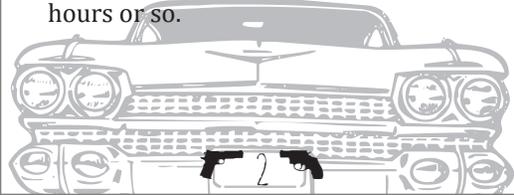


Fire and MotherFucking Brimstone

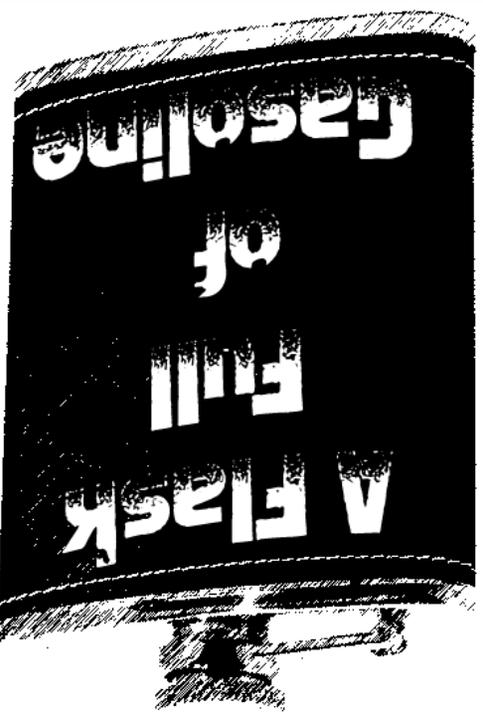
This is an "introductory adventure" for A Flask Full of Gasoline. That means it's got a bunch of hand-holding along the way to help you run your first big fuckup.

Basically, this booklet runs you through a quick round of violence, a meeting with the boss, and another two rounds of violence with the opportunity to burn some shit along the way.

You can make your own fuckups as long or short as you want. This one should play through in about two hours or so.



THIS CITY WILL BURN LIKE GOMORRAH



It All Starts In Chinatown

It's the week before Devil's Night. Midnight tonight is the night the Boss wants to see you guys to "make some plans".

Shit is gonna burn!

The game starts with the group together in the back room of Mung-Ho's, a Chinese restaurant. The eggrolls are mostly done, and the booze is flowing.

Once the players are done with whatever shenanigans they get up to back there, one wanna-be triad type per player shows up to kick them out of their uncle's shop. Each has a single trait. They'll start by being mouthy, but even if handled with kid gloves,



A few little changes can make this game significantly less dangerous (and way less interesting). If you are playing with a bunch of pussies you can change a few things:

- Replace the 190 proof with vodka
- Replace the gasoline with 190 proof
- Replace the bullets with candles

Playing this game with Pussies



sooner or later one will snap and make things physical. Typically they will try to break kneecaps, bang heads off walls and so on. If that results in things burning, people flying through windows, or gunfire, then the cops will have to make an appearance.

The number of cops will depend on the level of violence that brought them here. They have 3 traits each, and will typically show up as a pair initially, with mondo backup if shit gets out of control.

There's quite the chance that the rest of the fuckup will centre around surviving this fight. A lot of Players have issues backing down from a fight, even with the fuzz. If there's only a survivor or two from this, end the game when they get to the Boss.



Unfortunately, Perdittion is just a block away from Mung-Ho's Chinese Restaurant. Perdittion has light security out front but a successful pitch by the arsonist will keep him hidden. However, a second pitch will be required by everyone within a block of Perdittion once the fire or incendiary is set to avoid being spotted by angry Triad enforcers.

And if shit really got out of hand earlier that night, then don't forget to pitch to avoid being spotted by the pigs. Let the fighting begin, blow shit up, and hopefully at least one Player will make it back to the Boss tomorrow night to tell him that Perdittion is toast.

Meeting with the Boss

The Boss, of course, bases his shit out of his warehouse nightclub in the industrial end of town.

Tonight is the BDSM swinger's party and security looks like "the men in black leather". Once they recognize the Players they will let them in, but one of the bouncers will take a swipe at one of the Players' traits. Aim for a Player that either has taken the most trait damage so far, or the one that has taken the least. Most likely they'll go for the Player's "walk" trait, giving them a smack in the back of the head and trying to trip them. A matchstick is deserved if the Player both avoids the damage and does something cool in response (not just punching the bouncer in the face).



Then he sends the Players specifically to head out and burn Perdittion to the fucking ground. Perdittion is a biker bar across town and Big John Smokes has been pressuring a few of the Boss' businesses to start paying protection money, not realizing who he was fucking with.

Just steal the next scene from the original "The Crow" movie. The Boss wants the town to burn!

