

MISSION ZOMBIE MODE

BYSTANDERS FIGHT BACK

MEDIUM / 4-6 ZOMBIE HEROES

This Mission requires the rules and components found in

- Marvel Zombies

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It has become clear that super heroes cannot stop the onslaught of their zombie teammates, so average citizens are taking matters into their own hands. Even though they don't have powers, they do have special skills and insight.

Those who were once bystanders in this conflict have now become a major resistance, coordinating against us. We need to make a dent in their operation. Grab as many as you can and let's feast in the safety of the subway.

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

OBJECTIVES

Accomplish these objectives in this order:

- 1. Rebellious food.** Devour 9 bystanders.
- 2. Meals to-go.** Exit through the Exit Zone. Any Zombie Hero may leave through the Exit Zone at the end of their turn if there are no enemies in it.

SPECIAL SETUP


- **Active area.** Instead of placing a bystander card face down, spawn the bystander immediately inside the closed buildings.

SPECIAL RULES

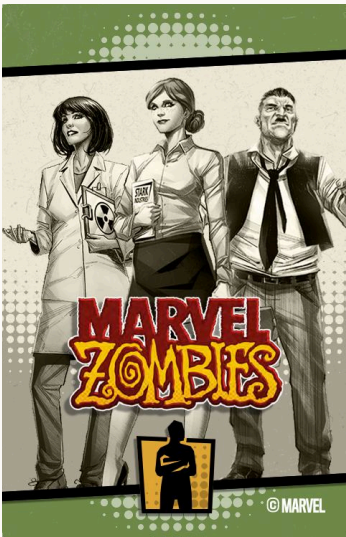
- **Unique individuals.** Each bystander has the following ability (which stops once devoured):
 - **J. Jonah Jameson** - The first spawn point draws 2 cards.
 - **Mary Jane** - All Zombie Heroes start with Hunger 3.
 - **Agent Coulson** - Spawns with 10 troopers.
 - **Blind Al** - Zombie Heroes in her zone have Hunger 0.
 - **Aunt May** - Spider-Man spawns in her zone.
 - **Thunderbolt Ross** - Spawns with 3 guards.
 - **Pepper Potts** - Objectives inflict 1 wound to Zombie Heroes when entering their zones. They cannot be taken.
 - **Hydra Bob** - Devouring only reduces Hunger by 1.
 - **Sharon Carter** - Can attack from 2 zones away.
 - **Okoye** - Black Panther spawns in her zone.
 - **Betty Ross** - Zombie Heroes cannot draw Trait Cards.
 - **Wong** - Must be devoured first.
 - **Amanda Sefton** - When a Zombie Hero enters a zone with a bystander, that bystander immediately moves to her zone.
 - **Callisto** - All bystanders are considered combat bystanders.
 - **Abigail Brand** - Spawns with 1 Super Hero.
 - **Ka-Zar** - All bystanders get 2 actions per activation.
 - **Bolivar Trask** - Spawns with the Sentinel Hand. Each enemy phase, deal 1 Wound to Zombie Heroes in range 2.
 - **Shanna** - All combat bystanders' hits deal 2 wounds.
 - **Mariko Yashida** - Her hits deal 3 wounds.
 - **Valerie Cooper** - Her building spawns twice as many cards.
 - **Moira McTaggart** - Spawns with 2 Super Heroes.
 - **William Stryker** - Zombie Heroes start with 1 Wound.
 - **Senator Kelly** - Spawns with 2 additional bystanders.
 - **Trish Tilby** - Must be successfully devour twice in a row.
 - **Agatha Harkness** - When a Zombie Hero enters her zone, she switches places with another bystander.
 - **Alicia Masters** - The Thing spawns in her zone.
 - **Gwen Stacy** - At the start of each enemy phase, Zombie Heroes discard 1 Trait Card.
 - **Flash Thompson** - Moves 3 zones per activation.
 - **Cosmo** - Zombie Heroes cannot enter his zone.
 - **Howard The Duck** - Spawn Thanos on the first spawn point.
 - **Nick Fury** - Spawns with 3 Super Heroes in his zone.
 - **Maria Hill** - Spawns with 5 specialists in her zone.
 - **Vanessa Fisk** - Kingpin spawns in her zone.
 - **Foggy Nelson** - Devour attacks can only happen when Zombie Heroes are ravenous.
 - **Harry Osborn** - When devoured, he deals 2 wounds.
 - **Jimmy Woo** - When he spawns, open all of his building's doors immediately.
 - **Dum Dum Dugan** - Spawns with a trooper, guard, and specialist.
 - **Claire Temple** - Wounds cannot be ignored or healed.
 - **Karen Page** - Daredevil spawns in her zone.
 - **Ben Urich** - Zombie Heroes gain 2 Hunger at the start of the player phase instead of 1.
 - **Happy Hogan** - Iron Man spawns in his zone.

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




Zombie Hero Starting Zone




Bystander Cards x9




Objectives x4



Exit Zone



5-6 + Spawn Point



Spawn Points x4

