

SP1 OUT OF GAS

A mission by Sean Patten

“Wouldn’t you know it... Just as we’re finally leaving this nightmare town, our ‘borrowed’ police cruiser runs out of gas. Not good. Josh says there’s a Gas Station at the end of the block, but we’ll need some way to carry it back to the car. We better start looking, or we’re never getting out of here alive.”

OBJECTIVES

- **Find something to carry gas.** You’ll need equipment cards that can carry gas: either A Gas Can or a Glass Bottle. *NOTE that Gas Can equipment cards start EMPTY in this scenario. Show this by turning the card upside down until it is filled.* A survivor earns 5 experience for every bottle or can they find.
 - **Try the Garage.** Keep 1 Gas Can card out of the equipment deck at the start of the game. The zone with the **BLUE X** contains the Gas Can. Spend an action to pick up the objective and grab the Gas Can card. Remember, it starts empty.
- **Pump faster!** The gas station has two pumps, marked with the **RED X** objective markers. To fill up a bottle or a can, spend 2 actions next to the pump. Do not remove the objective marker, the pump stays there. Only one player can use each pump per turn. *Note that once a bottle is filled, it can be used as a Molotov, but then it is used up!*
- **Fill ‘er up.** It takes one action to pour gas into the car. This empties the bottle or can, and earns the survivor 5 experience. The car requires TWO containers of gas poured in. Then it takes one action for someone in the driver’s seat to start the car.
- **Escape!** Once started, the car can be driven as normal. Drive the car off the board with all remaining survivors at the EXIT token to win.

SPECIAL RULES

- **I found this on the drive over here...** At the start of the game, instead of the normal starting equipment, the survivors get a Shotgun, a Pistol, a Flashlight, and a Crowbar. The Police Car cannot be searched for weapons during the game.
- **Out of Gas.** The Police Cruiser cannot be driven until it has been filled with gas, as described in the Objectives above.
- **Caution: Flammable.** Any time a gun is fired at targets in the zone with the fuel pumps, if any of the dice roll a 6, the gas station explodes! Throwing a Molotov into the zone will also explode the gas station. A survivor may blow up the gas station deliberately by spending an action in the zone with the pumps.
- **Explosion!** If the gas station explodes, the blast will hit all the zones inside the dotted red line as shown on the map. This instantly kills everything in that area, friend and foe alike! All survivors earn 5 experience if it blows. It cannot be blown more than once.

