

C53 CRAZY EDDIE

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Mark Broadbridge

Our camp isn't far from here. I thought we were safe, but when a bullet whistled past my head this morning, I discovered we had a new neighbor. From the yelling, I can tell that he's called Eddie, he's insane, and he doesn't want us here. From the endless rifle shots, I can tell that he's serious. He has barricaded himself into a building across town, and he's attracting the wrong kind of attention. We need him gone!

Material needed: Season 1.

Tiles needed: 3B, 3C, 5B, 5C, 5D, 5E, 6B & 7B.

OBJECTIVES

Here is the plan. Follow it in order to succeed!

1 – A pipe bomb should do the trick! There are red "X"s where you can find the two components for a pipe bomb. Take the two red Objectives. Survivors carry, combine, and throw these in the same way Glass Bottles and Gasoline form a Molotov, and they have the same Range.

2 – Flush Eddy out. Throw the pipe bomb into Eddie's building through an open window and end this mess. (Killing Eddie is worth 5 XP).

3 – Escape. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

• **Following the plan.** Each Objective gives 5 experience points to the Survivor who takes it.



• **Closed doors.** The green door can only be opened once the green Objective has been taken. The blue door can only be opened once the blue Objective has been taken.

• **Fortress.** Eddie is barricaded into the garage building. This building cannot be entered, and the open doors represent open windows.





• **Raining fire.** Eddie has a high-powered rifle and a clear view out of all the open windows (consider Eddie to always be at the correct window when he is about to shoot). At the end of the Players' Phase, he spends all his Actions firing at the single noisiest street Zone he can see with Survivors standing in it. If no Survivors are in sight, Eddie targets the Zone containing the largest group of Zombies (following normal targeting rules). If more than one eligible target Zone exists, choose one. Treat each shot as a Ranged Attack on that Zone with a high-power rifle:

Range: 1-6

Dice: 1

Accuracy: 3+

Damage: 1

• **Getting better with practice.** Eddie starts with three Actions and gains one additional Action each time the Danger Level increases.

• **Covering fire.** The windows (open doors on the garage building) can be shot at. Any successful Ranged Attack directed at windows will cause Eddie to temporarily lose one Action while ducking for cover. This can reduce Eddie to 0 Actions. A covering fire shot ignores the weapon's Range. Only one shot per Ranged Action counts for this.

• **What was that?** Detonating the pipe bomb kills Eddie but also activates the blue Spawn Zone!