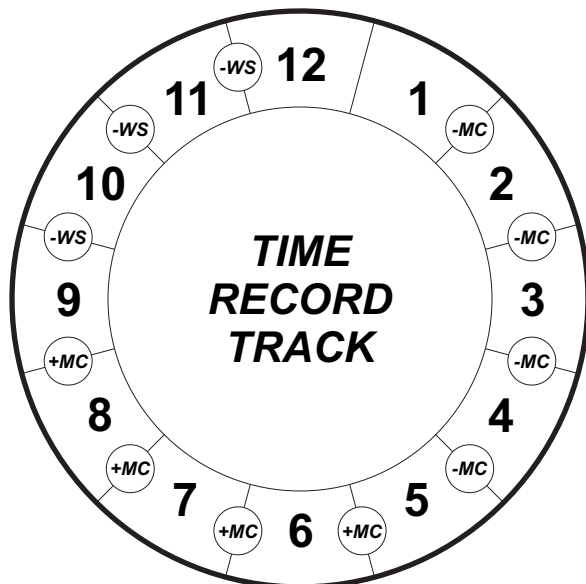


FIRE GROWTH CHART

		Wind Speed					
Moisture Content	Calm 0 mph	Light Air 1 - 3 mph	Light 4 - 7 mph	Gentle 8 - 12 mph	Moderate 13 - 18 mph	Fresh 19 - 24 mph	Strong 25 + mph
20	0	1	1	2	3	6-1	11-1
	1-1-1	1-1	1-1	2	3-1	6-1	13-1
	1-1-1	1-1-1	1-1	2-1	4-1	7-1	15-1
	1-1-1	1-1-1	2-1	3-1	5-1	9-1	17-2
	1-1-1	1-1-1	2-1-1	3-1	5-1	10-1	19-2
	1-1-1	1-1-1	2-1-1	4-1	6-1	12-1	22-2
	1-1-1	2-1-1	3-1-1	4-1	8-1	14-2	25-2
	2-2-2	2-2-1	3-1-1	5-1-1	9-1	16-2	28-3
	2-2-2	3-2-2	4-2-1	6-2-1	11-2	19-2	32-3
	2-2-2	3-2-2	5-2-1	7-2-1	12-2	22-3	36-3
10	3-3-3	4-3-2	5-3-2	9-2-1	15-2-1	25-3	40-4
Smokeyjumper Scatter	0	1	2	3	4	5	6



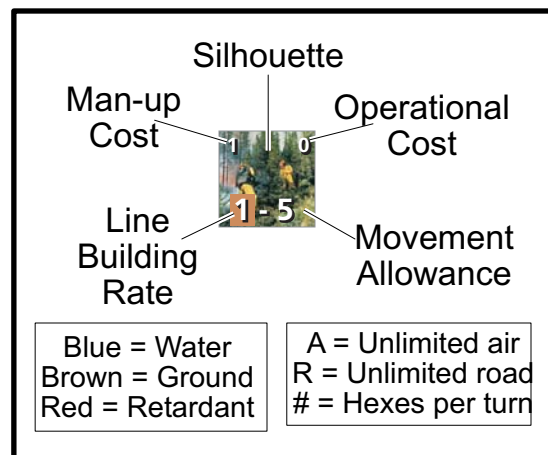
WEATHER TABLE

Die Roll	Situation					
	1	2	3	4	5	6
1	-WS	-WS	-WS	-WS	-WS	-WS
2	NC	NC	NC	NC	NC	NC
3	WD	WD	WD	WD	WD	WD
4	NC	NC	NC	+MC	NC	+MC
5	NC	+WSCF/-WS	+WS	+WS	+WS	NC
6	+WS	+WS	+WS	+WS	+WS	+WS

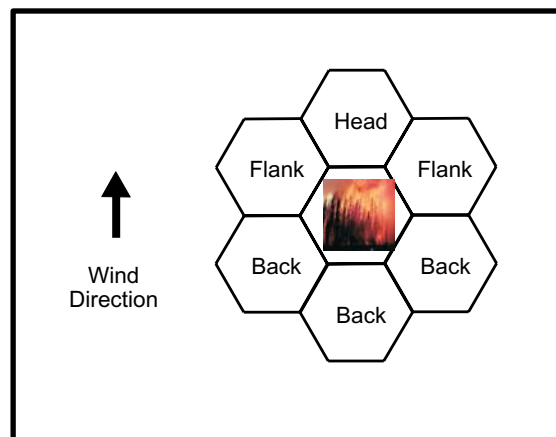
COUNTER SUMMARY

Fire	Resources	Markers
	Active Fire	
	Smoldering Fire	
	Crew (4 men)	 Fire Line (Value 1)
	Helicopter (Bell 206)	 Costs (x\$1,000)
	Skimmer (CL-215)	 Costs (x\$10,000)
	Tanker Truck	 Rate of Spread
	Bulldozer	 Game Turn (AM/PM)
	Transport	 Wind Direction
	Air Tanker	

UNIT EXAMPLE



FIRE SPREAD DIRECTIONS



TERRAIN EFFECTS CHART

Terrain	Symbol	Spread	Intensity
Grass	(green)	½	1
Conifer		1	5
Slash		2	10
Mixedwood		2	2
Deciduous		5	1
Urban		2	10
Lake	(blue)	NF	NA
River		+10*	OT
Road		+5*	OT
Highway		+8*	OT

**ignore grass*

GAME CREDITS

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