

LADDER11

A Flash Point: Fire Rescue Campaign Expansion



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How To Use This Expansion

Primarily, this is a supplement to enable extended linked play of Flashpoint: Fire Rescue. You embark on Rescue Missions, display heroism, and earn Experience. Experience is then spent on improvements and your character begins to take shape over a number of sessions. However, several of the elements of this expansion may be used stand-alone if so desired.

If you are looking to spice up a particular session, you can draw one of the Mission Event cards, randomly select one or two Veteran Cards, have each player pick a Talent, or all of the above. The experience system is not needed at all, however, the added depth and vested interest in your Firefighter's survival offers a new, visceral and addictive way to play Flashpoint: Fire Rescue.

The Roster

Your Firehouse Roster consists of a number of Firefighters, each of varying degrees of experience, which may partake in Rescue Missions together. Before embarking on a Rescue Mission, each player selects one or more Firefighters they will be controlling from those available on the roster sheet. While we assume you will each control a single Firefighter, as in the base Flashpoint: Fire Rescue rules you may control multiple Firefighters if you desire.

Additional Firefighters may be added to the Roster at any time – there is no hard limit or maximum to the number of Firefighters in your Firehouse. Creating a new Firefighter is as simple as thinking of a name (e.g. “John Brook”, “Lila Potter”, “Doug ‘Jazzman’ Jones”), choosing a single Role to be your Firefighter's starting Training, and then recording your details on the Firehouse Roster Sheet. In the future, all gained experience and abilities will be recorded on this Roster.

Rescue Missions

Rescue Missions are the single games which are linked across multiple sessions in Ladder 11. When sitting down to play a game and continue your Ladder 11 campaign, there are several steps which must be performed in the following order:

1. **Draw a Rescue Mission Card** - This will determine what board you will use and also outlines any special rules for the location.
2. **Draw a Mission Event Card** – This card will list any special rules which supersede the base Flash Point: Fire Rescue game rules.
3. **Board Setup** – Follow the normal steps to setup a game of Flashpoint: Fire Rescue per the advanced game. Be sure to keep in mind any modifications to setup based on the Mission Event card. When you get to the step to choose your starting Role, perform the following step instead:
 - **Assemble The Response Team** – Each player chooses which Firefighter(s) he will use for the Rescue Mission. The group may wish to discuss who they should bring as a team, since certain Firefighters may have Training/Talents that will compliment others or particular Mission Events.
4. **Bookkeeping** – Following the completion of each Rescue Mission, note any Experience earned for each participating Firefighter. Players are then allowed to spend any experience they wish (including Experience from Firefighters that did not take part in the preceding mission). After everyone is finished recording and spending experience, you may begin another Rescue Mission if desired.

Hazards Of The Job

Several new rules are included as part of the Ladder 11 expansion and should be used in every campaign game. These rules include Damage Tokens, new Firefighter Knockdown mechanics, SAR rolls, and locked doors.

When a Firefighter is Knocked Down in the base rules for Flashpoint: Fire Rescue, you move his pawn to the nearest Ambulance spot and he immediately recovers – this is not the

case in Ladder 11. When a Firefighter is Knocked Down in the campaign he is now in grave danger.

When a Firefighter is caught in an Explosion or Toxic Spill place a red damage token on your current Role card to signify he is wounded and remove any previously saved AP. If you are caught in a Toxic Spill, immediately move your Firefighter to the closest safe space (you may choose if there are multiple options). A Firefighter possessing at least 1 damage may not save unspent AP turn to turn. He/She receives an additional damage token anytime they are caught in a Shockwave/Explosion/Toxic Spill or end their turn on a space containing fire. Each damage token on your sheet lowers the AP available to the Firefighter by 1 each turn. This only affects the generic AP you may spend, as your specialized AP (such as that possessed by the Rescue Specialist or CAFS), may still be spent freely. However, if you ever find yourself with as many damage tokens as you have non-specialized AP, you may do nothing on your turn but crawl a single space. You also may not receive additional damage beyond your total AP allowed (i.e. the Generalist can receive 5 wounds max, while the CAFS can receive 3).

A Firefighter at max damage (0 AP available and only allowed to crawl 1 space), may be escorted by another Firefighter. The other Firefighter may carry his wounded buddy as if he was escorting a non-treated victim (each space costs 1 additional movement). To recover, the damaged Firefighter must begin his turn on the ambulance, in which case remove all of his damage markers (he may do nothing else this turn, roll fire as normal). Additionally, the Medic may remove 1 damage from a Firefighter (including herself), with each Treat action. It is also important to note that damage tokens are removed at the end of the Rescue Mission, they are not carried over Mission to Mission.

While a Firefighter may never pass away as the result of Wounds, he may still be lost in the event of a building collapse. Once this occurs and the mission ends, a *Search and Rescue* (SAR) roll is made. The 6-sided die is rolled by each player caught inside the collapsed building. On a 4+ he survives, otherwise the Firefighter is lost in the collapse. Veteran Cards and other special rules may modify this roll but a roll of a 1 always results in the Firefighter being lost. A lost Firefighter may no longer participate in the campaign and should have his name crossed off on the Firehouse Roster.

Locked Doors are a special new rule that occurs due to the effects of a Mission Event Card. When this card is pulled it tells you to shuffle the locked door tokens in with the normal door markers. To do this, form a pool of all the door markers with the closed side up. **The number of standard doors forming your pool varies depending on the expansion sets you own and the board you are using for the Rescue Mission. First, take the number of standard doors that are needed for your board and then mix in the locked doors.** Shuffle the pile around and randomly pick tokens for each doorway inside the house. When a Firefighter attempts to open

a door he may flip the token – if a lock symbol is shown he may not proceed through **and still loses the spent AP**. The only way to pass through a locked door is the Chop action – which causes the door marker to be removed from play. Otherwise, the Firefighter must find another route or wait for the door to be taken out from an explosion. **If you are playing a board that uses fireproof doors, keep them separate from the standard door pool.**

In addition to manipulating the door pool, some cards and events will modify the POI pool. Whenever a card tells you to add additional tokens to the POI pool, always add them to the standard pool of 10 victims and 3 false alarms. These 13 tokens are never removed or manipulated, rather, additional tokens are always added to the pool (which means they may not be encountered).

Earning Experience

Experience is earned on a per mission basis by all participating Firefighters. Each Firefighter involved in the mission will earn the same amount unless the Rescue Mission or Mission Event says otherwise. By default, a Firefighter earns 1 Experience Point (XP) per victim rescued by the team. The win condition of the base Flash Point: Fire Rescue game no longer applies – the new goal is to rescue as many victims as possible. If you feel like you need a win condition, feel free to set a number the group is comfortable with. This will not affect the XP rewards or the Campaign itself, but can be useful for gauging your group's progress and setting goals.

Mission Events may also list +1 or more XP in the top right corner of the card. This indicates that due to the inherent difficulty of the event, an additional amount of experience is earned simply for attempting the Rescue Mission. This +XP number is gained by each Firefighter when the Mission ends.

Spending Experience

Earned experience forms a pool of currency and the current total is recorded on the Firehouse Roster sheet for each Firefighter. In between each Rescue Mission, any Firefighter may spend experience on the following:

- Veteran Card (cost: 3XP) – A card which may be used for a one-time benefit.
- Training (cost: 15XP) – The ability to use a new Role.
- Talent (cost: 40XP) – Permanent game changing effects.

You can purchase any number or combination of the above. The only limits are that you may never have more than 3 unused Veteran Cards per Firefighter, and you may never purchase the same Talent or Training twice.

Veteran Cards

These cards are always one-time uses – place any used Veteran Cards into a discard pile. They offer a wide range of benefits and are typically quite powerful in specific situations. When you purchase a Veteran Card, shuffle the discard pile into the main deck and randomly deal a card to your Firefighter. If you do not use this card by the end of the session, note it on your Roster Sheet and remember to retrieve it next time you play.

Veteran Cards which have already been dealt to a Firefighter and have yet to be used should be stored separately in the game box. These cards may not be dealt to any other Firefighter that purchases a card until it has been spent. Additionally, each Firefighter is limited to 3 unused Veteran Cards at a time, so hoarding them hurts yourself as well as the rest of your Firehouse.

Training

Training is the term used for the Role cards found in Flashpoint: Fire Rescue. In the base rules, you are allowed to switch to any unused Role during the game. In Ladder 11, you are only allowed to switch to a Role if it is not currently being used AND you have the Training necessary to fulfill the Role.

Each Firefighter begins the game with a single Training – meaning he cannot switch Roles until additional Training is purchased. Your starting Training is chosen by the player, with

the exception that he may not choose the Veteran or the Rescue Dog ([see the Firehouse Upgrade section on how to include the Rescue Dog in Ladder 11](#)). If a Firefighter spends 15 experience points to earn an additional Training, he draws three Roles randomly (the Veteran is included in the draw deck although the Rescue Dog is not) and chooses one to learn. If you already possess Training for all 3 Roles that you have drawn, then draw 1 additional Role. If you happen to draw an additional Role that you already possess Training for, then keep drawing until you draw a new role – this is the new Role you receive Training in.

Training for each Firefighter is noted on the Firehouse Roster and you may have one or more Roles that other Firefighters possess as well. Do not forget that the limit of only 1 Role in play at a time is still in effect.

Note – When using less experienced Firefighters you often do not have a choice in what Role to start the game with – you’re limited to the Training you selected at character creation. This means that two Firefighters that possess the same Training and have no other options may not partake in the same Rescue Mission. This means one of you should select another Firefighter to take part in the mission. For this reason, it is often a good idea to create several Firefighters per player so you have many choices available or coordinate your initial Training selection with the other players so that you can fill a role no one else has.

Talents

Talents may be purchased for 40 points of Experience and offer permanent effects to boost your Firefighter’s effectiveness. No *Talent* may be selected twice by the same Firefighter.

Agile - When at maximum damage (damage equal to your AP), you may crawl 2 spaces instead of 1.

Brickhouse – Ignore 1 Damage Token for purposes of calculating your available AP. However, when you receive a total number of Damage equal to your AP, you are still limited to crawling (meaning you can only ignore the 1 Wound Token until you are at max Wounds).

Crunch Time - You may take a point of damage to your Firefighter to gain 4AP. The Damage Token does not take effect until after your turn.

First Aid – If you possess **Training in the Medic Role**, you may Treat victims (or wounded Firefighters) even if you are not currently using the Medic role. However, you are not guaranteed to succeed and must roll a D6. On a result of 4+ the treatment is successful. You may keep retrying this attempt to Treat as long as you have AP available.

Hero – Gain 1AP at the beginning of each of your turns when another Firefighter has at least 1 Damage Token. If another Firefighter has max Damage, gain 3AP at the beginning of your turn.

Inspiring – If a Firefighter begins his turn adjacent to you, he gains 1AP for the turn (Stacks with the Veteran Role Ability).

No One Left Behind – May carry a Wounded Firefighter **with no penalty**.

Quick Reflexes – You may spend up to 2AP during each other player's turn. This may be spent at any time and may interrupt any action. This AP comes from your unspent AP pool.

Resourceful – If you end your turn with 0 saved AP, receive 1 unspent AP marker.

Strategist – You may save 1 additional AP above your normal maximum (stacks with **Tactician**).

Tactician – You may save 1 additional AP above your normal maximum (stacks with **Strategist**).

Team Player – **May spend your own AP, 1 for 1, to give unspent AP markers from the general token bank to adjacent Firefighters. This expenditure of AP does not have to come from your own unspent AP markers, it can come from AP available on your turn as well.**

Toughness – Your Firefighter has the ability to shrug off the blistering effects of the inferno. Whenever you would receive a Damage Token, roll a D6. On a 6, ignore the Wound.

Firehouse Commendations

In addition to earning individual experience for each of your Firefighters, the Firehouse – that is the entire Firehouse Roster – may accomplish certain goals which reward Experience to the Firehouse as a whole. At any point during the Mission if you meet the qualifications of a Commendation listed below, you may record the Commendation and the associated Experience on your Firehouse Roster sheet (it does not matter whether you succeed or fail the actual Rescue Mission). This Experience does not apply to individual Firefighters in the house; rather, it is spent by the group to purchase Firehouse Upgrades (see next section). You can only accomplish each Commendation once per Firehouse.

Commendations

Drought (1XP) – Rescue at least 7 victims during a Mission without ever firing the deck gun.

Flawless (2XP) – Complete a Mission without losing a single POI (victim or blank). You must rescue all 10 victims.

The Calm (2XP) – The board possesses no Smoke or Fire Markers during a player's turn.

Gordie Howe Hat Trick (2XP) – A single Firefighter extinguishes a Fire marker, Rescues a victim, and Chops through a wall all in the same turn.

Ironmen (2XP) – Complete 3 Rescue Missions where you rescue at least 7 victims all in the same gaming session.

We Remember (1XP) – Earned the first time a Firefighter is lost during a campaign.

In Deep (1XP) – Earned if at any point, 3 or more Firefighters are Wounded.

Flat Tire (1XP) – Complete a Rescue Mission without ever moving the ambulance from its starting space. This achievement is only eligible on boards containing a minimum of 3 ambulance spaces.

I Am Legend (3XP) – Rescue all 10 victims on Heroic Difficulty level.

Elite (1XP) – Rescue at least 7 victims on Heroic Difficulty.

Peeping Tom (2XP) – Rescue at least 7 victims with every POI having been revealed by an Imaging Technician (includes victims and blanks).

Big Spenders (2XP) – Rescue at least 7 victims without any Firefighter saving unspent Action Points. For achievement purposes, you may choose to lose unspent AP as opposed to saving them.

Fireworks (2XP) – Roll Four Explosions all in the same Fire Roll sequence.

Hands On (4XP) – Rescue at least 7 victims without putting out any fire markers (you may flip fire to smoke).

Overkill (1XP) – Complete a Mission where you Rescue at least 7 victims and at least 5 Veteran Cards were used.

Only The Good Die Young (3XP) – Earned when a single Firefighter in the Firehouse has accumulated 250 Experience (accumulated XP is total earned, regardless of what has been spent. The Firefighter doesn't have to save 250 XP).

Old Folks Home (4XP) – Earned when the combined accumulated Experience of all Firefighters in the house is 1000 or greater.

Sniper (1XP) – Extinguish five Fire Markers with a single shot of the deck gun.

Evil Kenevil (2XP) – Run through four consecutive spaces containing a Fire Marker in the same turn.

Luck Of The Irish (3XP) – Successfully recover 3 Firefighters via SAR rolls in the same Rescue Mission.

The Green Team (1XP) – Complete a Mission where you rescue at least 7 victims using only Rookies (0 XP Firefighters) on Veteran or Heroic difficulty. This requires a minimum of 3 participating Firefighters in the Rescue Mission.

The Walking Wounded (2XP) – Complete a Mission where you rescue at least 7 victims having treated every single rescued victim.

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Kaboom! (1XP) – Complete a Mission having rescued at least 7 victims where 4 or more Hazmat Markers explode.

Lassie (2XP) – Complete a Mission where at least 7 victims are rescued and they are only escorted by the Rescue Dog.

The Heat (2XP) – Complete a Mission where you rescue at least 7 victims and an Explosive Object explodes.

Nothing to See Here...(2XP) – Cleanup every space containing a Toxic Spill during a Rescue Mission.

The Amazing Danton (1XP) – Receive a Damage Token as the result of the floor collapsing beneath your Firefighter (requires the Basement board to be in play).

Firehouse Upgrades

These upgrades may be purchased with Firehouse experience earned via Commendations (as previously detailed). They are chosen by the group.

Improved Logistics (3XP) – After drawing the Mission Event card, you may roll a D6. On a 6, you may choose to redraw the Mission Event, in which case you are stuck with the second result.

EMT Training (2XP) – Firefighters may heal a point of damage at the Ambulance for 1 AP as opposed to giving up their entire turn to heal. This healing may occur in the middle of the Firefighters turn and he does not have to begin his turn on the Ambulance.

Probie Training (2XP) – All new Firefighters begin play with 1XP (Make sure you earn the Green Team Commendation first!)

Advanced Training (2XP) – All New Firefighters begin play with 2XP. This Upgrade requires Probie Training be purchased first and does not stack with it.

The Jaws Of Life (3XP) – SAR rolls receive +1.

Improved Response Time (3XP) – Every Firefighter begins Rescue Missions with 1 unspent AP marker on his character.

Advanced Imaging Equipment (4XP) – Imaging Techs may reveal a second POI marker within 4 spaces of the first POI revealed.

Too Cool For School (2XP) – When a Firefighter purchases Training, he may remove a single Role of his choice from the deck of Role cards before shuffling and dealing out 3.

Gear Surplus (3XP) – You can now switch to the Generalist by paying 2AP at the beginning of your turn **regardless of your location** on the board.

Cross Training (2XP) – Each member of the Firehouse gains 7XP. This Firehouse Upgrade may be purchased multiple times.

Man's Best Friend (1XP) – This unlocks the Rescue Dog Role card. You may now take the Rescue Dog along on a Mission, counting it as another Firefighter participating. It does not earn Experience but does contribute towards accomplishing your goals as well as Commendations. If the Rescue Dog is lost (Collapsed building and a failed SAR roll), you must re-buy this Firehouse Upgrade if you wish to utilize it in the future.

Increased Stowage (2XP) – The Firetruck now carries an additional Collapsible Ladder (you may now deploy up to 5 instead of 4).

Ad-Hoc Engineering (2XP) – The Structural Engineer may now Repair a Damaged (but not Destroyed) Floor per the Extreme Danger optional rules.

The High Rise

The High Rise board is found in the Urban Structures expansion and is probably the meanest, roughest board out of the current set. Besides the fact that the difficulty is challenging, the board also is a bit of a pain due to it causing many exceptions in the Ladder 11 rules. These exceptions are listed below:

- When playing with the High Rise board, place an ambulance marker outside the building on a space of your choice. Firefighters may heal at this ambulance as normal; however

it does not affect rescuing victims. Use the default rules for rescuing victims on this board.

- If you draw a Mission Event card which does not apply (“Obstructed Street”, etc.), treat it as if you drew “Routine” instead (no event occurs). This is the case with any other Flashpoint board that has a specialized or limited layout.
- Several Veteran Cards offer no benefit on the High Rise board and that is perfectly OK. Save it for a time when you can use it.

Card Clarifications

Several cards require clarification and further explanation.

Mission Events

- *Little Help/Early Loss* – The token removed at the beginning of the game for these two cards remains face down the entirety of the game. The token is not flipped until the Mission ends either by the house collapsing, all of the POI tokens being lost or rescued, or the Firefighters calling the Mission early. At this point you flip the marker and assess whether it had an effect on the Mission result. Note – this only really matters in that you may possibly gain an additional point of XP, as well as accomplish a requirement stating you need to Rescue a specific number of victims. The Early Loss matters in that it affects the available pool of POIs in an unforeseen and subtle way.
- *Obstructed Street* – The space that is blocked off still must be moved through and is not skipped for purposes of calculating AP costs for moving the vehicle.

If a Mission Event card calls for a component or expansion element you do not have (such as Locked Doors, the Hazmat POI token, etc.) then you can either come up with a suitable replacement (agreeing that say the Dog POI counts as the Hazmat POI) or re-draw the Event card until you find one which applies.

Request For Feedback

Myself, as well as several others, have spent many hours writing, playing, and refining these rules. The expansion has developed from a solid idea into a package that boasts a great deal of additional content and variety. In order to take the next step with Ladder 11 I need

your well written feedback. I am sincerely asking that anyone who plays this expansion and has anything meaningful to say please contact me (even if it is just a confirmation that these rules have worked for you and your group). I *need* your help as I feel this ruleset is nearly complete, only missing additional blind playtesting and finishing touches.

If you can spare the time and effort of contacting me with feedback I would be eternally grateful. You can reach me on BGG as charlest, or via email at theelcharles@hotmail.com

Many Thanks

Several people have lent a hand in making Ladder 11 what it is today. I am very grateful for John Casey stepping in on BGG and being possibly the first person to blind playtest Ladder 11. Next came Lines Hutter who came in and designed the beautiful Rescue Mission cards and the current Roster Sheet/Mission log. Lines has had a large effect on this expansion, contributing ideas, feedback, and general encouragement. I also need to thank my main gaming buddy Ben Whiteman, who played this damn thing dozens of times and always sat there afterward offering his direct criticism and opinion.

I'd also be remiss without thanking Kevin Lanzing for making such an excellent cooperative game. When Flash Point is firing on all cylinders and the house is about to cave in, nothing else quite compares. I'm also very grateful for Lutz Pietschker's contributions of several outstanding expansions which have helped shaped Flash Point into the game it is today. Lastly, thank you Travis Worthington for bringing Flash Point (and many more fantastic games) to print and providing for amazing quality and excellent service.