



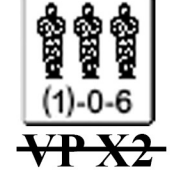



# FIRESTARTER: MULTI-APPLICABLE SCENARIO PARAMETERS

Apply to all scenarios of *Hazardous Movement Pack 5*

	<p><b>FS1</b> <b>Kindling</b> is NA.</p>
	<p><b>FS2</b> A Crew may never <i>gain</i> Control of a Building.</p>
	<p><b>FS3</b> Units of both sides may automatically set up <b>Concealed</b> in Concealment Terrain (i.e. any OB-given Concealment counters are <b>Dummies</b>.)</p>
	<p><b>FS4</b> Radio / Phone Breakdown is NA, and Battery Access for the <b>first</b> Fire Mission is <b>automatic</b>. Accordingly, one black card from that side's Draw Pile is removed prior to the start of play.</p>
	<p><b>FS5</b> Double CVP or EVP for Prisoners is <b>NA</b>.</p>
	<p><b>FS6</b> A unit that is entrenched may use <b>Assault Movement</b> to exit its Location <i>without</i> being fired on in the Location containing the Entrenchment.</p>

**Map HZ3 Clarification:** Portions of a Building that “bleed over” into an adjacent hex (EX: hexside F2-G3) exist for purely aesthetic reasons. Barring any other Obstacles, LOS drawn along that hexside is **still clear** (EX: LOS exists between F3 at Level 1 and G2). Black bars (EX: hexside J2-J3) **still block LOS** as per B23.71.

