

A51 NOT JUST A SCRATCH

(A TAXI SAGA - PART 3)

HARD / 6 SURVIVORS / 90 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.

After a restful night in Prison, we woke up and saw that Robert, the Taxi Driver, is in a rage and has shaved his head into a mohawk. Haven't we seen this in a movie before?
 "That berserker guy scratched my Taxi! Are you ready to dish out some payback?"

Material needed: Season 2: Prison Outbreak.

Tiles needed: 1P, 2P, 3P, 4P, 9P, & 10P.

4P	9P	1P
3P	10P	2P

OBJECTIVES

Run'em over. Accomplish these Objectives in order to win the game.

- 1- Reach the Red Danger Level with at least 1 Survivor.
- 2- Reach the Exit Zone with the Taxi driver and all Survivors. Any Survivor may escape through this Zone at the end of the Turn as long as there are no Zombies in it. The Taxi driver may escape in the same way at the end of any Action performed with him.

SPECIAL RULES

• Setup.

- Set Walkers and a Berserker Abomination in the indicated Zones.
- Choose a Survivor: they get 2 Noise tokens. They are used as counters for the Angry Taxi Driver rules below.
- If continuing from previous parts of this campaign, there is no Starting Equipment. Instead, each Survivor starts with an Equipment card they kept from the previous Mission.

• Angry taxi driver. The Taxi cannot be driven or entered. At the end of each Zombies' Phase, the Taxi driver moves 2 Zones (no more, no less), in a direction chosen by the players. It is considered a regular Car Attack with the following changes: it hits on 3+ and deals 2 Damage per Hit. The Survivor given the counters may freely discard 1 of them and choose 1 of the following:

- The Taxi moves only 1 Zone.
- The Taxi moves 4 Zones.

• A nice shot. The Observation Tower may be climbed from any adjacent Zone.

