

A27 THE RED CAP'S LAIR

MEDIUM / 4+ SURVIVORS / 45 MINUTES

We had an unusual encounter while looking for supplies: Red Cap Ben*, a moody guy renowned for being a hardcore and paranoid survivalist, came to us asking for help. We're always wary about traps, but we know Ben and saw how much of a pain it is for him to ask for a favor. It was clear on his face it was not a lie.

Ben's shelter was assaulted by zombies, and he left in a hurry after barricading it. Three days has passed and the zombies are still hanging around. He desperately needs "something" he left inside, and can't get access on his own. After a small talk, he even offered to share. What could a guy like him need so desperately? Perhaps this little raid could earn us the Red Cap's sympathy. That would prove invaluable.

Material needed: **Season 3: Rue Morgue, Angry Neighbors.**

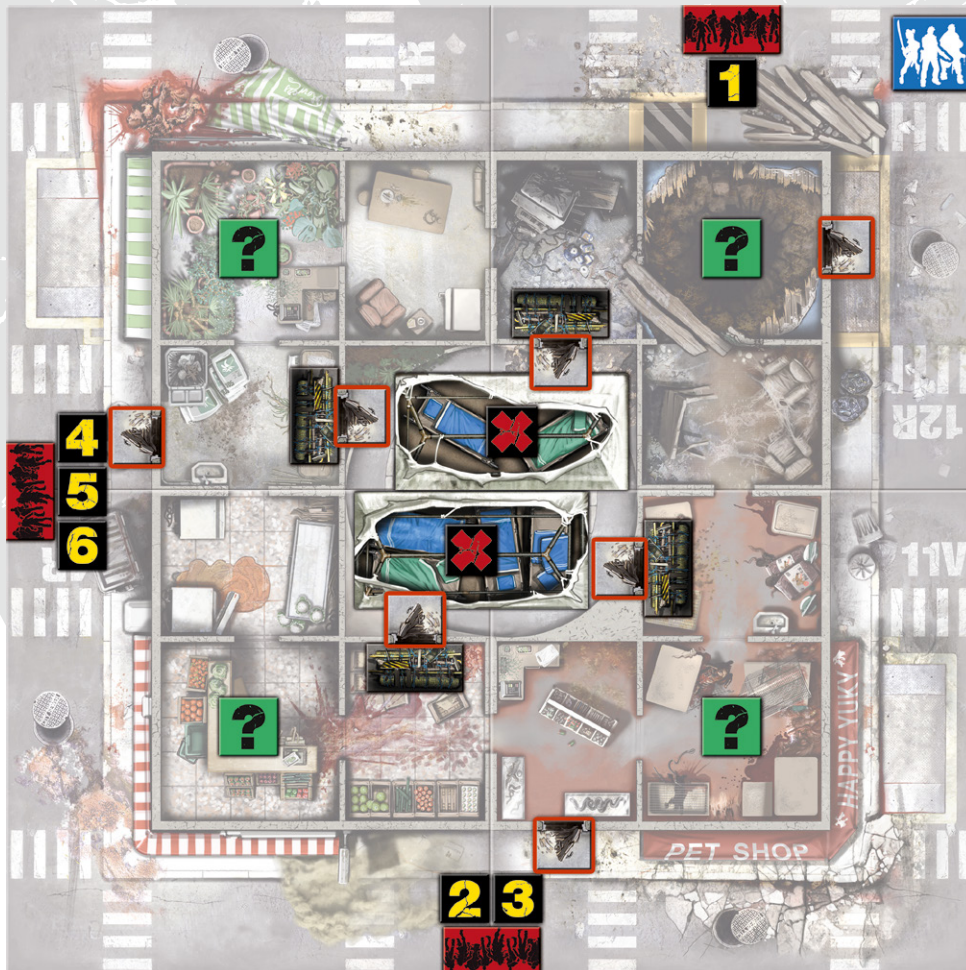
Tiles needed: **1R, 4R, 11V & 12R.**

OBJECTIVES













Raid and loot: Activate all Event triggers and take all Objectives.

SPECIAL RULES

- **Looking for...** Each Event token gives 5 experience points to the Survivor who activates it.
- **...Antiseptics, a dynamo, handmade soap, a water purifier.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Anti-survivor barricades.** Barricades can only be destroyed by Zombies.
- **Infected space.** Tent tokens lap over two tiles. They belong to both for bed spawning.



1R	12R
4R	11V

 **Player starting area**
 **Barricade**
 **Open door**  **Event trigger**
 **1**  **2**  **3**
 **4**  **5**  **6**
Spawn locators
 **Spawn Zone**
 **Objective (5 XP)**

(*) Red Cap Ben's miniatures and ID Card can be found in the Special Guest Box: Karl Kopinski.