

# A49 THE TAXI DRIVER

(A TAXI SAGA - PART 1)

MEDIUM / 6 SURVIVORS / 60 MINUTES

A Taxi Saga is a 3-Mission campaign. The same Survivors are kept from one Mission to the next. Any Survivor turned into a Zombivor stays that way until the end of the campaign.

We found an abandoned basketball court and thought it would be nice to shoot some hoops and reminisce about the good 'ole days. Our taxi driver friend left us and promised to come back. Unfortunately, during the game, we got a little distracted and didn't hear the zombies approaching. After a missed shot, we realized that we'd been surrounded. Can we survive until our friend comes back?

Material needed: Season 2: Prison Outbreak.

Tiles needed: 1P & 2P.



## OBJECTIVES

**A game called survival.** The game is won as soon as all Noise tokens are removed from the Taxi with all Survivors still on the board.

This Mission can only be played with *Prison Outbreak* Survivors. The players lose if 3 or more Survivors are turned into Zombivors.

## SPECIAL RULES

### • Setup.

- Place the Taxi near the board with 6 Noise Tokens on it.
- Place an Observation Tower on the board in the indicated area.
- Place an Extra zone along the board in the indicated area.
- Players may search in the room.
- A Survivor of the player's choice gets a Rifle Equipment card during Setup in addition to their Starting Equipment.

**• A good view.** Any Survivor standing in the Player Starting Area may climb atop the Observation Tower. There can be only 1 Survivor at a time in the tower. While in the tower, Survivors can perform Ranged Actions aimed at any Zone on the map.

**• A long drive.** Remove a Noise token from the Taxi at the end of each Zombies' Phase.

**• A new challenger!** After you remove the second Noise token from the Taxi, place a Berserker Abomination on a Spawn Zone of the player's choice.

**• Gear up.** Each Survivor may keep 1 Equipment card (from the Equipment Deck) from this Mission and use it in the next.

1P

2P

