

WM33 - CRAZY TAXI

Medium / 6 Survivors / 60 minutes

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Fleeing amidst the chaos, we arrived at a large freeway that cut through a part of the city where, in the golden days, was a large shopping center. For now, only traces of those fancy stores remain. And in the middle of it all, a taxi driver is driving around insanely, running over everything he sees! We don't know what's going on, but there is not much time to find out. Things are getting more and more dangerous. We must take care of this guy NOW!

Material needed: **Zombicide: 2nd Edition.**

Tiles needed: **5V, 6V, 7V, & 8V.**

• OBJECTIVES

Stayin' Alive! Accomplish these Objectives in any order:

- Find and plant the explosives to destroy the car. (See below)
- Find the keys (take the Green Objective).

Then

- Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their turn if there are no Zombies in it.

• SPECIAL RULES

8V 5V 6V 7V

• Setup.

Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.

- **Gunpowder.** Each Red Objective gives 5 AP to the Survivor who takes it. Keep this Red Objective next to their dashboard. It doesn't take up space in their inventory and may be traded like an Equipment card.

- **Hungry shopkeepers.** When the Blue Objective is taken, ALL Survivors gain 5 AP. Then, place a Blue Spawn Token in that Zone. The Blue Spawn Zone is active.

- **Run like a chicken!** When the Green Objective is taken, ALL Survivors gain 5 AP. The Green door cannot be opened until the Green Objective is taken.

- **Crazy Taxi.** At the end of the Player's Phase, the Muscle Car moves 4 zones following the arrows' direction on the map (towards the First Spawn Zone). When the Muscle Car would leave the map, it is immediately placed on the right side of the map (on the Red Spawn Zone on the right) and continues moving until it completes its entire movement (4 Zones).


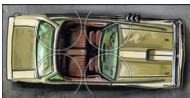








- **Deadly Taxi** - Whenever the Muscle Car enters a Zone with an Actor, roll 3 dice. For each result of 4+, deal 2 Wounds to a Survivor or 1 hit to a Zombie (Survivors are first in target priority). Actors can move into the Muscle Car's Zone freely without suffering any Wounds or Damage.

- **Setting the explosives.** A Survivor in a Street Zone carrying 2 Red Objectives tokens may spend 1 Action to place them in their Zone. When the Muscle Car moves into the Zone containing the Red Objectives, eliminate all actors in that Zone and remove the Muscle car from the game (this doesn't generate AP).

- **Fancy stores.** Red Doors cannot be opened. Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purposes only.

- **Security stock.** Each Epic Weapon Crate gives a random Epic Weapon among those still available to the Survivor who takes it. They can then reorganize their inventory for free.

- **No ride.** The Muscle Car cannot be driven by Survivors. There is no Epic Weapon Crate in it.

		4x 	2x 
Survivor Starting Zone	Muscle car (can't be driven)	Epic Weapon Crates	
			1x 
Exit Zone	Spawn Zones	Closed Doors x6	1x  Objectives (5xp)
			
		Closed Door	

