

VETERAN

4 AP PER TURN

DODGE: Move out of turn to avoid being Knocked Down: 1 Saved AP

During any player's Advance Fire phase, the Veteran may spend a Saved AP to Move one space if the Veteran would have been Knocked Down.

This Move action must be a 1 AP Move action – a Veteran carrying a Victim, or Hazardous Material may Dodge, but cannot carry the Victim or Hazardous Material. A Veteran leading a Treated Victim may Dodge with that Treated Victim.

EXPERIENCE: Other Firefighters in the Vicinity of the Veteran gain 1 Free AP on their turn, and DODGE Ability.

A Firefighter is in Vicinity of the Veteran if the Firefighter is either Adjacent to the Veteran, or could Move to the Veteran's space by Moving 3 Spaces – these spaces must be free of Smoke and/or Fire, not be blocked by Closed Doors, nor require use of Stairs or Ladders.

Free AP gained by Experience may not be saved. For example if the Generalist is in the Vicinity of the Veteran, the Generalist would get 6AP that turn. If the Generalist only uses 4AP that turn, they can only save 1AP as the free AP from the Veteran cannot be saved.

A Firefighter can be in Vicinity of the Veteran at any point of their turn to get the Free AP from Experience. For example, a Paramedic that starts their turn outside of the Veteran's Vicinity, and then Moves into the Veteran Vicinity would get the Free AP in that turn.

A Firefighter in the Veteran's Vicinity may Dodge, spending 2 Saved AP to Move one space if the Firefighter would have been Knocked Down. This Move action must be a 1 AP Move action. If a Hotspot or Hazardous Material causes a second advance fire roll, the Firefighter must be in the Vicinity of the Veteran when that second roll takes place.

A Firefighter, including the Veteran, may Dodge multiple times between their player turns and even multiple times with any turn. Each Dodge requires AP to be spent.

The Veteran does not get Free AP from Experience.

RESCUE DOG

12 AP PER TURN, CAN SAVE 6AP AT END OF TURN

THE RESCUE DOG IS LIMITED TO THESE ACTIONS

MOVE: 1AP – The Rescue Dog can Move to an Adjacent space including Staircases spaces. The Rescue Dog cannot move into a space with Fire.

DRAW: 4AP – The Rescue Dog can carry a Victim into an Adjacent space.

SQUEEZE: 2AP – The Rescue Dog can Move to through a Damaged Wall (*1 Damage Marker*). The Squeeze and Drag actions cannot be combined - a Victim cannot be Dragged through a Damaged Wall.

REVEAL: 0AP – Flip a POI marker in an Adjacent space.

The Rescue Dog is strictly limited to the above actions. Among others, the Rescue Dog cannot:

- a) Carry Hazardous Materials, Portable Ladders, etc.,
- b) Open/Close Doors,
- c) Chop walls,
- d) Extinguish Fire/Smoke,
- e) Climb Portable Ladders,
- f) Drive or take any Vehicle Actions,
- g) Dodge.