

# A50 A LITTLE HELP FROM MY FRIENDS

## (A TAXI SAGA - PART 2)

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.

The taxi driver rescued us from a grisly death, but now he has a request. He wants us to rescue his driver friends who are trying to survive inside their own cars. He will use his car to support the rescue and we will receive a good night's sleep inside the prison. Maybe it is worth it after all...

Material needed: **Season 2: Prison Outbreak.**  
 Tiles needed: **3P, 4P, 5P, 8P, 17P, & 18P.**

8P	17P	18P
5P	4P	3P

## OBJECTIVES

Accomplish the Objectives in this order to win the game:

- 1 - Rescue the drivers.** Take all Objectives.
- 2 - A good night of sleep.** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of the Turn as long as there are no Zombies in it. This Mission can only be played with *Prison Outbreak* Survivors. The players lose if all Survivors are Zombivors.

## SPECIAL RULES

- **Setup.** If continuing from the first part of this campaign, there is no Starting Equipment. Instead, each Survivor starts with an Equipment card they kept from the previous Mission.
- **Follow me.** Each Objective gives 5 XP to the Survivor who takes it.
- **Taxi driver.** The Taxi cannot be driven using the regular rules. Instead, the Taxi driver is already behind the wheel! Any Survivor having a Line Of Sight on the Taxi (including being in the Taxi) may spend 1 Action to have it Move (and potentially perform a Car Attack) as if the Survivor was the Driver.
- **They are coming.** When the Green Objective is taken, the Green spawn zone activates and the prison door opens. The Yellow Spawn Zone activates when the Yellow Objective is taken.
- **Gear up.** Each Survivor may keep 1 Equipment card (from the Equipment Deck) from this Mission to the next.



Survivor starting area	Taxi
Exit Zone	Muscle Car
Spawn Zone	Hippiemobile
Objective (5 XP)	Door Prison Door