**RemoveHazmat\_HazmatTechnician**

**Use Case:** RemoveHazmat\_HazmatTechnician

**Scope:** Flash Point

**Level:** Subfunction

**Intention in Context:** Special ability to remove a hazmat from the Firefighter’s space

**Primary Actor:** Player

**Secondary Actor:** Game Manger

**Main Success Scenario:**

1. Player selects a nearby Hazmat to remove
2. System removes the Hazmat
3. System updates the game states

**Extension:**

2a. System determines if the selected Hazmat is eligible for Player to remove. User Case fails if Player is not eligible.