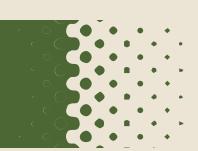
AGATHA ALL ALONG



HARD / 4-6 ZOMBIE HEROES / 90 MINUTES

This Mission requires the rules and components found in

- Marvel Zombies
- Fantastic 4: Under Siege

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Who's been messing up everything? It's been Agatha All Along. Agatha Harkness is operating in a hidden place wielding great power. We can't let her invocations continue and let our meals escape this world through magical portals. Find her. Feast. And take her powers. We will gain the ability to access much more flesh beyond this world to satiate our hunger!

Tiles needed: 2R, 3V, 4V, 7V, 8R, 9V

OBJECTIVES

End the corruption. Accomplish these objectives in order:

- 1. Take all Objective Tokens
- 2. Defeat Agatha Harkness

SPECIAL SETUP

- Invoke the Protection Spell. Place Agatha's Bystander card next to the board and surround it with 5 Troopers like the 5 points of a pentagram. These 5 Troopers are not treated as Troopers for any game purposes, but instead as souls she is draining strength from for her Protection Spell.
- The Witch's Circle. Place Agatha Harkness on (A). She is considered to be a Super Hero, and not a Bystander in this Mission.
- Trigger Warding. Put a closed door token on top of every Red Spawn Point Token until a Zombie Hero has entered that Tile. Ignore all for this Mission.
- **Displaced.** Before the first round begins, pick a Zombie Hero:
 - 1. Roll a die. Place their game piece in the corresponding Zone numbered 1 6.
 - 2. Remove the Door Token from the Spawn Point Token.
 - 3. Resolve a Spawn Card on the Spawn Point on that Tile.
 - 4. Reveal Bystander on that Tile. Proceed until all Zombie Heroes have been placed on the board.
- 5-6 Zombie Heroes. The Green Spawn Point is only used in games with 5 or 6 Zombie Heroes.

SPECIAL RULES

- **Arcane Tomes.** Each Objective gives 5 XP to the Zombie Hero who takes it.
- Impenetrable Veil. No doors can be opened, except for those under Locked Threshold (below).
- Locked Threshold. Blue and Green Doors can only be opened after all Objective Tokens have been taken.
- Warpwalking. When in a Zone with an Open Door Token (Magical Portal), a Zombie Hero may take a Move Action to move through it by rolling a die and entering the corresponding Zone 1 6. A Move Action must be taken each time a Zombie Hero moves through a Magical Portal.
- **Suspended Curse.** While a Tile has no Zombie Heroes on it, it is inactive. While inactive, a Tile and all components on it are considered out of game. After having opened the Blue or Green Doors, their respective Tiles remain active.
- **Delayed Invocation.** When a Green or Blue Door is opened, immediately resolve a Spawn Card on the Blue Spawn Point (and Green Spawn Point if playing with 5-6 Zombie Heroes).
- **Agatha All Along.** Agatha does not activate during the Enemy Phase until after a Zombie Hero opens a Blue or Green Door. Agatha has a Toughness of 3 and has the ability, "Can Attack from 1 Zone away. When she activates, all Zombie Heroes within Range 1 increase hunger by 2."
- **Protection Spell.** Agatha gains additional Toughness for each Trooper surrounding her card. If she is attacked by a non-Devour Attack by a Zombie Hero with at least 1 success, but she is not eliminated, remove only 1 Trooper surrounding her card. Troopers removed this way award 1 XP each. **Note:** Only 1 Trooper can be removed per Attack.
- Immovable. Agatha does not move and cannot exit her Zone by any means.
- "I killed Sparky too." If Cosmo is ever revealed as a Bystander, immediately eliminate him.



Zombie Hero Starting Zones





Agatha Harkness



See Displaced and Warpwalking



All Spawn Points covered at Setup. See Trigger Warding.

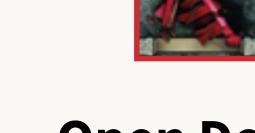






Spawn Points x7





Bystander Cards x6

Objectives **x6**

Open Doors (Magical Portals) **x6**







Closed Doors x7



AGATHA HARKNESS

Targeted last in Target Priority. Can Attack from 1 Zone away. When she activates, all Zombie Heroes within Range 1 increase hunger by 2.





