

TRAGIC EVENTS

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.

COMPONENTS

- 28 FIRE CARDS -

16 The Fire Rages, 10 Flare Up, 1 Accelerate, 1 Respite

- 3 SPECIALIST CARDS -

Suppression Specialist, Strategist, Fire Prevention Specialist

- 35 EVENT CARDS -

- 3 SPECIALIST MINIATURES -

FIRE & EVENT DECKS

Tragic Events includes the Fire & Event decks that are designed to replace the Hot Spot mechanic in the Experienced game rules. At the beginning of the game, a Fire deck is created with Fire Rage and Accelerate cards, and a pool of Flare Up cards is set by the board.

During each Advance Fire phase, a Fire card is drawn and resolved. The Accelerate card causes Events to occur and will add Flare Up cards to the Fire deck – increasing the rate of Fire spread in the game. Flare Up cards also trigger Events, add another Flare Up card to the deck, and force you to draw another Fire card.

SETUP CHANGES

Return all the Hot Spot markers to the box; they will not be used.

When rolling for initial explosions (steps 4-7) do not place Hot Spot markers.

Replace step 11 (rolling for Hot Spot markers) with the following:

- Create the Fire deck using the following cards:

Number of Firefighters	Fire Rage Cards	Accelerate Cards
1-2 Recruit level	15	1
1-2 Veteran/Heroic level	10	1
3 Recruit level	11	1
3 Veteran/Heroic level	8	1
4+ Recruit level	10	1
4+ Veteran/Heroic level	7	1

- Shuffle the Fire deck thoroughly and place face down near the board.
- Create a supply of Flare Up cards face up near the board:
 - 6 Flare Ups for Recruit, 8 for Veteran, and 10 for Heroic.
- Shuffle the Events cards and place face down near the board.

ADVANCE FIRE

Instead of resolving Advance Fire as described in the base game rulebook, resolve the entire Advance Fire phase as follows:

After taking actions, the Current Player draws the top card of the Fire deck and resolves its text. Resolution clarifications:

- Advance Fire: roll the dice and Advance the Fire per the rules in the base game.
- Place a Flare Up card in the Fire deck discard pile.
- Draw and resolve an Event from the Event deck:
 - Draw the top card of the Event deck and resolve its text. Then, unless otherwise instructed by the card, discard it into an Event discard pile.
- Draw and resolve another card from the Fire deck:
 - Flare Up cards cause you to draw another Fire card. A turn is not limited to a number of Flare Ups; keep drawing cards when you draw a Flare Up.
- Shuffle the Fire deck and Fire deck discard pile together:
 - Shuffle all the Fire cards in play, including the Accelerate card, then place the new Fire deck face down near the board.

When finished resolving the Flare Up(s), Fire Rages (or Respite) card's text, place it face up in the Fire deck discard pile. Then proceed to the Replenish POI phase.

Flare Up cards are limited. If a game effect instructs you to add a Flare Up to the Fire Deck discards and there are none remaining, skip that step. Note: Effects that remove a Flare Up card from the game do not return that card to the supply of available cards.

Note: When a Hazmat explodes, place a Flare Up card in the Fire deck discards.

Note: Unless otherwise instructed (ie, the Rescue Dog), a Firefighter may never go above 4 Saved Actions. Any additional Saved Actions are lost.

SPECIALISTS

Tragic Events introduces three new specialists.
Add these specialists into your games as you would like.

Fire Prevention Specialist

4 AP per turn



Prevent/De-Smoke: Move a Smoke marker anywhere on the board for 1 AP per space. Movement must be on the shortest route towards the nearest exterior door, player's choice if alternative routes exist; Smoke passes interior doors at no extra cost. Smoke vanishes when outside the building.

Moved Smoke ignites immediately if Adjacent to Fire; if it moves on top of other Smoke, it becomes Fire.

Prevent/Escapes: Move a POI marker (only if “?” side up) anywhere on the board for 2 AP per space. Movement must be on the shortest route towards the nearest exterior door, player's choice if alternative routes exist.

POIs can open doors on their way for 2 AP; they will not move through Destroyed Walls, via ladders, etc. (they use the escape route “as marked”). POIs moved outside of the building (any space without coordinates) are revealed. POIs will not move into Fire.

Note: If playing with multi-floor game boards, “shortest route to exterior door” may be via a stairway.

Note: In the subway station, exits are all spaces with an ambulance symbol.

Note: De-Smoke and Escape are always determined by the nearest exterior doors – not Opened Windows, nor Destroyed Walls.

Strategist

4 AP per turn plus 1 free Plan AP per turn



Plan: The Strategist may spend 1 AP to give a Saved Action marker from the supply to another player. There is no limit to the number of Plan AP given to any player. A player may not exceed their maximum Saved Action limit. The free Plan AP is a new Saved Action marker that may be given to another player. Free Plan AP cannot be saved.

Plan: Once per turn the Strategist may spend 1 AP to look at the next Event card, and either return that card to the top or bottom of the Event deck.

Suppression Specialist

4 AP per turn



Suppress: On any Firefighter's turn, after rolling the dice to Advance Fire, the Suppression Specialist may spend 1 Saved Action marker to flip one or both of the dice to their opposite face before resolving the roll.

Suppression: On any Firefighter's turn, if, before any modifications, an Advance Fire roll results in the Suppression Specialist's space or any of the 4 Adjacent spaces, the roll has no effect.

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