Flash Point: Fire Rescue

1. Actions – gain *4 AP* per turn (pg 4)**:**
- *1 AP:*
  - Move to space w/o fire
  - Open/Close Door
  - Extinguish Smoke
  - Switch Fire to Smoke
- *2 AP:*
  - Move to space w/ fire
  - Move with victim
  - Chop Wall
- Save up to 4 AP for future use

2. Advance Fire:
1. Roll for smoke placement (pg 5)
2. Resolve Explosions (pg 5)
3. Resolve Flashovers (pg 6)
4. Resolve Knock Downs (pg 6)
5. Victims/POI in fire space are lost

3. Replenish POI (pg 6)**:**
- 3 total POI on board (if possible)