

MISSION HERO MODE

AVENGERS ASSEMBLE: PART 1

SPECIAL SETUP

MEDIUM / 6 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

Designed by: **LibraSeth**

New York, 2012

Loki has come to conquer Earth. Using a zombie mind-control virus, he might just succeed. Before eating him, Loki forced Dr. Erik Selvig to build a Tesseract-powered machine that opened a portal to space. Beyond that portal lies a fleet of zombified Chitauri warriors.

We not only need to stop Loki, but the spread of the virus in general. We've already cured Hawkeye, so we know it's possible. Even though most of us are not used to working as a team, we must come together to save the city. Avengers assemble!

Tiles needed: **1V, 2V, 3V, 4R, 5V, 6V, 8R**

OBJECTIVES

Accomplish these objectives in any order:

- **Selvig's notes.** Take the Green Objective.
- **New York in peril.** Each Super Hero must rescue a bystander.
- **The push they needed.** Agent Coulson must be devoured.
- **I am a god!** Eliminate Loki.
- **Close the portal.** Eliminate Red Skull.
- **Chitauri invasion.** Eliminate all enemies from the board.

Then,

- **Shawarma.** Escape through the Exit Zone. Any Super Hero may leave through the Exit Zone at the end of their turn.

- **"I have an army."** Place Loki's spawn card and figure next to the board.
- **"We have a Hulk."** This mission must be played with Iron Man, Captain America, Thor, Hulk, Black Widow, and Hawkeye.
- **S.H.I.E.L.D. assistance.** Shuffle Nick Fury, Maria Hill, and Agent Coulson among the bystander cards.
- **The portal is open.** Place the Red Skull figure on Tile 5V.
- **Studying the Tesseract.** Shuffle the Green Objective among the Red Objectives and place face down on the board.

SPECIAL RULES

- **God of Mischief.** Loki's spawn card is active from the beginning.
- **S.H.I.E.L.D. intelligence.** Each Red Objective gives 5XP to the Super Hero that takes it.
- **Tesseract kill switch.** Each Super Hero gains 5XP when the Green Objective is taken.
- **Stark Tower.** Red Doors cannot be opened. The Green Door cannot be opened until the Green Objective has been taken and each Super Hero has rescued a bystander.
- **Big blue laser.** Ignore Red Skull's spawn card. He does not activate. He has toughness 3.
- **"Send the rest."** The Green spawn point is active from the beginning. When the Green Objective is taken, this spawn point now draws 2 spawn cards.
- **Missile inbound.** Once Red Skull has been eliminated, all spawn points get 1 last enemy phase before they are inactive.



MISSION HERO MODE

6V	5V	3V
2V	8R	
1V	4R	



Super Hero
Starting Zone



Bystander
Cards x7



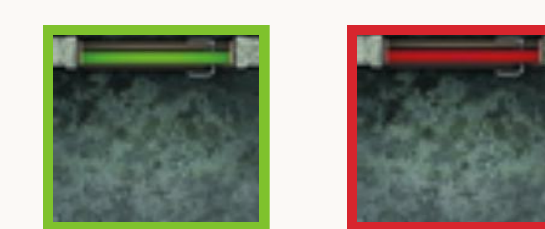
Red Skull



Exit Zone



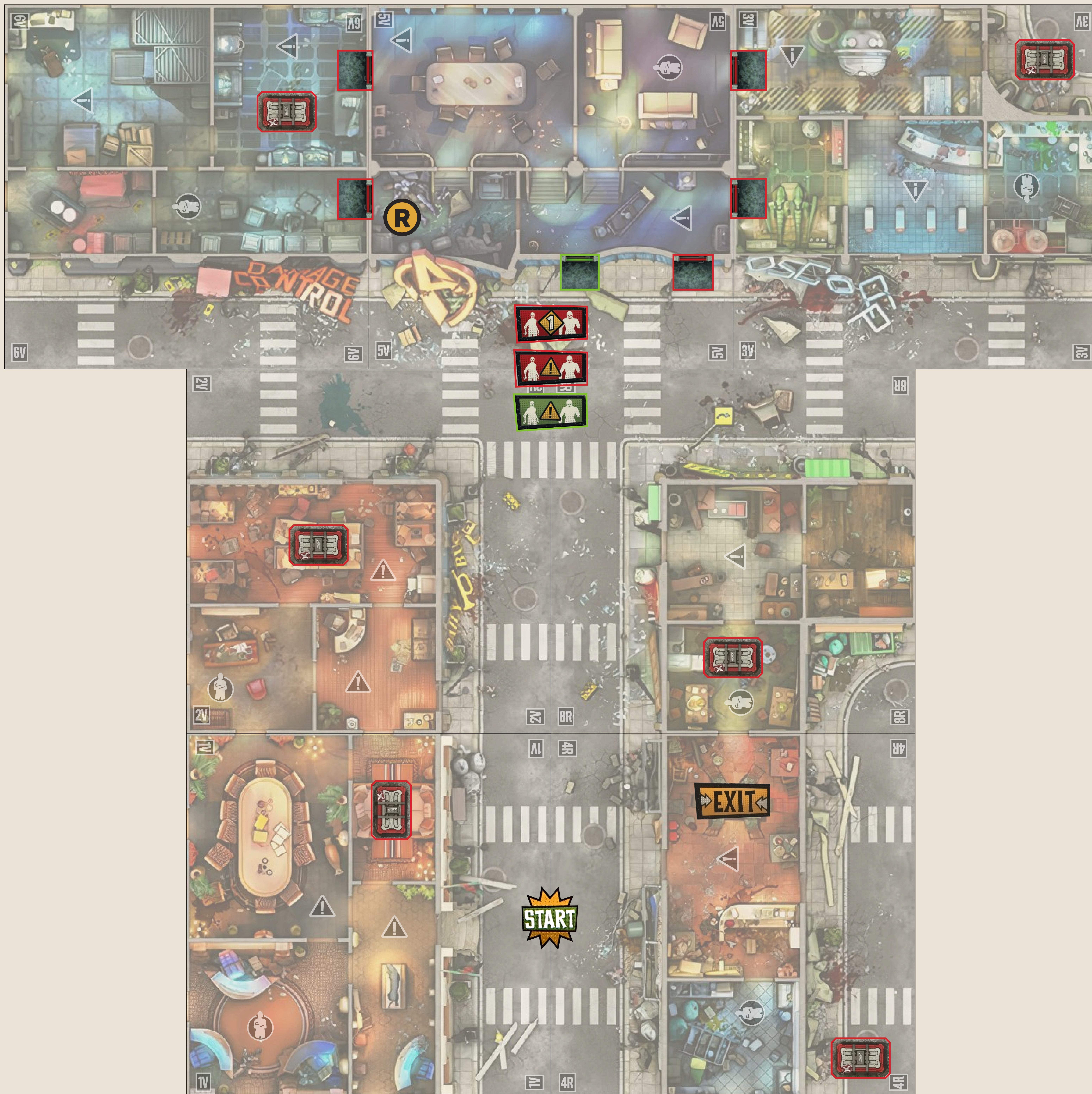
Objectives x6



Closed
Doors x6



Spawn Points x3



MISSION HERO MODE

AVENGERS ASSEMBLE: PART 2

SPECIAL SETUP

MEDIUM / 6 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

Designed by: **LibraSeth**

Sokovia, 2015

Originally designed to protect the world from zombie threats, Tony Stark created an artificial intelligence called Ultron who now uses the zombie virus to implement his ultimate goal: the death of all organic life.

Ultron used his hive mind of zombies to take over Sokovia and launch it high enough into the atmosphere that its return to Earth will wipe out the planet. We've handled this kind of thing before and there's no doubt we can do it again. Avengers assemble!

Tiles needed: **1R, 2R, 4R, 7R, 8R, 9R, 23V, 24V**

OBJECTIVES

Accomplish these objectives in any order:

- **The twins.** Eliminate Scarlet Witch and Quicksilver.
- **Age of Ultron.** Eliminate Vision.
- **Blow the asteroid.** Remove the Avengers Sign.
- **Evacuate Sokovia.** Each Super Hero must rescue a bystander.
- **Ultron's hive mind.** Eliminate all enemies from the board.

Then,

- **Helicarrier rescue!** 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 on the board.

- **Wanda Maximoff.** Spawn Scarlet Witch on Tile 4R.
- **Pietro Maximoff.** Spawn Quicksilver on Tile 7R.
- **Ultron evolved.** Place Vision's figure on the Avengers Sign.
- **The Avengers extinction.** This mission must be played with Iron Man, Captain America, Thor, Hulk, Black Widow, and Hawkeye. Each Super Hero starts at the Yellow Danger Level.

SPECIAL RULES

- **"This is S.H.I.E.L.D.?"** Tiles 23V and 24V can only be accessed through the zones connected by an open door.
- **"Peace in our time."** Vision is considered an enemy. He does not move. He has toughness 5. He may attack from 1 zone away but not through walls.
- **The city is flying.** The Avengers Sign does not function as usual. Once Vision is eliminated, a Super Hero in its zone may spend 1 action to flip it and 1 action to remove it from the board.
- **The city is falling.** Once the Avengers Sign has been removed, Super Heroes have 2 hero phases (after the current hero phase) to move onto Tiles 23V and 24V. After that second hero phase, everything on the 6 other tiles is considered eliminated. This may trigger the devoured bystander effect.



MISSION HERO MODE

1R	4R	2R
7R	9R	8R
23V	24V	



Super Hero Starting Zone



Bystander Cards x8



Avengers Sign



Exit Zone



Doors x2



Spawn Points x4



Scarlet Witch



Vision



Quicksilver



MISSION HERO MODE

AVENGERS ASSEMBLE: PART 3

SPECIAL RULES

HARD / 6 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 Clash of the Sinister Six
- MZ Guardians of the Galaxy
- MZ Promo Box

Designed by: **LibraSeth**

Wakanda, 2018

Tony Stark went missing while searching for the source of the zombie virus. We now know it all started with Thanos! He has come to Earth with hordes of zombies (and our former teammates) to complete his gauntlet.

Our team may be broken but that won't stop us from doing what is right. We must protect Vision's Mind Stone and take out all of these off-world visitors. Avengers assemble!

Tiles needed: **1V, 3R, 7R, 8R, 29R, 31R, 32R**

OBJECTIVES

Accomplish these objectives in any order:

- **Wakanda forever!** Each Super Hero must rescue a bystander.
- **Casualties from Titan.** Eliminate Iron Man, Nebula, Drax, and Doctor Strange.
- **The Mad Titan.** Eliminate Thanos.
- **Infinity War.** Eliminate all enemies from the board.

SPECIAL SETUP

- **Team Iron Man lost.** Place the figures and spawn cards for Iron Man, Nebula, Drax, Doctor Strange, and Thanos next to the board.
- **Shuri's lab.** The building on Tile 1V starts open. Do not draw spawn cards for this building. Place the Mind Stone card and Vision's figure in the building.
- **Team Captain America.** This mission must be played with Captain America, Thor, Black Panther, Black Widow, Scarlet Witch, and Groot. Each Super Hero starts at the Orange Danger Level.

- **“Thanos is coming.”** The Green spawn point spawns 1 Zombie Hero each enemy phase in this order: Drax, Nebula, Doctor Strange, Iron Man, Thanos
- **“We don't trade lives.”** Vision and the Mind Stone are treated as revealed bystanders. They do not move. Thanos can only gain the Mind Stone if it has been devoured.
- **Vibranium shielding.** Bystanders are only revealed when a Super Hero enters their zone.
- **“You should have gone for the head.”** When Thanos is eliminated, all spawn points become inactive. The Super Heroes must collectively take 6 wounds.

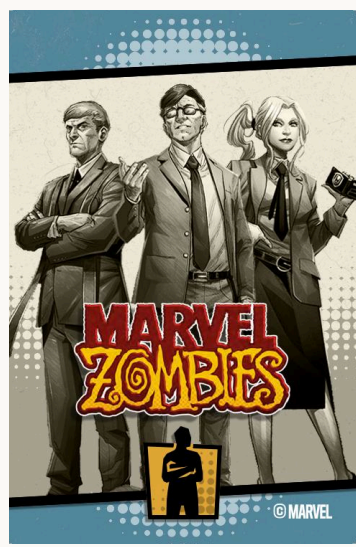


MISSION HERO MODE

29R	31R	32R
8R	3R	7R
	1V	



Super Hero
Starting Zone



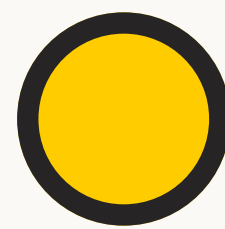
Bystander
Cards x7



Open Door
x1



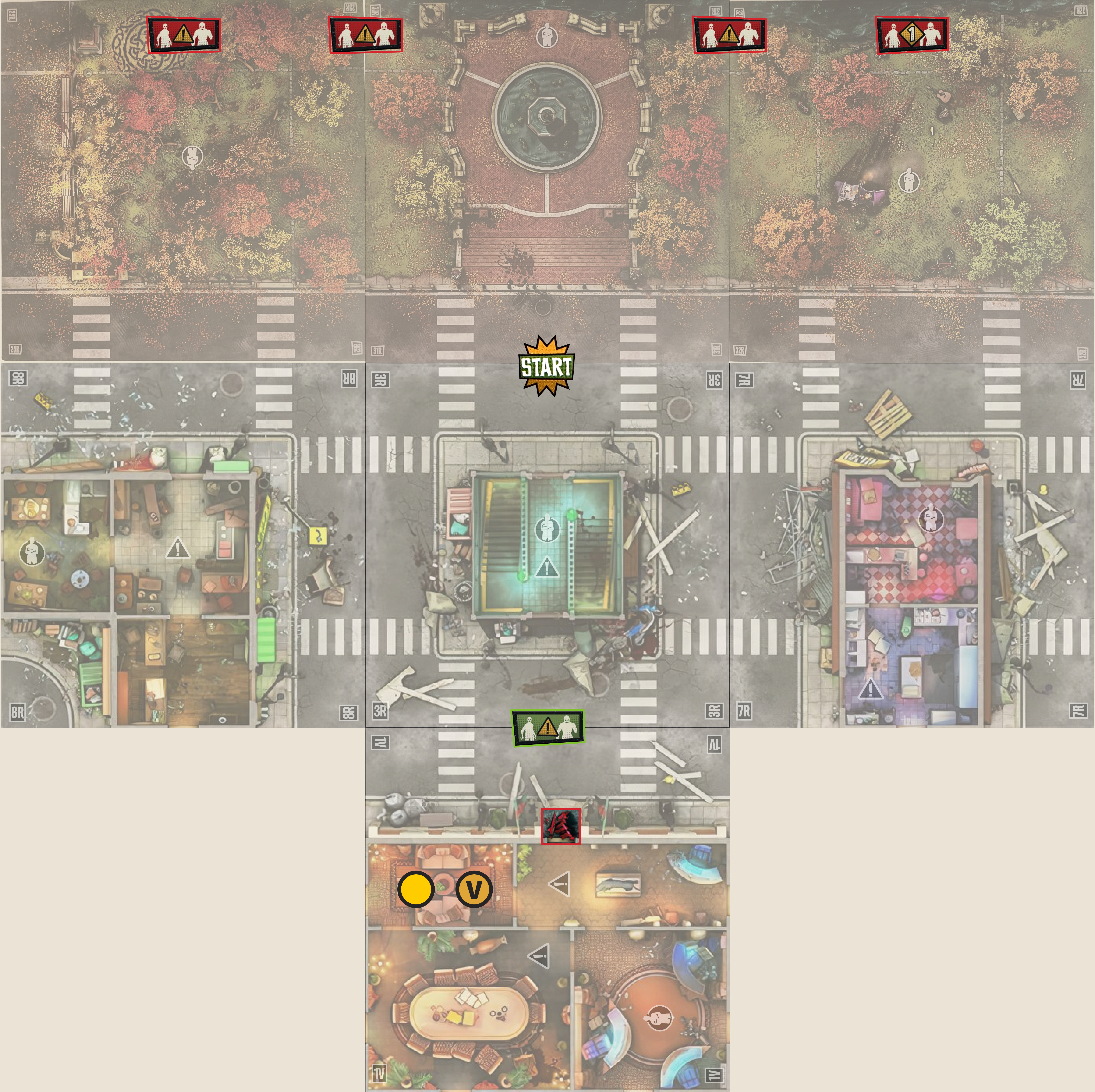
Spawn Points x5



Mind Stone



Vision



MISSION HERO MODE

AVENGERS ASSEMBLE: PART 4 SPECIAL RULES

HARD / 6 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 Clash of the Sinister Six
- MZ Guardians of the Galaxy
- MZ Promo Box

Designed by: **LibraSeth**

Avengers Compound, 5 Years Later

We've had 5 years to prepare for a rematch with Thanos and that day has come. He has attacked our very own home! The Infinity Stones are scattered somewhere around here. Whoever can get them all first will determine the fate of our universe!

The odds are insurmountable. The cost has been high. If we can't save the Earth, you can be damn sure we'll avenge it. Avengers... assemble.

Tiles needed: **4V, 5V, 6V, 8V, 29R, 30R, 31, 32R**

OBJECTIVES

Accomplish these objectives in any order:

- **Friends from our past.** Each Super Hero must rescue a bystander.
- **Nano-Gauntlet.** Collect all 6 Infinity Stones.
- **Inevitable.** Eliminate Thanos.
- **Endgame.** Eliminate all enemies from the board.

SPECIAL SETUP

- **Caught by surprise.** Divide the Super Heroes evenly among the Starting Zones.
- **He's just sitting there.** Spawn Thanos on Tile 31R.
- **Let's get this SOB.** This mission must be played with Iron Man, Captain America, Thor, Hulk, Ant-Man, and Hawkeye. Each Super Hero starts at the Red Danger Level.

- **The Blipped.** Bystanders are revealed when a Super Hero enters their zone. The first 6 bystanders revealed drop an Infinity Stone card in their zone.
- **"You wanted more?"** The Green Spawn point draws from the Zombie Hero spawn deck.
- **Get the stones!** A Super Hero may spend 1 action to take an Infinity Stone card and place it in a hero trait card slot.
- **Snap!** When all 6 Infinity Stones are in Iron Man's space, he may spend 1 action to *Snap!* Eliminate half of each enemy type per zone (rounding up and including Zombie Heroes). Discard the Infinity Stone cards and place Iron Man on his side. He does not get any more turns for the rest of the mission but can receive wounds. All spawn points become inactive.
- **Overpowered.** Ignore Thanos's spawn card. He has toughness 5 and gets two actions per activation. Thanos cannot be eliminated until *Snap!* has happened. If he is eliminated before then, place him on his side in that zone. During the end phase, he gets back up.

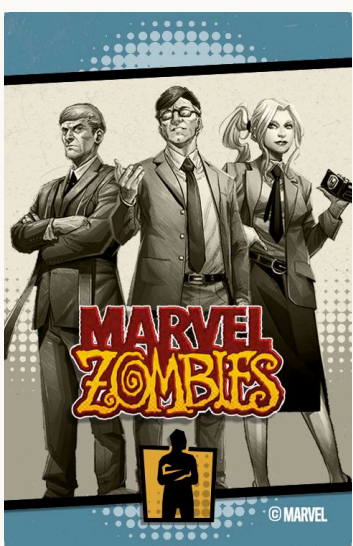


MISSION HERO MODE

29R	31R	
5V	4V	32R
6V	8V	30R



Super Hero
Starting Zone



Bystander
Cards x8



Spawn Points x4



Thanos



MISSION HERO MODE

AVENGERS ASSEMBLE: PART 5 SPECIAL RULES

HARD / 6 SUPER HEROES

This Mission requires the rules and components found in

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

Designed by: **LibraSeth**

After the Thanos threat, the Avengers parted ways. Somehow, the zombies are back! They seem to be radiating out into the city from in front of the old Avengers Tower Building.

None of us are prepared for this. In fact, we were just fighting each other only moments ago. If we don't stop the cause of this outbreak, it could end the world. It seems we're a team now?

Tiles needed: **1R, 2V, 3V, 4V, 5V, 6V, 7R, 8V, 9V**

OBJECTIVES

Accomplish these objectives in this order:

1. **Valuable experience.** Reach the Red Danger Level.
2. **Stronger together.** Eliminate all enemies from the board.

SPECIAL SETUP

- **Thunderbolts***. This mission must be played with Yelena (Black Widow), Red Guardian (Collosus), Winter Soldier, Ghost (Kitty Pryde), USAgent (Captain America), and Sentry (Magneto).
- **The Void.** Set Magneto and Juggernaut's figures and spawn cards to the side of the board.
- **New York engulfed.** Draw and spawn a spawn card for each spawn point.
- **Slow spread.** Remove all Extra Activation cards from the spawn deck.

- **We're going it!** Rush! cards spawn but do not activate.
- **Blacked-out buildings.** Doors cannot be opened.
- ***New Avengers.** Once the Red Danger Level has been reached, immediately remove all Super Heroes from the board. Open all the doors on the board and spawn those buildings. Then, begin the enemy phase. Even though Super Heroes are not on the board, they are still affected by Bystander Devoured.
- **Nightmare rooms.** During the next end phase, place 1 Super Hero in each zone with an objective. Spawn Magneto in Sentry's zone. Spawn Juggernaut on the first spawn point.
- **Overcoming our trauma.** Each time an objective is taken, that Super Hero gains 5 XP and heals 1 wound of another Super Hero.
- **We are a team.** After the first Super Hero enters Juggernaut's zone, he loses 1 toughness for each additional Super Hero in the zone.
- **Sentry's inner demon.** Once Juggernaut is eliminated, all spawn points become inactive.

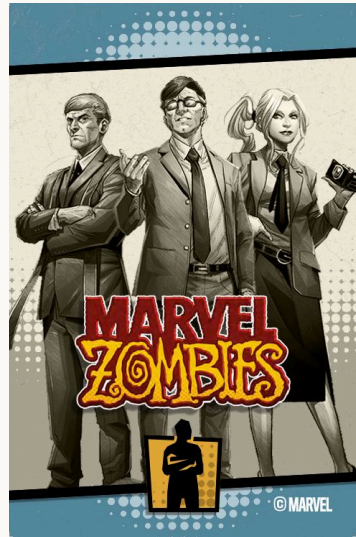


MISSION HERO MODE

1R	7R	6V
2V	8V	5V
4V	9V	3V



Super Hero
Starting Zone



Bystander
Cards x9



Spawn Points x5



Objectives x6

