

# MISSION HERO MODE

## ACROSS THE ZOMBIVERSE

### HARD / 6 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ Heroes Resistance (HR)
- MZ Fantastic 4: Under Siege
- MZ Clash of the Sinister Six
- MZ Promo Box

Designed by: **LibraSeth**

**Doctor Strange was helping Spider-Man with a personal favor when his spell went wrong and weakened the barriers between universes. It seems that in one universe, a zombie Wanda Maximoff plans to scour every Earth to find her missing (and possibly imaginary) twins.**

**Stephen knows the best weapon against this threat is the Book of Vishanti, but it's pages are scattered across the multiverse. Every world has a friendly neighborhood Spider-Man so with their help, we might just be able to seal the barriers and save the Earth(s)!**

Tiles needed: **1V, 2V, 3V, 5V, 6V, 7V, 9V, 19R, 21V**

## OBJECTIVES

Accomplish these objectives in any order:

- **Protect those who matter most.** Rescue Wong, Aunt May, Gwen Stacy, and Mary Jane.
- **Get the pages.** Take all objectives.
- **Bind the book.** Place all Red Objectives in the Sacred Zone.
- **Save the multiverse.** Remove all spawn points.
- **No loose ends.** Eliminate all enemies.

## SPECIAL SETUP

- **Local heroes.** This mission must be played with Doctor Strange, Spider-Man, Spider-Man (HR), Miles Morales, Mister Fantastic, and Sandman.
- **Not-local villains.** Place the figures and spawn cards for Scarlet Witch, Scarlet Witch (HR), Doctor Strange, Doctor Strange (HR), Doctor Octopus, and Green Goblin next to the board.

### Earth 616.

- Place Doctor Strange and Spider-Man in the Starting Zone.
- Shuffle Wong and Aunt May among the bystander cards.
- Shuffle a Blue Objective among the Red Objectives and place face down.

### Earth 838.

- Place Miles Morales and Mister Fantastic in the Starting Zone.
- Shuffle Gwen Stacy among the bystander cards.
- Shuffle a Blue and Green Objective among the Red Objectives and place face down.

### Earth 96283.


- Place Spider-Man (HR) and Sandman in the Starting Zone.
- Shuffle Mary Jane among the bystander cards.
- Shuffle a Green Objective among the Red Objectives and place face down.

## SPECIAL RULES


- **Neighboring universes.** When a Green or Blue Objective is taken, place it in that zone face-up. Super Heroes, enemies, and bystanders may spend 1 move action to move to a zone with a face-up objective of matching color.
- **Powerful magic.** Each Red Objective gives 5XP to the Super Hero that takes it.
- **Stephen's library.** Super Heroes may spend 1 action to place 1 Red Objective in the Sacred Zone.
- **The perfect spell.** When all Super Heroes are in their original Earth, Doctor Strange may spend 1 action in the Sacred Zone to remove all spawn points.
- **Unique worlds:** The following rules only refer to their Earth.
  - **Earth 616**
    - **Alter-egotistical.** When all objectives have been taken, spawn Doctor Strange (HR) at the spawn point.
    - **Mama is angry.** When the spawn point is removed, spawn Scarlet Witch (HR) in that zone.
  - **Earth 838**
    - **"I'm not a monster."** When all objectives have been taken, spawn Scarlet Witch at the spawn point.
    - **Necro-Sorcerer Supreme.** When the spawn point is removed, spawn Doctor Strange in that zone.
  - **Earth 96283**
    - **"Hello, Peter."** When all objectives have been taken, spawn Doctor Octopus at the spawn point.
    - **"Godspeed, Spider-Man."** When the spawn point is removed, spawn Green Goblin in that zone.

# MISSION HERO MODE

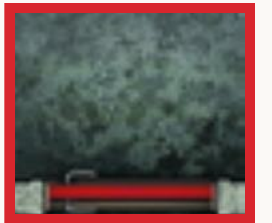
5V	7V	9V
1V	19R	21V
6V	3V	2V




**Super Hero Starting Zone**




**Bystander Cards x10**



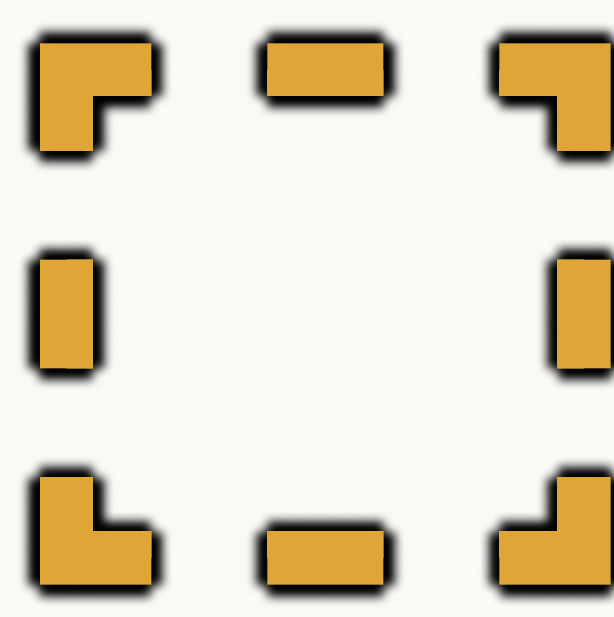
**Closed Doors x5**



**Objectives x13**



**Spawn Points x3**



**Sacred Zone**

**616**



**838**



**96283**

