

# MISSION HERO MODE

## ACCEPTABLE LOSS

### EASY / 4 SUPER HEROES

This Mission requires the rules and components found in

- MZ X-Men Resistance
- MZ Promo Box

Designed by: **LibraSeth**

*We're waiting by the X-Fountain for a SHIELD aerial rescue. Swarms of zombies are converging on our location, as well as any survivors also wanting to get picked up. Zombies will eat anything living, so maybe we can give them a distraction while we're standing by.*

Tiles needed: **13R, 14R, 15R, 16R, 17R, 18R**

## OBJECTIVES

Accomplish these objectives in this order:


- **Better them than us.** Have 20 bystanders devoured or discarded.
- **Later, losers!** Escape through the Exit zone. Any Super Hero may leave through the Exit zone at the end of their turn if there are no enemies in it.

## SPECIAL SETUP

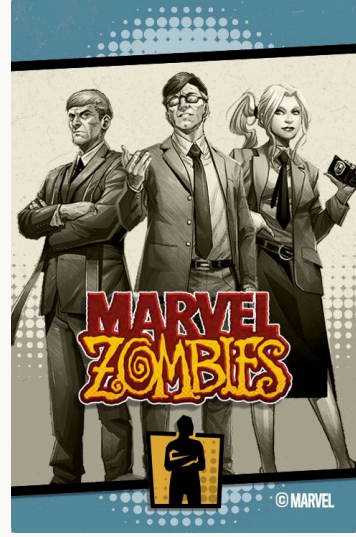
- **Bad teammates.** 3 of the 4 Super Heroes played in this mission must be Carnage, Crossbones, and Mystique.

## SPECIAL RULES


- **The illusion of heroics.** Each time a Super Hero rescues a bystander, they gain 5 XP.
- **The only one who cares.** Carnage, Crossbones, and Mystique do not lose heroic traits or power when a bystander is devoured or discarded.
- **Here to be rescued.** The Blue spawn point is not active at the start of the mission. Once all bystanders have been revealed, it becomes active. It spawns 1 bystander each enemy phase.




**Super Hero Starting Zone**



**Bystander Cards x7**



**Exit Zone**



**Spawn Points x4**



13R	14R	15R
16R	17R	18R