

MISSION HERO MODE

A MATTER OF SIZE

MEDIUM / 4 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance or MZ Heroes Resistance
- MZ Hydra Resurrection
- MZ Promo Box

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We are clearing this city, block by block. Scott Lang came up with the idea of barricading the streets with over-sized furniture. Hank Pym and Janet Van Dyne went off to find a makeshift laboratory and synthesize more Pym particles. It's been a few hours since anyone has heard from them. Let's stick to the plan but expect the worst.

Tiles needed: 2V, 3V, 5V, 6V, 8R, 9R

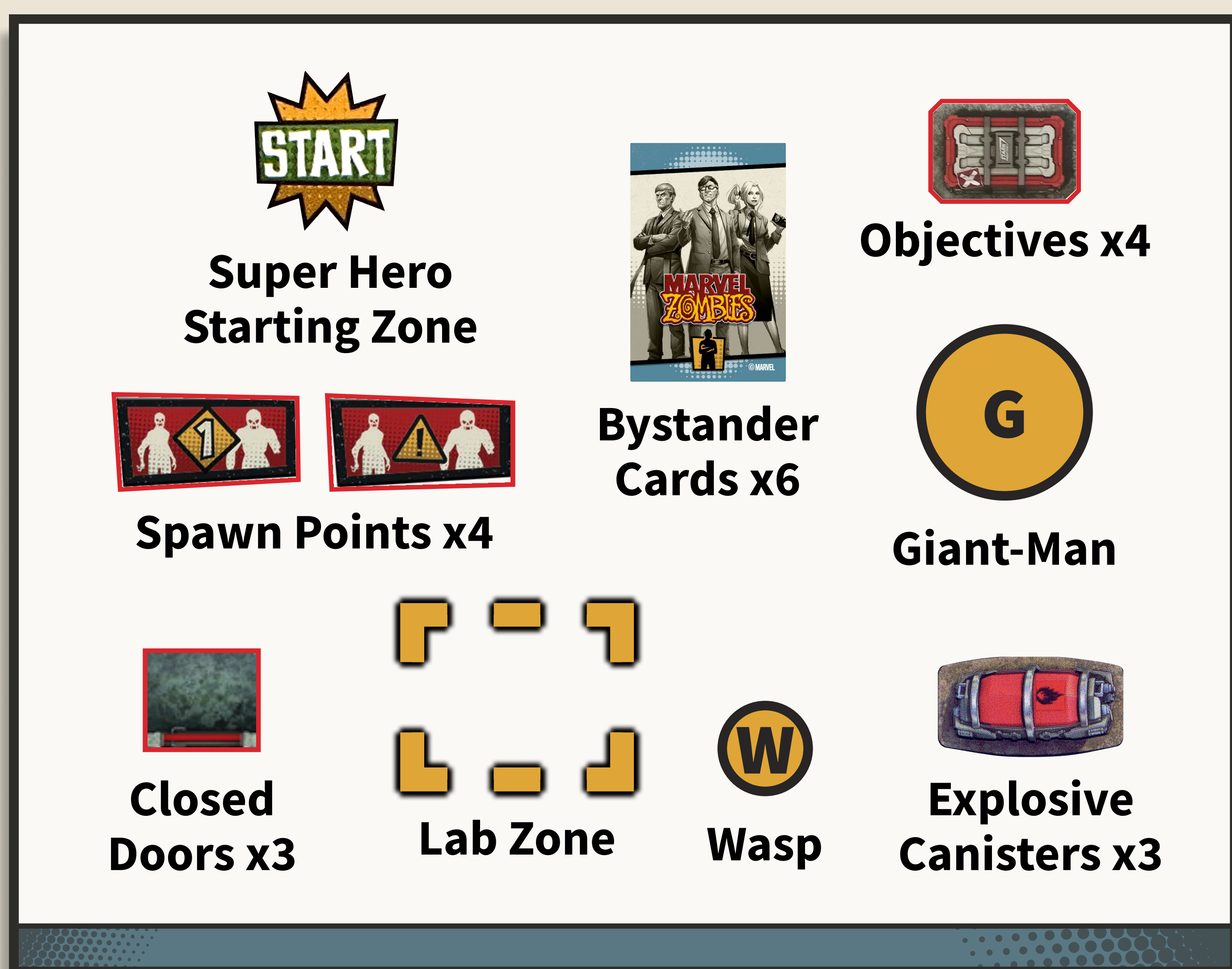
OBJECTIVES

Accomplish these objectives in this order:

- **Barricade!** Remove all spawn points.
- **Area secured.** Eliminate all enemies from the board.

SPECIAL SETUP

- **The originals.** Spawn Wasp on Tile 5V. Spawn Giant-Man on Tiles 2V/3V/9R/8R.
- **The next generation.** This mission must be played with Ant-Man and Wasp.
- **Pym particles.** Place the 3 Explosive Canisters next to the board.



SPECIAL RULES

- **East side on lock-down.** Red Doors cannot be opened.
- **Cooking up particles.** While in the Lab Zone, a Super Hero may spend 1 action to receive 1 Explosive Canister and 5XP.
- **A desk, a table, a couch, a crate.** Each objective gives 5XP to the Super Hero that takes it. A Super Hero may spend 1 action to place an objective on a spawn point. Objectives cannot be taken multiple times.
- **Super-sized!** Explosive Canisters function normally but can only be used on a spawn point zone with an objective placed in it. When a canister explosion occurs, do not flip the token to its Fire side. Instead, remove the spawn point and Explosive Canister tokens and leave only the objective.
- **Lost sight on the tiny target.** When Wasp is eliminated, place her spawn card on top of the Zombie Hero spawn deck.

2V	3V
9R	8R
5V	6V

