

# EXTREME DANGER

Extreme Danger is an expansion package for Flash Point: Fire Rescue. Included in the package are two new game boards. The full sized board has a one-story Mechanic's Garage on one side and a two-story Laboratory on the other side. The half sized board has an Attic on one side and a Basement on the other side. The Attic/Basement can be added to either of the full sized boards included in this expansion, and they may also be added to either of the building boards of the 2nd Story expansion. Also included are 9 specialist figures to represent the firefighter specialists included in the base game and the Structural Engineer from the Urban Structures expansion, additional game Markers and these rules 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 case of conflicts, the rules in this expansion supersede the base game rules.

## GAME BOARD

Extreme Danger includes two new buildings. The Laboratory is a two-story building, and can be extended to three stories by adding either the Attic or Basement. The Mechanic's Garage is a one-story building that can be extended to two stories. Access to the second, third (Attic) or basement of each building is through the internal Staircase or via Portable Ladders. Staircases are either on the board, or a marker added to the board when using the Attic or Basement boards.

**Note:** Victims, Hazmat, etc cannot be thrown from the second or third floors.

**Note:** Movement is not allowed exterior to the building in the Basement.

**Window (crosshatched):**

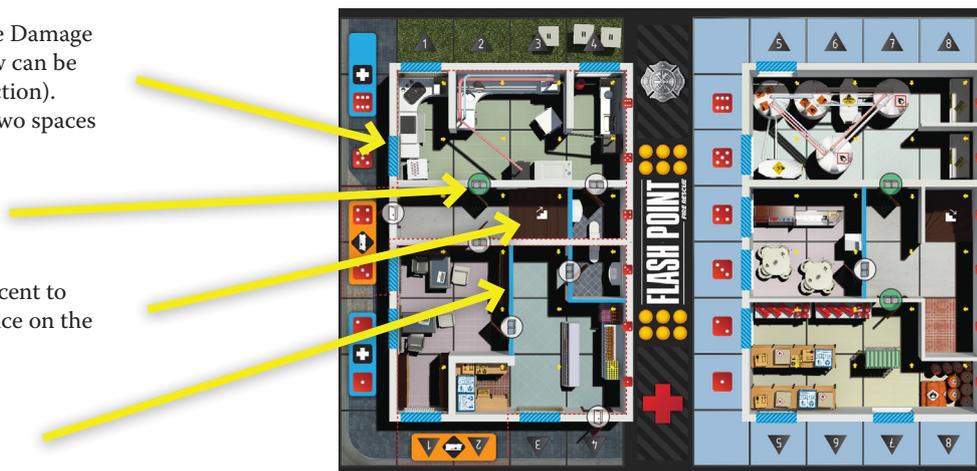
A Wall with a Window with one Damage marker is Destroyed. A Window can be Opened for 1 AP (movement action). An Opened Window between two spaces makes those spaces Adjacent.

**Fireproof Door (green):**

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

**Light Wall (blue):**

A Light Wall segment with one Damage Marker is Destroyed.



## MARKERS

								
	8 Jam Markers	4 Door Markers	4 Fire Door Markers	12 Damaged Floor Markers	23 Open Window Markers			
								
Portable Ladders Markers 4 Upper Segments 4 Lower Segments	1 Large Dangerous Object (dual sided Car/Explosive)	1 Small Dangerous Object (dual sided Explosive/Chemical)	2 Stair Markers	5 Chemical Spill Markers				



# MECHANIC'S GARAGE

## THIS BOARD INTRODUCES:

- WINDOWS
- FIRE PROOF DOORS
- OPTIONAL EXPLOSIVE OBJECTS

## 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.

## FIRE PROOF DOORS

Fire Proof Doors are heavily constructed doors designed to resist the spread of fire through the building, however they are prone to malfunction. Fire Proof Doors are highlighted in green on the board, and have special markers. Fire Proof Doors operate as normal doors with the following exceptions:

During the Advance Fire Phase, a Closed Fire Proof Door that would be Destroyed as the result of an Explosion is not automatically Destroyed. Instead roll the red six-sided die and consult the table below for result:

**1-3:** The Fire Proof Door blocks the Explosion. The Fire Proof Door Marker is not removed from the Doorway, and no further action is taken for this direction as a result of the Explosion. The Explosion is resolved as normal in the other directions.

**4-6:** The Fire Proof Door blocks the Explosion, but is damaged and jams. Place a Jam Marker on the Door. The Fire Proof Door Marker is not removed from the Doorway, and no further action is taken for this direction as a result of the Explosion. The Explosion is resolved as normal in the other directions.

If the Fire Proof Door has already been jammed, any subsequent Explosions affecting that Door are treated as jams, and an additional Jam Marker is added to the Door.

A jammed Fire Proof Door cannot be Opened. To clear the Jam, a Firefighter must take the Chop action to remove a Jam Marker, Doors with multiple Jam Markers will require multiple Chop actions. The Door is Destroyed in the process of clearing the Jam, remove the Door Marker when all the Jam markers have been cleared.

## 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.

## EXPLOSIVE OBJECT (OPTIONAL)

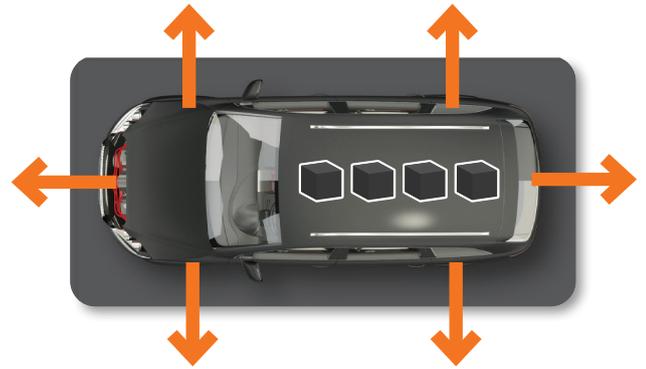
A car is included as an optional game play element, an Explosive Object. The Explosive Object will act in every way as a large Wall segment in that it will take Damage, block Adjacency and prevent Movement (both into and through the Explosive Object). Because the Explosive Object takes Damage, Fire & Smoke markers cannot be placed on the spaces it occupies. When the Explosive Object takes Damage equal to the number of Damage Markers indicated on it's marker, a special Explosion is resolved. The Damage Markers placed on the Explosive Object count toward the end game condition, even if the Explosive Object explodes.

### During Set-Up:

- Place the Car Marker in the garage area of the board.  
The Car will occupy two spaces.
- Re-roll any of the Initial Explosions, POIs, Hazmats or Hot Spots that would normally be placed on the spaces occupied by the Explosive Object.

### During the Advance Fire Phase:

- If the Target space of the Advance Fire roll is a space occupied by the Explosive Object it is invalid, use the arrows on the board to find a valid Target space and then resolve the Advance Fire as normal.
- Treat an Explosive Object as Wall – Add a Damage Marker to the Explosive Object (in lieu of a Fire Marker) when an Explosion would cause a Fire marker to be added to one of the spaces occupied by the Explosive Object.
- Each Explosive Object has a maximum Damage Capacity indicated by a number of Damage Markers pictured on the Explosive Object's Marker. When the total of Damage Markers placed on the Explosive Object reaches the Damage Capacity, the Explosive Object explodes.
- When the car explodes, place Fire and Hot Spot markers on both spaces that the car occupied, remove the Car Marker from the board, place the Damage Markers from the Car out of play and resolve an Explosion that radiates from the car in six directions (shown below). Example: As the result of an Explosion during the Advance Fire Phase, the fourth Damage Marker is placed on the car. First finish resolving the Advance Fire Explosion, then resolve the Explosion of the Explosive Object.



### During the Replenish POI Phase:

- If the POI Replenishment Target space is a space occupied by the car it is invalid, use the arrows on the board to find a valid Target space.



## LABORATORY

### THIS BOARD INTRODUCES:

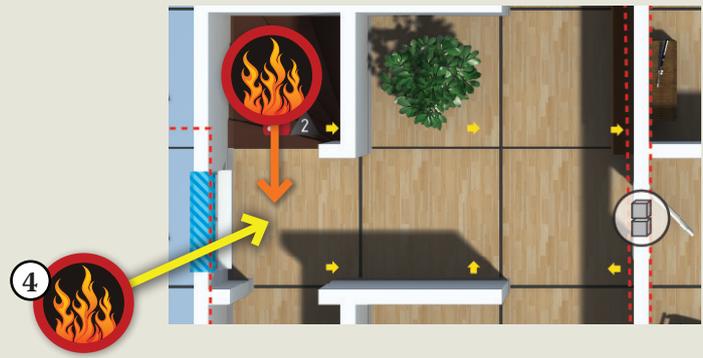
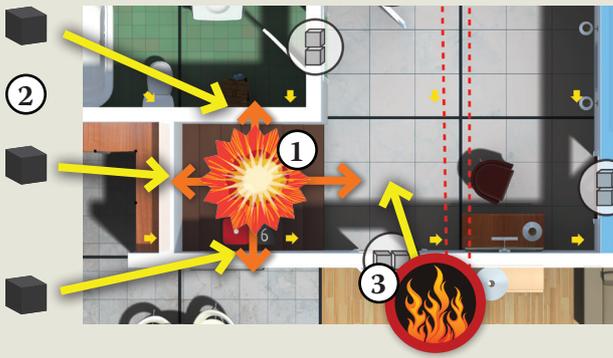
- STAIRCASES
- PORTABLE LADDERS
- OPTIONAL HYDRAULIC PLATFORM AND CHEMICAL SPILLS

## STAIRCASE

Staircases are a new building element that provide access from one floor 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).



1. Explosion in the Lower Staircase. 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.

## **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.

## **HYDRAULIC PLATFORM (OPTIONAL)**

The Hydraulic Platform is a mobile piece of firefighting equipment that operates as an alternative to the Deck Gun. If using the Platform, the Fire Deck Gun action is no longer available. During Set-up, place the Hydraulic Platform token on one of the Engine's spaces. The Platform holds 2 people (2 Firefighters, a Firefighter and a Victim or a Firefighter carrying hazardous materials), a Victim may be loaded (and left alone) in the Platform but it is not possible to load 2 Victims.

The Hydraulic Platform can be moved, with it's contents, to any space outside the upper levels of a building facing the Engine's street side or returned to the Engine by a Firefighter either in the Platform or at the Engine. Moving into and out of the Platform is at normal movement costs, there is no cost to leave the Hydraulic Platform at the Engine. Firefighters in the Platform may take actions as normal (Fight Fire, Open/Close Windows, Chop Walls). Specific actions for the Hydraulic Platform include:

#### **Operate the Platform (3AP, 2AP for the Driver/Operator):**

Firefighters can only perform this action when in the same space as the Platform or Engine. The Platform can be moved to any valid space, or returned to the Engine in one action. This is a vehicle action, not a move action.

#### **Fire the Water Cannon (4AP, 2AP for the Driver/Operator):**

The Platform's Water Cannon can be used to quickly extinguish fires through an opening in the wall (either an Open Window or Destroyed Wall). Unlike the Deck Gun Action, the Water Cannon does not require a dice roll. The Target Space of the Water Cannon is space Adjacent to the Platform. Remove all Fire & Smoke Markers from the Target Space and all Adjacent spaces (remember that Walls and Closed Doors prevent Adjacency). The Water Cannon cannot be fired if a Victim occupies any of the spaces within its range.

#### **Drive:**

The Engine cannot take the Drive action unless the Hydraulic Basket is at the Engine.

## **EXPLOSIVE OBJECTS (OPTIONAL)**

This board has an option to include two Explosive Objects, the large and small flammable laboratory equipment. Follow the rules for Explosive Objects above – the larger object behaves just as the car does. When the smaller explosive object explodes, place a Fire and Hot Spot marker on it's space, remove the equipment marker from the board, resolve an Explosion in the equipment's space and then resolve a second Explosion from the same space.

# DANGEROUS OBJECT - CHEMICAL SPILLS (OPTIONAL)

This board also has an option to include a Dangerous Object, toxic laboratory equipment. Dangerous Objects follow the rules for Explosive Objects above, except they don't explode. When the total of Damage Markers placed on the toxic laboratory equipment reaches the Damage Capacity, a Chemical Spill results and Toxic chemicals will randomly spread from the equipment space.

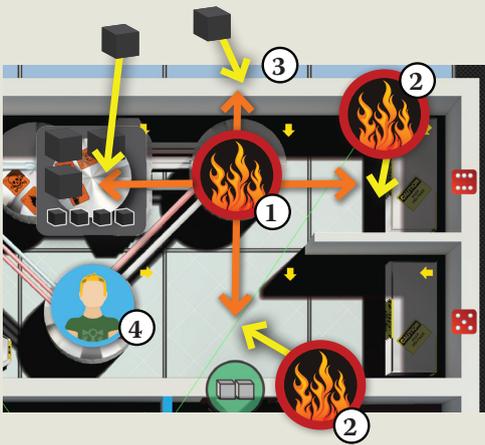
When a Chemical Spill occurs, remove the equipment marker from the board, place a Toxic marker on the equipment space and then place the remaining 5 Toxic markers in a random path from the space using the Adjacency rules. Use the dice to determine where the Toxic spill will flow if there is more than one available Adjacent space (use the eight sided die to choose direction if there 4 Adjacent spaces, the six sided die if there are two or three different Adjacent spaces). Place one of the remaining Toxic markers in the randomly determined Adjacent space and repeat the process from that space until all 5 Toxic markers have been placed.

A space may contain only 1 Toxic marker. If necessary, back track along the route of the Chemical Spill to find an eligible Adjacent space to advance the Chemical Spill.

Victims in the same space as a Toxic marker are Lost, and Firefighters in the same space are Knocked Down. Firefighters may not enter a space with a Toxic marker. If the Target Space for POI replenishment has a Toxic marker it is invalid, use the arrows on the board to find a valid Target space. Toxic markers do not affect Fire/Smoke, Hot Spots or Hazardous Materials.

The Hazmat Technician can Dispose a Toxic marker from an Adjacent space for 2AP.

Advance Fire Phase



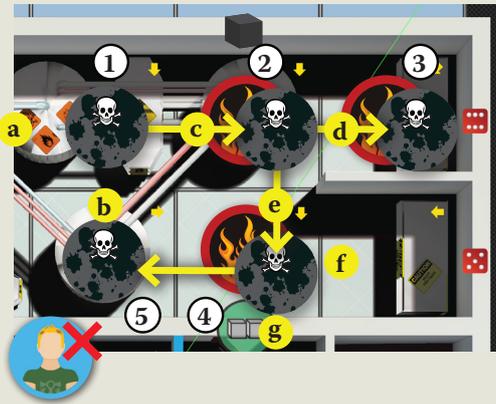
### Advance Fire Phase:

1. Explosion in Target Space.
2. Add Fires to 2 Adjacent Spaces.
3. Add Damage Marker to Adjacent Wall.
4. Add Damage Marker to Adjacent Dangerous Object.
  - This is the 4th Damage Marker on the Dangerous Object, causing a Chemical Spill.

### Resolving the Chemical Spill

1. Remove the Dangerous Object, and 4 Damage Markers from play. Place a Toxic Marker in Space.
  - The Chemical Spill can advance in three different directions (indicated with a,b,c). Roll the 6 sided die to determine the direction to advance the spill (1-2 for a, 3-4 for b, 5-6 for c).
2. Based on a Roll of 6, place the 2nd Toxic Marker.
  - The Chemical Spill can advance in two different directions (indicated with d,e). Roll the 6 sided die to determine the direction to advance the spill (1-3 for d, 4-6 for e).
3. Based on a Roll of 4, place the 3rd Toxic Marker.
  - This space has no eligible Adjacent spaces. Backtrack to the previously place Toxic Marker (step 2). From there, the Chemical Spill can only advance in one direction.
4. Place the 4th Toxic Marker.
  - The Chemical Spill can advance in three different directions (indicated with b,f,g). Roll the 6 sided die to determine the direction to advance the spill (1-2 for b, 3-4 for f, 5-6 for g).
5. Based on a Roll of 1, place the 5th (and final) Toxic Marker.
  - The Victim in this space is Lost.

Resolving the Chemical Spill



## ATTIC

### (THIS IS AN OPTIONAL ADD-ON BOARD)

The Attic is an optional board that can be used with either the Mechanic's Garage or Laboratory boards to add an additional level to both these buildings. The Attic may also be used on either of the two buildings included in the 2nd Story expansion. Adding the Attic requires that the Staircase marker be added to represent the bottom half of the Staircase that provides interior access to the Attic.

## SETUP CHANGES

- Use the included twelve sided die instead of the eight sided die when determining Target spaces.
- Roll for and resolve one additional explosion, and place a Hot Spot in the Target Space.
- If play with the Experienced Rules, roll to place 3 additional Hot Spots into play, and add 3 additional Hot Spots to the pool of Hot Spots that can enter play during the game.
- Place the Staircase Marker on the board in the appropriate space.  
( for the Mechanic's Garage,  for Laboratory and 2nd Story boards).

## ACTION CHANGES

### Erect a Portable Ladder:

When the Ladder is erected, the Firefighter must choose the level to place the Upper segment marker. Once placed, the Ladder must be Collapsed and then Erected again to change the level. This means that a single Portable Ladder cannot access both the 2nd and 3rd levels of the building at the same time.

### Climb Portable Ladder:

If the Portable Ladder is erected between the Ground and 3rd levels of the building, movement costs are doubled when moving between the Upper and Lower segments of that Ladder. For example it takes 2AP for an unencumbered Firefighter to climb from the ground floor to the 3rd floor, and a Firefighter carrying a Victim would spend 4AP to climb down from the 3rd Floor to the ground Floor.

### Fire Engine Deck Gun:

For the three story buildings it is recommend that you use the Hydraulic Platform. If however you choose to use the 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 twelve sided die. Remember no Fire fighters can be in the area that the Deck Gun targets, in this case that means all three floors.

### Fire Deck Gun (Mechanic's Garage plus Attic):

Use the black eight sided die to determine Target Spaces for the Deck Gun instead of the black twelve sided die. The Deck Gun operates as normal when the Engine is on the right side of the board where the Building is only a single level. When Firing the Deck Gun from the left side of the Building, where the building is two levels, 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. If the black eight sided die is 5 or more, add 4 to the result to determine the Target Space on the 2nd level. Remember no Fire fighters can be in the area that the Deck Gun targets, in this case that means both floors.



## BASEMENT

### (THIS IS AN OPTIONAL ADD-ON BOARD)

The Basement is an optional board that can be used with either the Mechanic's Garage or Laboratory boards to add an additional level to both these buildings. The Basement may also be used on either of the two buildings included in the 2nd Story expansion. Adding the Basement requires that the Staircase marker be added to represent the top half of the Staircase that provides interior access to the Basement. The Basement board introduces Floor Damage as a result of Explosions in the Basement. Floor Damage does structural damage to the building, making it more difficult to move and more likely that the building will collapse.

## SETUP CHANGES

- Use the included twelve sided die instead of the eight sided die when determining Target spaces.
- Roll for and resolve one additional explosion, and place a Hot Spot in the Target Space.
- If play with the Experienced Rules, roll to place 3 additional Hot Spots into play, and add 3 additional Hot Spots to the pool of Hot Spots that can enter play during the game.
- Place the Staircase Marker on the board in the appropriate space.  
( for all boards).

# ACTION CHANGES

## Fire Engine Deck Gun:

Use the black eight sided die, and resolve as normal for the board.

**Note:** The Basement can not be targeted by the Deck Gun or Hydraulic Platform.

# ADVANCE FIRE CHANGES

- The Exterior basement walls (those outlined with black hash marks) cannot be damaged.
- If an Explosion occurs in the Basement, resolve the Explosion as normal then place a Damaged Floor marker on the Ground Floor space immediately above the Explosions Target Space. Damaged Floors have no effect on game play.
- A Damaged Floor is Destroyed by an Explosion either directly below that space, or by an Explosion in that space. When a Floor is Destroyed take these steps:
  - a) Flip the Damaged Floor Marker over to the Destroyed Floor side and place 2 Damage Markers out of play. This may result in the game ending due to building collapse.
  - b) Remove any Fire or Smoke marker from the space. Any Smoke token in Adjacent spaces are flipped to Fire, and Flashovers are resolved as needed.
  - c) Any Victim or POI in the space is lost, any Firefighter in the space is Knocked Down and any Hazmat in that space explodes.
  - d) Place any Hot Spot in that space back into the available pool.
- For the remainder of the game these additional rules apply to a Destroyed Floor space:
  - a) The Destroyed Floor space is impassable, a Firefighter cannot move into or through the space
  - b) Firefighters may Extinguish the Basement space immediately below the Destroyed Floor space.
  - c) If the Target space for the Fire Deck Gun action is a Destroyed Floor Space, resolve the Deck Gun action as if the Target space was the space immediately below the Destroyed Floor space. If the Target space for the Fire Deck Gun action is Adjacent to the Destroyed Floor Space, the Splashover effects the space immediately below the Destroyed Floor space.
  - d) If the space immediately below the Destroyed Floor space Explodes, in addition to the normal explosion resolution any Smoke token in Adjacent spaces to the Destroyed Floor Space are flipped to Fire, and Flashovers are resolved as needed.
  - e) If a Shockwave enters a Destroyed Floor Space do both of these:
    - Place a Fire Marker on the space immediately below the Destroyed Floor space. If the space immediately below the Destroyed Floor space already has a Fire Marker, resolve an Explosion in the space.
    - Continue the Shockwave through the Destroyed Floor space and resolve the Explosion in that direction as normal.
  - f) If the Destroyed Floor space is rolled as the Target space for POI replenishment, place the POI in the Basement space immediately below the Destroyed Floor space.
- The game ends in a loss if a Firefighter is trapped (either in the Basement or blocked from exiting the ground floor).

## PORTABLE LADDERS TO BRIDGE DESTROYED FLOOR SPACES (OPTIONAL)

**Bridge Floor (2AP)** – A fire fighter carrying a Portable Ladder may place that Portable Ladder marker into an Adjacent Destroyed Floor space. A space with a Bridge allows movement into that space. If the space immediately below the Destroyed Floor space Explodes, resolve the Explosion and remove the Portable Ladder marker from play.

## PORTABLE LADDERS ERECTED TO REACH BASEMENT THROUGH A DESTROYED FLOOR SPACE (OPTIONAL)

A Firefighter carrying a portable ladder may Erect that Ladder when Adjacent to a Destroyed Floor space for 2 AP. Place the Upper segment of the Portable Ladder in the Firefighter's space and the Lower segment of the Portable Ladder in the Basement space immediately below the Destroyed Floor space.

## REPAIR DAMAGE FLOOR (OPTIONAL)

The Structural Engineer can Repair a Damaged (but not Destroyed) Floor from the Damaged Floor space or from the space immediately below. The adjacent Spaces and the space immediately below the Damaged Floor space must be clear of Fire.