

Table 19: Flame/Blaze Spread situations.1**

Rules Sections: B25.14, 25.15-.151, 25.6, 25.62-.63, 25.651-.66.

Situation: This table illustrates the Spreading Fire rules for Terrain Blazes and Wreck Blazes (in various Locations) during the AFPh based on the Wind conditions. It also shows how fire spreads during the RPh when Gusts occur.

	No Wind	Mild Breeze	Heavy Wind	Gusts (RPh) ^{*4}
Terrain Blaze	May spread to Burnable Terrain in adjacent hexes via Spreading Fire DR (Wind Direction DRM does not apply).	May spread to Burnable Terrain in adjacent hexes via Spreading Fire DR (Wind Direction DRM applies).	Spreads automatically to Burnable Terrain in all 3 adjacent <i>downwind</i> hexes (none to <i>upwind</i> hexes).	All terrain Blazes spread to Burnable Terrain in adjacent hex in direction of the wind. ^{*2}
Wreck Blaze (in Burnable Terrain)	May spread to Burnable Terrain in Location via Spreading Fire DR (Wind Direction DRM does not apply).		Spreads automatically to Burnable Terrain in its' Location.	Spreads automatically to Burnable Terrain in its' Location. ^{*3}
Wreck Blaze [in Bypass of Burnable Terrain hex(es)]	May spread to Burnable Terrain in either of the two hexes it straddles via Spreading Fire DR (Wind Direction DRM does not apply).	May spread to Burnable Terrain in either of the two hexes it straddles via Spreading Fire DR (Wind Direction DRM applies).	Spreads automatically to the burnable terrain in the hex that the burning wreck is bypassing regardless of wind direction.	
Wreck Blaze (in non-Burnable Terrain)	----- Will not spread -----			Eligible to be selected as the Wreck Blaze that spreads one hex in the direction of the wind per footnote *3.

Notes:

- *1: If a Burnable Terrain Location is adjacent to > 1 Blaze/Burning Wreck, it is subject to only the one Spreading Fire DR that affords the greatest chance of Spreading.
- *2: In addition, at least one terrain Blaze currently in effect will spread 2 hexes away in the direction of the wind (as determined by RS). Determine the Blaze(s) that will spread to a second hex from among those with *non-burning* Burnable Terrain 2-hexes distant from the Blaze(s) in the direction of the wind.
- *3: At least one Wreck Blaze currently in effect will spread 1 hex away in the direction of the wind (as determined by RS). Determine the Wreck Blaze(s) that will spread to an adjacent hex from among those with *non-burning* Burnable Terrain 1 hex distant from the Wreck Blaze(s) in the direction of the wind.
- *4: A building location(s) [as determined by Random Selection] in which a Blaze exists will collapse into burning rubble on an Original Wind Change DR of 12.