

FLASH POINT: FIRE RESCUE

HONOR & DUTY



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EXPANSION PACK

THIS IS NOT A STAND ALONE GAME.

Contains:

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



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FLASH POINT: FIRE RESCUE

HONOR & DUTY

Honor & Duty is an expansion package for Flash Point: Fire Rescue. Included in the package is a new, double-sided game board with an airplane fire on one side and a subway station disaster on the opposite side. Also included are 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 conflict, the rules in this expansion supersede the base game rules. The expansion is intended to be played using the Experienced rule set of the base game.

MARKERS



12 Fire markers



24 Foam markers



2 Deck Gun Target markers

GAME BOARD - SUBWAY STATION

Difficult Terrain (Green Shaded Line): The maps in this expansion are very dangerous firefighting locations, full of narrow passages, live wires and tricky elevation changes - all represented as Difficult Terrain. Movement between spaces that crosses a Difficult Terrain line is more time consuming, therefore Movement costs are doubled when a Move action crosses a green line in either direction.

The Difficult Terrain penalty is only applied where indicated on the board.

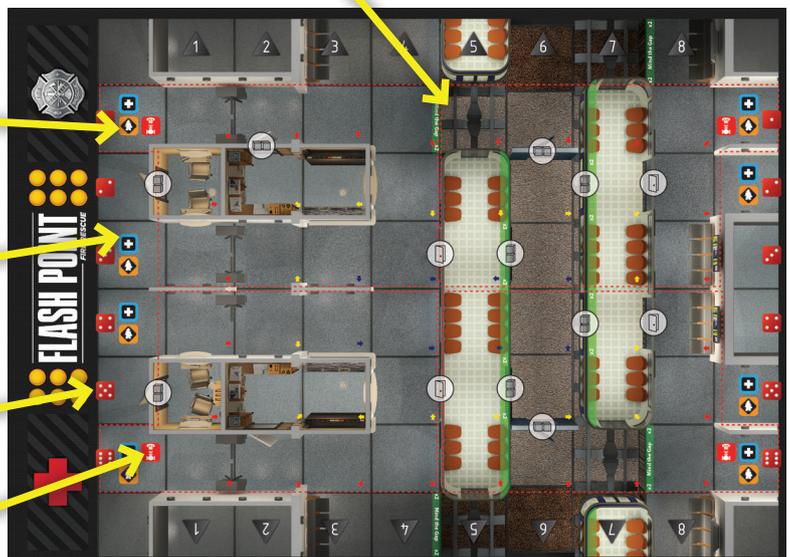
Board Specific Rules:

Firefighters may start on any of the spaces with the yellow firefighter symbols. Firefighters that start their turn on these spaces may take the Crew Change action and change roles.

There are no Vehicles used on this board. Victims must be brought to a space with an Ambulance symbol to be Rescued. Once Rescued, Victims are removed from play.

Hazmat is removed from the game when it is Carried to a space with a red die symbol.

A firefighter on a Space with the Sprinkler Release symbol may take the Sprinkler Release action.



SUBWAY STATION: SETUP CHANGES

Initial Explosions should be spread out across the rows – with one Explosion in the top two rows (🔴 or 🟠), the second in the middle two rows (🟡 or 🟢) and the third in the bottom two rows (🟠 or 🟡). An easy way to do this is roll the red die, for odd place the initial explosions in row 1, 3 & 5 – rolling the black die three times to determine column for each explosion; for even place the initial explosions in row 2, 4 & 6 – rolling the black die three times to determine column for each explosion.

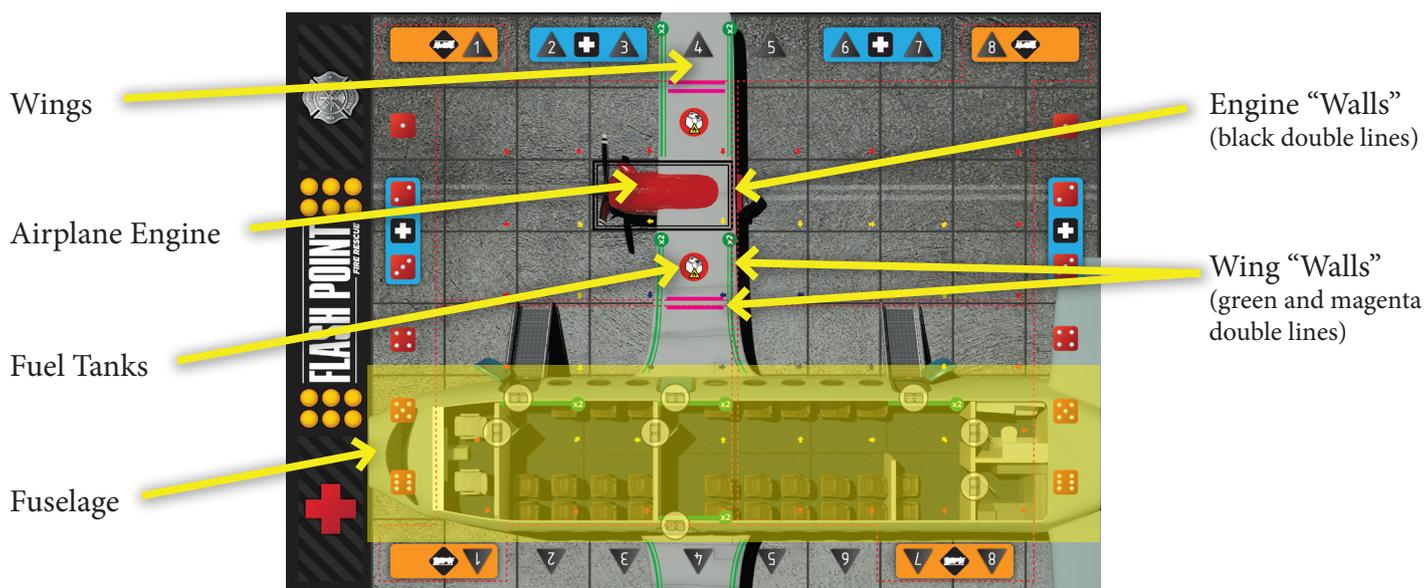
POI placement – Follow the Experienced rules for placement, which should result in at least one POI in the first 4 columns and at least one in the last 4 columns (by flipping the black die between the second & third rolls).

SUBWAY STATION: ACTION CHANGES

Sprinkler Release: 4 AP

A Firefighter on the Sprinkler Release space may take this action. The Sprinkler Release action is the same as the Fire Deck Gun action targeting the quadrant of the board adjacent to the Sprinkler Release symbol. The quadrant in which this action takes place must be clear of Firefighters or this action cannot be taken. There is no AP reduction, nor reroll for a Driver Operator specialist performing this action.

GAME BOARD – AIRFIELD



Board Specific Rules:

Wings – Moving onto or down from these spaces is Difficult Terrain. Firefighters may not Move under the wing to avoid the extra movement costs when moving from one side of the wing to the other.

Airplane Engines – Firefighters may not move into or through these two spaces. POIs & Hazmat cannot be placed into these spaces. Reroll any POI or Hazmats placed during Set-up. If a POI Replenishment Target Space is invalid, use the arrows to find a valid space.

Engine & Wing “Walls” (double black, double magenta and double green lines) – These areas take damage as Walls (maximum of 2) when an Explosion or Shockwave passes through the double lines but do not block Fire Advance, Explosions or Splash Over. Movement across double green lines follows the Difficult Terrain rules (double Movement AP), even if there are Damage markers on the lines.

Fuel Tanks – Hazmats are placed on these spaces during setup. No effect outside setup.

Fuselage – These spaces (entire rows 5 and 6) have special rules for the Deck Gun action.

Hazmat Disposal – Hazmat can be Disposed by carrying to a space outside the board coordinates and outside the silhouette of the plane (including the wings and horizontal stabilizers).

AIRFIELD: SETUP CHANGES

Initial Explosions should be spread out across the rows – with one Explosion in the top two rows (1 or 2), the second in the middle two rows (3 or 4) and the third in the bottom two rows (5 or 6). Additionally at least one explosion must be in the right side of board (5, 6, 7 or 8) and another on the left side of the board.

An easy way to do this is roll the red die, for odd place the initial explosions in row 1, 3 & 5 – rolling the black die for the first explosion, flipping it for the second (so that you get one result in 1-4, and another in 5-8) and rolling it again for the third; for even place the initial explosions in row 2, 4 & 6 – rolling the black die for the first explosion, flipping it for the second and rolling it again for the third explosion.

If any Fire markers are placed during set up outside the coordinate area, remove one Damage marker (from the initial pool of 24) for each and remove the Fire marker before beginning play.

Place a Hazmat on each Fuel Tank space that does not have Fire. Place any remaining Hazmats randomly, remembering that Hazmats cannot be placed on Engines.

Place the first POI in row 5 and the second in row 6, rolling the black die to determine the Target Space for each. The third POI must be placed in rows 3-6.

Firefighters may start on any Engine Parking spot, except the Paramedic (if in play) who starts at the Ambulance.

The Structural Engineer specialist is not available for use.

Optional Rule – Start with two Engines (and the Ambulance). There is still only one Driver/Operator with this option.

AIRFIELD: ACTION CHANGES

Fire the Deck Gun – Fuselage

The airplane fuselage affects the result of the Deck Gun – spaces within the fuselage are cooled by the deck gun but fire is not directly extinguished.

The Fuselage Walls (both internal and external to the plane) do not block Splash Over. *For example, a Deck Gun Target Space of 3/5 would Splash Over to 4/5 even if the external Fuselage Wall between the spaces was not Destroyed. A Deck Gun Target Space of 3/6 would Splash Over to 4/6 even if the internal Fuselage Wall between the spaces was not Destroyed.*

When the Deck Gun Target space and/or a resulting Splash Over is a Fuselage space, any Smoke in that Space is Extinguished (removed) and any Fire in that Space is Extinguished to Smoke. This effect is still in place even if the Fuselage Walls are Destroyed. *For example, a Deck Gun Target Space of 3/5 would turn Fire to Smoke in 4/4, 4/5, 5/6 and would remove any Fire in 3/5.*

Fire the Deck Gun – Foam

As an alternative to the normal Fire Deck Gun action, the Deck Gun may fire Foam. The decision to fire Foam must be declared before rolling the dice.

Determining the Deck Gun Target and Splash Over spaces follows the rules in the base game.

The effects of Foam are different:

- Foam has no effect on any Target or Splash Over spaces within the Fuselage.
- Place a Foam marker on any Target or Splash Over space (outside the Fuselage) that has neither a Fire, Smoke nor Foam marker.
- Extinguish (remove) Smoke on any Target or Splash Over space outside the Fuselage.
- Extinguish Fire to Smoke on any Target or Splash Over space outside the Fuselage.

A Foam marker effectively cancels a subsequent Advance Fire – If the Target space of an Advance Fire has a Foam marker, remove the Foam marker without placing a Smoke in the space. If an Explosion results in a Fire marker being placed in a space with a Foam marker, remove the Foam marker and place the Fire marker – Foam has no effect in this case.

A Fire the Deck Gun action that targets or splash overs a space with Foam removes that Foam. No more than one Foam marker can be in a space.

Foam markers do not affect Movement, Adjacency, Hot Spots or any other rules not covered above.

Foam markers cannot be carried or moved.