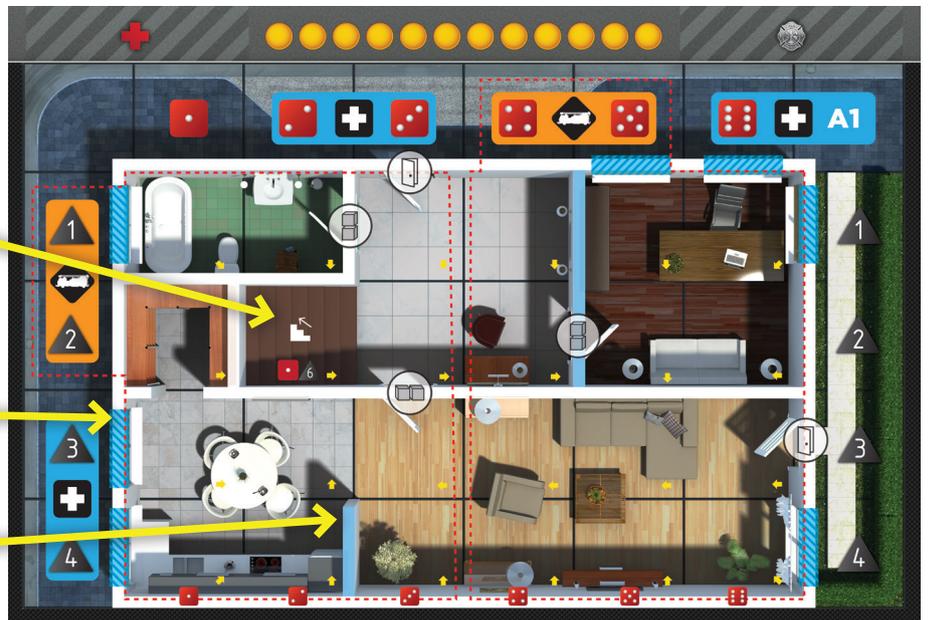
A space with a Staircase is Adjacent to the corresponding Staircase space on the building’s other board.

### Window (crosshatched):

A Wall with a Window with one Damage marker is Destroyed. A Window can be Opened for 1 AP (movement action). An Opened Window between two spaces makes those spaces Adjacent.

### Light Wall (blue):

A Light Wall segment with one Damage Marker is Destroyed.

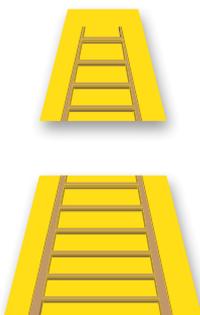


## MARKERS

### Portable Ladders Markers

4 Upper Segments

4 Lower Segments



### 12 Open Window Markers



### AP Trackers



### 6 Door Markers



### Explosion Marker



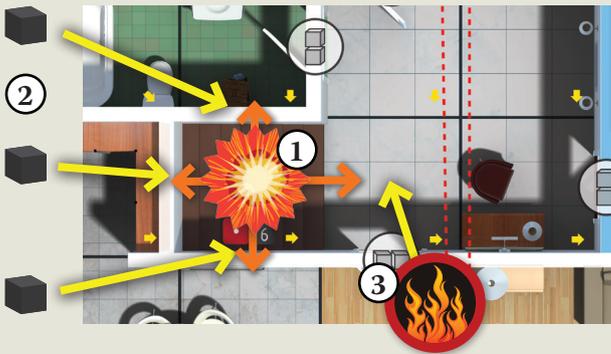
# STAIRCASE

Staircases are a new building element that provide access from one floor (board) to another. A Staircase has two parts, an Upper Staircase space and a Lower Staircase space. The Upper Staircase space and the Lower Staircase space of a Staircase are Adjacent. (This means that a Staircase space can be Adjacent to 5 spaces, and that Firefighters and Fire can move between them). In all other respects, Staircase spaces are treated like all other board spaces. A firefighter may move between the Upper Staircase space and a Lower Staircase space at normal movement costs (without any AP penalties). Staircase spaces may contain POI, Hazmat, Hot Spots, Fire & Smoke Markers, etc. The Walls surrounding a Staircase space may be Damaged or Destroyed.

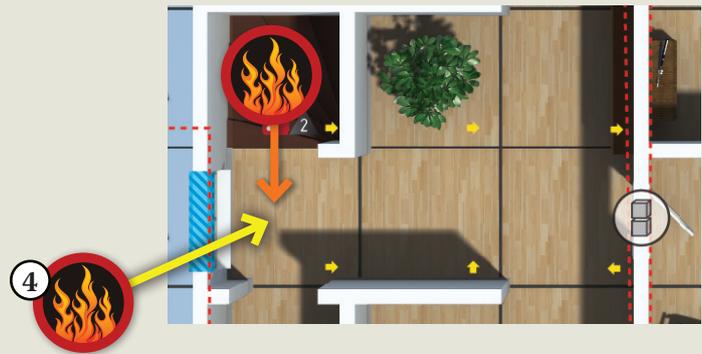
A Staircase space is marked with the grid coordinate of its other part to aid in visualizing how the two Staircase spaces connect and serve as a reminder to check for adjacency when resolving Explosions, Flashovers or Shockwaves.

An Explosion in a Staircase space will cause a Shockwave in all 5 directions. When an Explosion occurs in a Staircase space and the Staircase's other space already has a Fire Marker, a Shockwave is created and continues in the direction of the Staircase space (ie, the direction that doesn't have a Wall).

**Villa - Ground Floor**



**Villa - Second Floor**



1. Explosion in the Lower Staircase space of the Villa Board. The Explosion spreads in all five directions as follows:
2. Damage Markers are added to the three Wall segments (above, left, below) surrounding the Explosion.
3. Fire Marker added to the empty space (right of Explosion).
4. Explosion goes up the Staircase. The Upper Staircase space already has a Fire Marker so a Shockwave is created. The Shockwave continues in the direction with no Wall and a Fire Marker is added to the empty space. Note that even if one (or more) of the surrounding Wall segments were Destroyed, the Shockwave would still move in this direction.

A Shockwave that reaches a Staircase space with a Fire Marker will propagate through that space in only one direction. If the Wall behind the Staircase space (on the same floor) is Destroyed, the Shockwave will continue on that floor. If however that Wall is not Destroyed, the Shockwave will continue to the other floor through the Staircase. If the Staircase's other space already has a Fire Marker, the Shockwave continues in the direction of the Staircase (see previous example) *Conceptually the Shockwave is taking the path of least resistance – staying on the same floor if possible or going up the stairs rather than damaging a wall.*



1. Explosion creates a Shockwave that reaches Staircase space with Fire Marker.
2. The Shockwave takes path of least resistance (through Destroyed Wall) and a Fire Marker is added in the space.

Note if the Staircase Wall behind the Staircase was not Destroyed, the Shockwave would have spread to the Upper Staircase space instead.

# PORTABLE LADDER

The Fire Engine carries four Portable Ladders that can be used to access a building's second story. A Firefighter at the Engine may pick-up a Portable Ladder as a 0 AP action. Portable Ladders start collapsed, must be carried to where they are to be used and erected before they can be climbed. Firefighters on a Portable Ladder may take Actions as normal (Fighting Fire and Chopping Walls). Victims and Objects (Hazardous Materials) may not be left on the Upper Segment of a Portable Ladder. Actions regarding the Portable Ladder include:

### **Carry a Portable ladder (Move Action):**

A Firefighter may move to an Adjacent space while carrying a Portable Ladder at normal movement costs (without any AP penalties). A Firefighter may not carry a Portable Ladder while Carrying a Victim or Hazmat. A Firefighter may carry a Portable Ladder while leading a Treated Victim.

### **Erect a Portable Ladder (Move Action): 2 AP**

A Firefighter may erect a Portable Ladder in the Firefighter's space. Place the Lower segment of the Portable Ladder Marker in the firefighter's space and the Upper segment of the Portable Ladder Marker in the corresponding space of the building's second floor. Portable Ladders may only be erected outside the building.

A Firefighter may not Carry an Erected Portable ladder.

### **Climb Portable Ladder (Move Action): 1AP, 2AP if carrying a Victim, Hazmat or leading a Treated Victim**

Move to the Upper Segment of a Portable Ladder or between the Upper and Lower segments of Portable Ladder in the Firefighter's space at normal movement costs (without any AP penalties) with one exception: a Treated Victim must still be Carried for 2AP. Example: A Firefighter may Climb from the ground floor to a second floor for 1 AP and then Move into the building (via a Destroyed Wall or Opened Window) for 1AP. A Firefighter on the second floor must Carry a Treated Victim to the Upper segment of a Portable ladder for 2 AP, and Carry the Treated Victim down from the second floor to the ground floor for 2 AP.

A Firefighter may not enter an Upper Ladder Segment already occupied by another Firefighter.

### **Collapse a Portable Ladder (Move Action): 1 AP**

A Firefighter on the ground floor may collapse an Erected Portable Ladder in the Firefighter's space. Place both the Upper and Lower segment of the Portable Ladder in the Firefighter's space.

If Fire spreads into a space with a Ladder Segment, that Ladder is automatically Collapsed.

## **WINDOWS**

Windows are a new building element that can provide building access without damaging the structure. Windows act like Doors, in that they can be opened or closed by Firefighters for 1AP. Unlike a Wall with a Door, a Wall with a Window still provides structural integrity and can be Destroyed with one Damage Marker as a result of an Explosion, even if the Window is Open. All Windows start each game Closed.

### **Open/Close Window (Move Action): 1 AP**

A Firefighter can Open or Close a Window in their space. Place an Open Window Marker on the Wall segment to represent an Opened Window. Remove the Open Window Marker if that Window is Closed.

## **VEHICLE ACTION CHANGES**

**Fire Deck Gun: The Deck Gun is fired at the side (half of each floor/board) of the Building bordering the Engine's space. After rolling, flip the red six-sided, if necessary, as normal. Do not flip the black eight-sided. Remember no Firefighters can be in the area that the Deck Gun targets, in this expansion that means both floors/boards**

**Drive:** When taking the Drive action, the Vehicle can be Driven to any of their respective Parking Spots for 2AP.

## **SETUP CHANGES**

**Family Game:** Follow the Family game set-up rules with the following exceptions to randomize the set-up process:

1. Roll and resolve three Explosions without placing any Damage Markers.
2. Roll and place three starting POI.

**Experienced Game:** Follow the Experienced game set-up process with the following exceptions :

1. First Explosion – Roll and resolve an Explosion in the Target space. (the end result of the initial Explosions should be at least one Explosion on each level of the house) .
2. POI Placement – No more than 2 POI may start on the same floor. If necessary re-roll.

## **AP TRACKERS (OPTIONAL)**

AP Trackers can be used by players to track their normal Action Points in a turn. Special AP Trackers are included to track the free AP that certain Specialists receive. Flip over AP Trackers when AP is used.