

FIREDRAKE @ BOARDGAMEGEEK

FLASH POINT: ALL THE RULES

I am come to send fire on the earth; and what will I, if it be already kindled?

— Luke 12:49 (KJV)

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Introduction and Definitions

Flash Point: Fire Rescue is my favourite cooperative game. But, as with many games that have had several expansions, there's no integrated rulebook. This is made trickier by the base game being defined in two places, as the Family Game and then as a set of modifications to that to make the Experienced (standard) Game.

This document aims to be a complete set of rules for the Experienced Game – including Tragic Events. If you do use Tragic Events, ignore all references to Hot Spots; if you don't, ignore all references to the Fire Deck and Event Deck.

Definitions

The objective of the game is to rescue seven Victims before the building collapses.

Since I don't have easy access to die shape graphics, I'm listing coordinates as pairs of parenthesised numbers. All coordinates are *red die first*.

A space is ADJACENT to another if they share a long edge, and if there is no obstruction between them; obstructions include walls that have not been fully destroyed (a normal wall is destroyed when it has two damage cubes on it), and closed doors and windows. A Staircase is Adjacent to the other section of the Staircase on the other board.

If the supply of Damage cubes is ever exhausted, the game ends immediately as the building collapses.

An OPEN SPACE is one with neither Fire nor Smoke.

An EXPLOSIVE OBJECT acts as a thick wall: it blocks Adjacency and movement. Re-roll any Initial Explosions, PoIs, Hot Spots and Hazmats that target the Object. During the Advance Fire phase, if an Object space is the target space, follow the arrows to reach a non-Object space. Similarly with Replenish PoI. When a Shockwave hits the Object, add a Damage cube. When all of the Object's Damage spaces are full, it explodes like a Hazmat, with a Shockwave resolved from each face of the Object. Do not return the Damage cubes to the supply.

A DANGEROUS OBJECT acts like an Explosive Object, but rather than exploding when it's destroyed, it produces a chemical spill: remove the Object, and place five Toxic markers on the board. The first goes where the Object was; the others go in a chain of randomly-selected Adjacent spaces (back-track if necessary, only one marker per space). A Victim in the same space as a Toxic marker is Lost, and a Firefighter is Knocked Down. Firefighters may not enter a Toxic space.

Setup

1. Choose a board, and place it in the centre of the table within easy reach of all players. Optionally choose an Attic or Basement board; if so, add a Staircase marker on the main board, and use the black twelve-sided die in place of the eight-sided die except where explicitly noted.
2. In each internal doorway, place a Door marker with the Closed side up. (You may choose to shuffle in some Locked Doors.)
3. Choose a difficulty level: Recruit has 3 Explosions and 3 Hazmats, Veteran has 3 and 4, Heroic has 4 and 5. Add one Explosion if using an Attic or Basement board.
4. Place any Explosive Objects.
5. First Explosion: roll the black die to determine the target space, resolve an Explosion (see Advance Fire) and add a Hot Spot there.

1	(3,3)
2	(3,4)
3	(3,5)
4	(3,6)
5	(4,6)
6	(4,5)
7	(4,4)
8	(4,3)

6. Second Explosion: roll both dice to determine the target space. Reroll both if that space is already on fire. Resolve an explosion and add a Hot Spot there.
7. Third Explosion: flip the black die (1-4 becomes 5-8 and vice versa) and roll the red die to determine the target space. Reroll the red die if that space is already on fire. Resolve an explosion and add a Hot Spot there.
8. Fourth and later Explosions (if applicable): resolve as Second Explosion.

In principle you could use both an Attic and a Basement at once, with a black sixteen-sided die.

9. For each Hazmat, roll both dice to determine where it should be placed. Reroll if that space is already on fire.
10. Create the victim pool: 10 Victims, 5 False Alarms. Shuffle these, ? side up. For three of them, roll both dice to determine where it should be placed. Reroll if that space is already on fire. On Second Story maps, no more than 2 PoI may start on the same floor.
11. Each player should take one Specialist card, one Firefighter pawn and the matching coloured card.
12. Make up the Fire Deck. Start with one Accelerate card and some number of The Fire Rages cards.

Players	1-2	3	4+
Recruit	15	11	10
Veteran/Heroic	10	8	7

Shuffle the deck. Return the remaining The Fire Rages cards to the box.

13. Set a supply of Flare Up cards next to the Fire Deck: 6 for Recruit, 8 for Veteran, 10 for Heroic. Return the remaining Flare Up cards to the box. (The Respite card may be used later in the game.)
14. Shuffle the Event Deck.
15. Place some number of additional Hot Spots in random locations not already on fire: +2 if playing with 3+ Firefighters, +1 if playing with 4+ Firefighters, +3 if using an Attic or Basement board, +3 if at Veteran or Heroic difficulty.
16. Place 6 additional Hot Spots in the small yellow circles on the board, +3 if using an Attic or Basement board, +6 if at Heroic difficulty. You will not use any further Hot Spots during this game.
17. Each player places their Firefighter on any of the board spaces outside the building.
18. The group collectively decides where to place the Ambulance and the Engine (only in the appropriately-marked spaces).
19. Choose whether to use Deck Gun or Hydraulic Platform on the Engine.
20. Pick a starting player; play proceeds clockwise.

I use separate "Point of Interest" markers and draw victims from a bag only when they are revealed; this alters gameplay when special victims are being placed in the pool, allowing them to come out earlier.

Play

Each player's turn consists of three phases.

1. Take Actions

Your Firefighter has a number of Action Points (AP) shown on their Role card. They may also have special AP (Command, Extinguish or Movement), or a special ability, which may change the rules below.

AP can be used for any action, including special purposes. Up to four unused AP can be saved at the end of the turn, and will be available on your next turn. Special AP can never be saved.

Crew Change: 2 AP

Only as the first action of your turn, if you start your turn on the Engine, you may swap your Specialist card for another Specialist not currently in play. You play as the new Specialist immediately, with that character's AP total, less the 2 you have just spent. You retain any saved AP.

Move: 1-2 AP

Moving to an Adjacent space normally costs 1 AP. Moving into a space with Fire costs 2 AP, and carrying a Victim or a Hazmat into an open space or one with Smoke costs 2 AP. Leading a Treated Victim has no extra AP cost, but you may only lead one at a time; this may be in addition to a Victim you carry. See Victim Types below. You may not carry a Victim or a Hazmat into Fire. You may not end your turn on a space with Fire.

You may carry a Portable Ladder at no additional AP cost, but not at the same time as a Victim or a Hazmat. You may carry a Portable Ladder and lead a Treated Victim at the same time. If they are in use in the game, all four Ladders start at the Engine.

If you enter a space with a PoI marker, reveal it; this costs no AP.

If you carry a Victim into either of the spaces occupied by the

Ambulance, you have rescued them. Place them on a Rescued space at the edge of the board.

If you carry a Hazmat outside the building, it is Disposed. Place it on a Rescued space at the edge of the board.

Erect Portable Ladder: 2 AP

Place the lower segment of the Ladder on your space, and the upper segment in the corresponding space on the outside wall of one of the floors above. The Ladder may not be moved until it is Collapsed.

You may also use the Ladder to reach the Basement through a Destroyed Floor space: when Adjacent to the space, place the upper segment in your space and the lower in the space below the Destroyed Floor.

Bridge Floor: 2 AP

If you are Adjacent to a Destroyed Floor space, you may deploy a Ladder to bridge it, allowing movement into that space. If the space below ever explodes, remove the Ladder from play.

Climb Portable Ladder: 1-2 AP

Climbing or descending an erect Ladder costs the same number of AP as moving one space, except that even a Treated Victim must be Carried into a Ladder space (for 2 AP).

Movement costs are doubled when moving between ground level and an Attic board.

Only one Firefighter may occupy an upper segment of a Ladder at a time.

Collapse Portable Ladder: 1 AP

If you are in the lower space of an erect Ladder, you may collapse it; put both segments in that space. If Fire spreads into a Ladder segment, it collapses automatically.

Open/Close Door or Window: 1 AP

Flip a Door or Window marker in your space.

A door that turns out to be Locked cannot be opened, though the AP to open it is still spent. It may be Chopped (see below).

Extinguish: 1 AP

In your own or an adjacent space, each AP spent will remove one Smoke marker or flip one Fire marker to its Smoke side.

Chop: 2 AP

Place a Damage cube on a wall segment in your space. A normal wall segment with two Damage cubes is destroyed, as is a thin (blue) wall with one Damage cube.

You may also Chop a locked door; this removes the door from the board and places no Damage cubes.

You may also Chop to remove one Jammed marker from a fire-proof door. Once all Jammed markers are removed, the door is also removed.

Drive a Vehicle: 2 AP

If you are on the same space as the Engine, you may move it to the next appropriate parking spot along the edge of the building in either direction for 2 AP. (The Engine cannot be moved if the Hydraulic Platform is in play but not on the Engine.)

You may move the Ambulance in the same way, but need not be on or even anywhere near it.

Every Firefighter on either of the spaces that the vehicle occupied must choose whether to stay in place or go with it. If they choose to go with it, when it stops they must choose which of the two spaces they are on. There is no AP cost to mount or dismount.

If the Ambulance arrives on a parking spot with a Victim, that Victim is rescued automatically.

Fire Deck Gun: 4 AP

The Deck Gun is powerful but inaccurate. It may be fired only into the Quadrant adjacent to the Engine (demarcated by dashed red lines), and only if no Firefighter is in that Quadrant.

Roll both dice. If they indicate a space not in the Quadrant, turn one or both to the opposite face until the indicated space is in the Quadrant.

Completely remove any smoke or fire from the target space and each Adjacent space.

Operate Hydraulic Platform: 3 AP

The Platform can be moved to any valid space, immediately outside the upper levels of a building on the face towards the Engine. It may

carry up to two Firefighters, a Firefighter and a Victim, a Firefighter and a Hazmat, or a Victim alone; it may not carry two Victims.

Fire Water Cannon: 4 AP

The Water Cannon on the Hydraulic Platform will totally extinguish all fire and smoke in its target space and any Adjacent spaces. It may only target a space adjacent to itself (i.e. through an open window or destroyed wall), and may not be fired if a Victim occupies any of the spaces that would be affected.

Victim Types

Standard Victim may be carried for 2 AP, or Treated to become a Treated Victim.

Treated Victim (with red cross marker placed by Paramedic) may be carried for 2 AP or led for 1 AP.

Lightly Wounded Victim (red cross) already counts as a Treated Victim; can be Led, and gets no benefit from Treatment.

Critically Wounded Victim (black cross) may not be moved at all, but can be Treated to act as a Standard Victim. Further Treatment gives no benefit.

Heavy Victim (weight marker) doubles AP costs to Carry, Lead or Treat.

Victim with Oxygen Tank (small hazard marker) doubles AP costs to Carry or Lead, and explodes as a Hazmat if Lost.

Hazmat Victim (large hazard marker) is treated as a Hazmat once it is revealed; from that time on it does not count towards the number of PoIs+Victims on the board.

Couple (male-female marker) is replaced by the two individual victims when revealed.

Specialist Roles

Paramedic (4 AP/turn)

Pay double AP costs to Extinguish.

Treat (1 AP): place a red-cross Heal marker with the Victim, who becomes a Treated Victim. (Critically Wounded Victims who are Treated may be moved as normal Victims; they may not be Treated again.)

Fire Captain (4 AP + 2 Command AP/turn)

Command (1+ AP): give one or more of your AP to another Firefighter, who must immediately use them to Move or Open/Close Doors or Windows. They may Carry Victims or Hazmat, and/or lead a Treated Victim.

The CAFS Firefighter may only be Commanded by 1 AP per turn. Normal AP may be used to Command. Command AP may not be saved.

Imaging Technician (4 AP/turn)

Identify (1 AP): flip a PoI marker anywhere on the board.

CAFS Firefighter (3 AP + 3 Extinguish AP/turn)

Normal AP may be used to Extinguish. Extinguish AP may not be saved.

Hazmat Technician (4 AP/turn)

Dispose (2 AP): remove a Hazmat marker from your space and place it in a Rescued spot. Or remove a Toxic marker from an Adjacent space.

Generalist (5 AP/turn)

No special abilities.

Rescue Specialist (4 AP + 3 Movement AP/turn)

Pay double AP costs to Extinguish.

Chop (1 AP): as the normal Chop, but cheaper.

Normal AP may be used to Move. Movement AP may not be saved.

Driver/Operator (4 AP/turn)

Fire Deck Gun (2 AP): not only cheaper, but when you roll the dice for the Deck Gun, you may choose to reroll one or both. When you have seen the result of one rerolled die, you may choose to reroll the other. Rerolled results always replace original results; you are committed to the new value once you reroll.

Operate Hydraulic Platform (2 AP)

Fire Water Cannon (2 AP)

Structural Engineer (4 AP/turn)

May not extinguish Fire or Smoke.

Clear (2 AP): if own and any Adjacent spaces are not on Fire, return a Flare Up card from the Fire Deck to the Flare Up supply.

or Clear (1 AP): if own and any Adjacent spaces are not on Fire, return a Hot Spot from your own space to the side of the board.

Repair Wall (2 AP): if own and any Adjacent spaces are not on Fire, remove a Damage cube from a Damaged wall segment in your own space. If the wall segment has been Destroyed, this is not possible. A fire on the other side of the Damaged wall segment does not prevent this.

Repair Floor (2 AP): if Adjacent to a Damaged Floor, and your own, any Adjacent spaces, and the space below the Damaged Floor are not on Fire, remove the Damaged Floor marker.

Veteran (4 AP/turn)

Dodge (1 saved AP): during *any* player's Advance Fire phase, you may spend a saved AP to Move one space if you would otherwise be Knocked Down. This must be a 1 AP move (e.g. not carrying a Victim or a Hazmat).

Experience: other Firefighters in your Vicinity gain one free AP (that cannot be saved), and can Dodge for 2 AP.

Vicinity is defined as: on the same space, in an Adjacent space, or within three clear spaces (you must be able to trace a move of up to three spaces, with no intervening smoke, fire, closed doors or windows, stairs or ladders).

If another Firefighter spends *any* time during their turn in your Vicinity, they get the free AP. If they are in your Vicinity during any player's Advance Fire phase, they get the Dodge ability, but must spend 2 saved AP to perform it.

Rescue Dog (12 AP/turn)

The Rescue Dog may *only* perform these actions:

Move (1 AP): move to an Adjacent space, including staircases but not ladders. You may not move into a space with fire.

Drag (4 AP): drag a Victim with you to an Adjacent space.

Squeeze (2 AP): move through a damaged wall (1 Damage cube out of 2).

Reveal (0 AP): flip a PoI marker in an *adjacent* space.

You may *not* take other actions, such as: carry Hazmats, Ladders, etc.; open/close doors or windows; chop walls; extinguish fire/smoke; climb Ladders; drive or ride on a vehicle; fire deck gun;

dodge.

You *may* save up to 6 AP from turn to turn, though if you Crew Change this is capped to the 4 saved AP of the new role.

Opinions differ as to whether you can Lead Treated Victims; a strict ruling is “no”, “yes” seems too powerful, so perhaps yes but for 2AP per square?

Fire Prevention Specialist (4 AP/turn)

May not extinguish Fire or Smoke.

Prevent/De-Smoke (1 AP): move a smoke token one space. Movement must be on the shortest route towards the nearest exterior door. Smoke may move through interior doors at no extra cost. Smoke vanishes when it leaves the building. Smoke ignites immediately if it becomes Adjacent to Fire or moves into other Smoke.

Prevent/Escapes (2 AP): move a PoI (*not* a Victim) one space. Movement must be on the shortest route towards the nearest exterior door, perhaps via a stairway. You may open a door next to a PoI for 2 AP, but not use breached walls, ladders, etc.; this PoI is following the marked escape route. A PoI that leaves the building is revealed.

Strategist (4 AP/turn + 1 Plan AP/turn)

Normal AP may be used to Plan. Plan AP may not be saved.

Plan (1 AP): give a Saved Action marker from the supply to another player. The recipient may not exceed their Saved Action limit.

Plan (1 AP): once per turn, spend an AP to look at the next Event card, and return it to either the top or the bottom of the Event Deck.

Suppression Specialist (4 AP/turn)

Suppression: on any Firefighter’s turn, if the target of Advance Fire (before any possible modification) is in the Suppression Specialist’s space or in any Adjacent space, the Advance has no effect.

Suppress (1 saved AP): on *any* Firefighter’s turn, after rolling the dice to Advance Fire, spend one saved AP to flip either or both to their opposite face.

2. *Advance Fire*

Turn up the next card from the Fire Deck, and follow its instructions; *or*, if playing without Tragic Events, Advance Fire once. Each time you Advance Fire, roll both dice to determine a target space.

- If the space had Fire, resolve an Explosion there (see below).

- If the space had Smoke, turn it to Fire.
- If the space was open, place a Smoke.

Next resolve Flashover: if any Smoke is Adjacent to Fire, turn it to Fire. Repeat this step until no Smoke is Adjacent to Fire.

If the target space had a Hot Spot, perform another Advance Fire phase, and place a spare Hot Spot on the new target space if there's one available. (If you hit a Hot Spot the second time, do another Advance Fire phase, and keep doing that until you don't hit a Hot Spot; but only place one new Hot Spot overall.)

Any Hazmat now in a space with Fire causes an Explosion in that space; the Hazmat is destroyed. If multiple Hazmat explosions occur at the same time, the player may choose the order in which they are resolved. If there is a spare Hot Spot, place it where the Explosion happened.

Any Victim or PoI now in a space with Fire is Lost. Reveal it if it was a PoI, then move it to a Lost space at the edge of the board.

Any Firefighter now in a space with Fire is Knocked Down; move the pawn to either Ambulance space.

Remove any Fire or Smoke that is outside the building.

Explosions

To resolve an Explosion: turn the target space to Fire, and generate a Shockwave out of each of the four faces of that space.

A Shockwave traverses Adjacent spaces in a direct line until it reaches an open or a smoke-filled space (which becomes Fire), a window (which is removed from the board and one Damage cube applied to the wall, destroying it), a closed door (which is removed from the board), or a wall that is still standing (which acquires a Damage cube).

Any open door in the path of a Shockwave is removed from the board, and does not stop the Shockwave.

A closed green (fireproof) door is not destroyed when it is hit by an Explosion; it stops the shockwave from progressing further, but acquires a Jammed marker on a d6 roll of 4-6 (if it had no Jammed markers already), or automatically (if it had at least one). A door with one or more Jammed markers cannot be opened.

If a Shockwave enters a Staircase space that is already on Fire, it will continue on the same floor if the far side of the space is open; otherwise it moves to the other Staircase space, and, if that already contains Fire, out of the open side of the other section.

An Explosion on the Basement board generates a Damaged Floor marker on the ground floor over the spot where the Explosion hap-

pened.

If an explosion takes place on, or directly below, a Damaged Floor marker, the marker is replaced by a Destroyed Floor marker. This consumes two Damage cubes from the supply. Any Adjacent Smoke is turned to Fire. Any other markers in the Damaged space are removed: Firefighters are Knocked Down, Victims are Lost, Hazmats explode, and Hot Spots are placed back in available Hot Spot spaces.

3. Replenish PoI

If the total of PoI + revealed Victims on the board is less than three, place new PoIs until there are three. Roll a target space; if it contains Fire, Smoke, a PoI, a Toxic marker, a Victim or a Firefighter, follow the arrows on the board until you reach a space with none of those things and place the new PoI there. If while following the arrows you reach a space you've already considered, roll again.

Board-specific rules

Second Story

Roll both dice to generate the location of the first explosion. There must be at least one Explosion on each floor. No more than two POI may be present on a single floor during setup.

A vehicle can move to *any* parking spot for 2AP.

The Deck Gun fires into *half* of the building, not a quarter: do not flip the black die. This applies even with an Attic board; in that case, all three floors must be clear in that half of the building.

Urban Structures

Brownstone

Moving a vehicle to any parking spot on the other side of the building costs 4 AP.

You may not move along the row of houses (into the squares containing black triangles). Walls bordering those squares may still be Destroyed normally.

High Rise

The first explosion is always in column 2 (black die); the second is in column 7; the third is in row 5 (red die); the fourth is in row 1.

Hazmat, PoI and Hot Spots may never be placed in either Elevator space; if the dice would indicate this, roll again. Similarly, roll again if the target of Advance Fire or Replenish PoI is an elevator. If an Elevator door is damaged, that Elevator is out of use for the rest of the game; place two un-extinguishable Fire markers in it. Any Firefighter in that Elevator is moved to either Engine space, but this is not a Knock Down.

Firefighters who are Knocked Down return to either Engine space.

Elevators are valid starting spaces.

A Firefighter may move between either Engine space and any

space just inside a destroyed wall segment on that side of the building, for 2 AP, 4 AP if carrying a Victim or Hazmat.

Operating the Elevator costs 2 AP and is represented by opening the door (moving to the affected floor) or closing it (moving to the lobby). A Victim in the Elevator with a closed door is considered Rescued.

A Firefighter may move between the Lobby (Elevator with closed door) and any of the Engine parking spots for 2 AP.

Dangerous Waters

The Engine and Ambulance are not used. A white firefighter symbol on a black diamond in an orange square is a Firefighter start location: you start at one of these, may Crew Change if you start your turn on one, and return here when Knocked Down. (If all start locations have fire on them at the start of your next turn, skip it.)

A white cross on a black square in a blue square is a Rescue location: any Victim brought here is Rescued, and any Hazmat is Disposed.

Green (bulkhead) walls cannot be damaged but do transfer heat: when an Explosion would damage a bulkhead, place a Smoke marker on the other side of it, as if you had rolled that space as target during an Advance Fire phase. If this causes another Explosion, the heat is not transferred back.

Black/grey crosshatched (hull) walls cannot be destroyed but can accrue unlimited numbers of Damage cubes.

Merchant Ship

The engine acts as a single long wall: it blocks Adjacency and takes damage from Explosions. If the Engine acquires four Damage cubes, the game ends immediately in a loss.

The Maintenance Pit, four spaces north of the engine, can only be entered at the ladders at either end. Double AP costs to move in or out of the Pit, but these spaces are otherwise treated as normal.

Submarine

There are three pieces of Special Machinery: diesel engine (three spaces), plotting table (one space) and control panel (one space). Special Machinery is treated like an Explosive Object, but if any of these is destroyed, the game ends immediately in a loss.

If heat would transfer across the bulkhead from (4,4) to (4,3), place a Damage cube on the machinery in (4,3) instead.

Extreme Danger

Laboratory

The first Explosion is in a random location. There must be at least one Explosion on each level. No more than two PoI may start on the same floor.

Mechanic's Garage

With the Attic in play, this is a split-level building. When firing the Deck Gun, use the black eight-sided die. On the right side of the board (black numbers 5-8), use the Deck Gun normally; on the left side, if the black die comes up 5-8, add 4 to get an upper floor number in the range 9-12. As always, no Firefighter may be in the target Quadrant.

Basement

Exterior basement walls are never damaged.

Destroyed Floor spaces are impassable.

A Firefighter Adjacent to a Destroyed Floor space may Extinguish the space below it.

If the target space for the Deck Gun is Destroyed, resolve it as if the target space were the space below it. If splashover from the Deck Gun hits the Destroyed space, it extinguishes the space below it.

If the space below the Destroyed space explodes, any Smoke Adjacent to the Destroyed space is flipped to Fire.

If a Shockwave enters a Destroyed space, add a Fire marker to the space below it (and resolve an Explosion there if necessary), then continue the Shockwave on the other side of the Destroyed space.

If the target space for PoI replenishment is Destroyed, resolve it as if the target space were the space below it.

Honor & Duty

Subway Station

Of the three initial explosions, one should be in rows 1-2, one in rows 3-4, and one in rows 5-6.

When placing initial PoIs, flip the black die between second and third PoI rather than rerolling it.

The Engine and Ambulance are not used. A white firefighter symbol on a black diamond in an orange square is a Firefighter start location: you start at one of these, may Crew Change if you start your

turn on one, and return here when Knocked Down.

A white cross on a black square in a blue square is a Rescue location: any Victim brought here is Rescued. Hazmat is Disposed at any space with a red die symbol.

A Firefighter on a space with the white-on-red Sprinkler Release symbol may activate the Sprinklers: this costs 4 AP and acts as a Deck Gun in that Quadrant (which must be clear of Firefighters). A Driver/Operator's bonuses are not usable on this action.

Green shaded lines are Difficult Terrain; double AP cost when moving across them.

Airfield

The green, magenta and black double lines on wings and engine take damage as Walls (two Damage cubes will destroy them), but they do not block Fire Advance, Shockwaves, or Splash Over. They are Difficult Terrain; double AP costs when moving across them.

The two engine spaces (2,3) and (2,4) may never be entered. Reroll any PoI or Hazmats placed during setup; follow arrows for PoI placed later.

Hazmat is Disposed when it is carried to a space outside the 6x8 board, and outside the aircraft silhouette (i.e. not rows 5-6 on the left, column 4 at the top and bottom, or rows 3-6 on the right).