CAUSE OF DEATH CAMPAIGN

Designed by: **LibraSeth**

Version 1.2

CAMPAIGN ✪ HERO MODE

CAUSE OF DEATH

6 SUPER HEROES / 7-9 MISSIONS

This campaign requires the rules and components found in the Marvel Zombies Devourer Pledge.

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INTRODUCTION

This campaign follows the living Marvel Super Heroes as they slowly discover the cause of the zombie apocalypse. The Story Guide will be used in tandem with the missions to narrate and steer players as their choices lead them down different paths. The campaign includes four possible end missions, triggered by the completion of one of the objectives on the Campaign Objectives list.

SPECIAL SETUP

This campaign is replayable, but requires players to keep track of their progress by writing on the final page of this booklet; Campaign Objectives. It is recommended to write in pencil or to print multiple copies of that page.

Remove the following cards from the spawn deck:

- Hidden Bystander
- Zombie Hero!
- Zombie Hero! Extra Activation!
- Hydra Troops
- Hydra Troops Extra Activaion!
- Sentinels

SPECIAL RULES

This campaign follows all of the standard rules of Marvel Zombies unless stated differently here:

Death of a Super Hero
This campaign WILL kill your heroes. The current mission is not lost if a Super Hero is eliminated. Cross off, (do not erase,) that Super Hero from the Active Heroes list on the Campaign Objectives page and clear their dashboard. During the next End Phase, players may choose a Super Hero from the Active Heroes list that is not currently in play and place them in the Starting Zone. That Super Hero is active with the rest of the Super Heroes during the next Player Phase.

Starting with available Super Heroes and bystanders
After the first mission, players will be able to choose any 6 Super Heroes from the Active Heroes list to use at the start of a mission. Players will also be able to choose which bystanders, if any, they would like to have at the start of the mission from the Active Bystanders list. If there are not 6 Active Super Heroes to start a new mission, the campaign is lost.

Loss of a bystander
If a bystander is eliminated or discarded, cross them off the Active Bystanders list. This triggers the Bystander Devoured! effects. In situations where allocating 1 Wound to the bystander could prevent a Super Hero from being eliminated, players can choose to have the Super Hero eliminated and the bystander survive. Place the bystander's figure in that zone. They can be rescued again. If a Super Hero with a rescued bystander is immediately eliminated by the Story Guide, that does not eliminate their bystander.

Turning into zombies
If a Super Hero is eliminated by enemies during a mission, spawn the Zombie Hero version of that Super Hero in the zone where they were eliminated during the next End Phase (unless the Story Guide states otherwise). If they do not have a Zombie Hero version, spawn a brute. If a bystander is eliminated, spawn a walker. These rules do not apply to anyone eliminated by an Explosive Canister.

Sequence of missions
Do not read ahead in the Story Guide. Only play the missions as directed by the Story Guide. Do not backtrack on unfavorable choices. The pathways leading to specific endings are precise and, if ignored, may cause no ending to be triggered.

PROCEED TO SG 1 - EARLY INTEL

STORY GUIDE

1 - EARLY INTEL

High above New York, the Helicarrier's alarms are blaring. S.H.I.E.L.D. agents run to their stations. Captain America and his team of elite fighters enter the ship's control center.

Captain America: Fury! What's going on?

Nick Fury: We appear to be under attack.

Black Widow: Do these attackers have an I.D.?

Nick Fury: That's the kicker. We're under attack... from ourselves. Some kinda neurological virus is killing and reviving our-

Falcon: Woah, woah. Hold up. Zombies?

Hawkeye: Just tell me where to aim and let me get to work.

Nick Fury: An infected Quinjet must've landed on the flight deck. They're fighting their way down in droves. Sensors can't tell how many are in the ship already. We need to save who we can and get the hell out. Seems we've already lost the first battle.

Proceed to Mission A: S.H.I.E.L.D.

2 - S.H.I.E.L.D.

2a. The moment the door opens, a venom blast shoots through it's frame.

Spider-Woman: Omigod. I thought you were one of them.

Place Spider-Woman in that zone. She is now playable and active this Player Phase. The Super Hero that opened the door receives 1 Wound.

2b. Loud crashing sounds shake the door. You open the door anyway. Inside, the Hulk rages against a mob of the undead.

Hulk: Hulk crush puny zombies!

Place Hulk and 10 walkers in that zone. He is now playable and active this Player Phase.

2c. The last remaining Quinjet takes off from the flight deck, carrying the remaining heroes.

2c continued. They discussed what the next steps should be. The idea is posed that if anyone could come up with a solution for this virus, it's Reed Richards. Someone points out that it is very likely that New York has already been overrun. Just then, an alert from the cockpit rings out. It's an emergency beacon from the X-Men! They're requesting immediate backup.

Add all Super Heroes and bystanders that have not been eliminated to the Active Heroes and Active Bystanders lists.

If you choose to land in the city below to find the Fantastic Four, read SG 3a.

If you choose to respond to the X-Men's distress signal, read SG 4a.

3 - FANTASTIC FOUR

3a. The Fantastic Four burst out onto the street as the Baxter Building's lock-down system closes off the building.

The Thing: Wait! Where's Alicia? We gotta go back inside!

Invisible Woman: Ben, look around. She might have a better chance surviving in there than out here.

Mister Fantastic: If we are going back in, then there are a few items we could fetch along the way that could aid us.

Human Torch: And then we head straight for the launch bay. I'm driving. Flame on!

The air rushes around them as a Quinjet touches down on the pavement. Reed calculates that their odds just improved by 38%.

Add The Thing, Invisible Woman, Mister Fantastic, and Human Torch to the Active Heroes list. Proceed to Mission B: Fantastic Four.

3b. As you grab the item, you spot Iron Man hunched over a work station.

"Tony! Thank goodness! Are you running a test to..."

You notice his work station is covered in blood. His broken suit creaks as he turns around and powers up his repulsors. That creature is no longer Tony Stark.

Spawn Iron Man in that zone. All Super Heroes gain 5 XP.

3c. You pick up the item. A hidden voice catches you by surprise.

Doctor Doom: I came here under the assumption that this outbreak was Reed's mistake. Now I see you're all as inept at stopping it as the rest of the world. You'll need my power.

STORY GUIDE

3c continued. *Add Doctor Doom to the Active Heroes list. All Super Heroes gain 5 XP.*

3d. You pick up Reed's time distortion mechanism. There are wires attached to it. You follow them to find an explosive device hidden under a desk. This is a Time Mine... and it's already detonated.

The Super Hero who activated first this Player Phase is eliminated, along with everyone else in their zone. Place the Fire Token in their zone. If this eliminates Alicia Masters before she is rescued, that objective is ignored.

3e. The ship rockets the remaining team into space.

"Where do we go now? And has anyone ever seen a bomb like that?"

If you have encountered a Heat-Seeking Missile, read SG 5a.

"One of these fantastic gizmos is going berzerk with cosmic readings. Maybe we should get some space experts on this."

"No, what we need is to recruit some help and get back to saving our planet!"

Add all remaining new bystanders to the Active Bystanders list.

If you choose to investigate the cosmic anomaly, read SG 5a.

If you choose to get more help, read SG 6a.

4 - X-MEN

4a. As the Quinjet approaches the smoldering ruins of the mansion, a battle on the front lawn between the living and the dead comes in to view. Their voices crack over the speakers, as you come into comms range.

Rogue: Y'all picked a helluva time to show up!

Cyclops: Reinforcements! Everyone, fall back to the mansion!

Emma Frost: Scott, there are people trapped inside. And... something else I can't quite make out.

Iceman: I new I should've stayed in bed today.

Add Rogue, Cyclops, Emma Frost, and Iceman to the Active Heroes list. Proceed to Mission C: X-Men.

4b. A bright, pink flash illuminates the room. Shrapnel blasts outward from its source.

Gambit: Merde. Dis whole place 'bouta be comin' down, now.

Add Gambit to the Active Heroes list. The Super Hero that opened the door receives 1 Wound.

4c. A beam collapses from overhead. A hairy figure swings from it and lands next to you.

Beast: Oh my stars and garters. Did you see that?

Add Beast to the Active Heroes list.

4d. You shake Valerie, as she is in a state of shock.

Valerie Cooper: You don't understand. We were prepared for this. And it's only going to get worse.

When spawning, the Danger Level is now considered 1 level higher.

4e. "What? But you can't be here, you're-"

Assign every Super Hero in play a number (1-6) and roll a die. Whomever's number is rolled, spawn Mystique in their zone and remove them. Ignore the text on her spawn card. Spawn the zombie version of that Super Hero in the zone of Mystique's bystander card. That Super Hero has been eliminated.

4f. The team scrambles back onto the Quinjet.

"We can't leave yet! Logan's team is supposed to meet us here."

"Are you kidding? This place is gone. We need to regroup. Far Away. We still have our stronghold in San Fran."

Add all remaining new bystanders to the Active Bystanders list.

If you choose to wait here, read SG 8a.

If you choose to evacuate to San Francisco, read SG 7a.

5 - SPACE COUNCIL

5a. We've been docked at Nowhere for a few hours. Several other ships arrive and land alongside our ship. It seems that the galaxy is just as concerned about the zombie threat. Several familiar faces approach us.

Professor X: I should've expected to see you all when the Shi'ar sent me here.

Nova: Xandar is very worried about the spreading plague.

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5a continued. Captain Marvel: I just came from Hala. There's nothing left of the Kree. Nothing alive, I mean.

Silver Surfer: Tell me, friends, do you have any insight to share?

An explosion is heard outside the hangar bay. Everyone instantly knows what this means: the dead are here. Professor X suddenly grabs his head in pain.

Professor X: It can't be. Search the collection! Look for a life-pod!

Add Professor X, Nova, Captain Marvel, and Silver Surfer to the Active Heroes list. Proceed to Mission D: Space Council.

5b. You wonder to yourself how zombies spread to such an isolated place as you open the door. Nothing in here. You keeping thinking. The only way it could've gotten here is if someone infected hid it. But who could do such a thing?

Assign every Super Hero in play a number (1-6) and roll a die. Whomever's number is rolled, spawn Super Skrull in their zone and remove them. That Super Hero has been eliminated.

"You! But what happened to the original?"

Spawn the zombie version of the eliminated Super Hero in the Starting Zone.

5c. Cosmo: Hello! I am tinking dat dis makes for lousy ball.

Cosmo drops a slobbery object at your feet. It's the Reality Stone.

5d. You find the life-pod the professor had described. It looks like a huge, glowing egg. Upon a single touch, beams of light crack its surface.

Dark Phoenix: I... am... reborn!

Add Dark Phoenix to the Active Heroes list.

5e. With the last zombies destroyed, the team catches its breath.

"If we can rid a giant celestial head of the undead, think of what we could do for Earth. We have to go back."

Add all remaining new bystanders to the Active Bystander list.

Read SG 6a.

6 - GUARDIANS OF THE GALAXY

6a. A homing beacon registers on the spaceship's navigation screen. It's the Guardians! And they're... on Earth? As you converge on their location, you hail their ship.

Rocket Raccoon: Well, well, well. Look who decided to show up! Come here for the anomalous readings or the smell of New Jersey?

Gamora: Enough. Xandar has fallen. Peter managed to retrieve the Power Stone before the planet was completely under the dead's control.

Star-Lord: Yeah, but Mantis got herself bit. She must'a known we'd have to put her down cuz she put us all to sleep, crashed the ship here, and ran off before she turned.

Drax: Help us find her corpse and destroy it. Maybe then she will find peace.

Add Rocket Raccoon, Gamora, Star-Lord, and Drax to the Active Heroes list. Proceed to Mission E: Guardians of the Galaxy.

6b. You've found her! But what is she doing? Her body stands there, twitching. The antennae on her head begin to glow.

Spawn Mantis in that zone. All enemies on the board move 2 zones toward her.

6c. The whole roof of this building has caved in. Plant matter covers the surfaces. This outbreak is too young for this much overgrowth. Suddenly, vines start to outstretch from the ruins.

Groot: I am Groot?

Add Groot to the Active Heroes list.

6d. The area has become overwhelmed with zombies. The nearby Holland Tunnel going to Manhattan seems to be the only outlet for the group. A bright red scarf in a fresh pool of blood catches your attention. Footprints lead from it, going the same direction as you.

Read SG 9a.

7 - WEST COAST

7a. The Quinjet touches down on an empty street. Two cow-sized ants approach, feel the craft, and move on. Shortly after, a welcoming party approaches.

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7a continued. Ant-Man: Don't worry about the sentry ants. They won't bite. Well, they won't bite the living.

She-Hulk: Welcome to the only safe zone on this side of the continent.

Shang-Chi: For now, at least. There's something about the area that's making the zombies stronger.

Wasp: Alright everyone! I'm detecting a perimeter breach in these buildings. Let's take them down.

Add Ant-Man, She-Hulk, Shang-Chi, and Wasp to the Active Heroes list. Proceed to Mission F: West Coast.

7b. It seemed like just a blip when you first saw it. Now you realize that the radar shows incoming fire! Someone, somewhere, has launched a heat-seeking missile straight at the safe zone.

The Super Hero with the most XP is eliminated, along with everyone else in their zone. If there is a tie for most XP, players may choose who is eliminated. Place the Fire Token in their zone.

7c. You find a massive hole in the floor, leading to the sewers. This is how the zombies got in! You notice that as the corpses crawl out from below, they are covered in black slime. Now you know why they're so strong.

Spawn Venom and 5 brutes in that zone.

7d. A friendly but concerned voice is picked up by your comms.

War Machine: I've got visuals on your area. They've overrun the perimeter and are boxing us in. Watch your six!

Add War Machine to the Active Heroes list. Draw and spawn for all spawn points, both active and inactive.

7e. So much for our stronghold. Symbiote zombies fill the streets below.

"Where do we go now?"

"Rhodey mentioned that Tony's suit was still online and active in the Baxter Building. They've got some of the best security systems in the world."

The Quinjet turns east. The sun begins to set behind them.

Add all remaining new bystanders to the Active Bystanders list.

Read SG 3a.

8 - X-FORCE

8a. With an unmistakable *BAMF* sound, the X-Force team teleports in front of what's left of the mansion.

Nightcrawler: Meine freunde, it is good to see you are still alive.

Colossus: Ve have brought a man who says his comrade has information about de zombie infestation.

Add William Stryker to the Active Bystanders list.

Psylocke: If i can get to Cerebro, I can find this guy for us.

Wolverine: Elf, take us in. I'm itchin' to kill somethin'.

Add Nightcrawler, Colossus, Psylocke, and Wolverine to the Active Heroes list. Proceed to Mission G: X-Force.

8b. As soon as you connect this circuit, a being crashes through the reinforced ceiling with a powerful amount of inertia.

Namor: Atlantis has fallen. I... mutant-kind are my people now. But make no mistake, I will avenge their deaths.

Add Namor to the Active Heroes list.

8c. You're having difficulty repairing this circuit. A pair of red latex arms wrap around your torso and start guiding your hands.

Deadpool: Allow me to help you. I saw this once in a movie about a ghost. What was it called? Ah, yes, Casper.

Add Deadpool to the Active Heroes list.

8d. The X-Jet lifts off, just as the mansion collapses in on itself.

"Where did Cerebro say we need to go?"

"Manhattan. Downtown. Probably the most zombie-infested spot he could be in."

Read SG 10a.

9 - NEW YORK CITY

9a. Now that night has fallen and the power is out, New York seems almost enveloped in a void. You've tried to make your way towards Hell's Kitchen but you are uncertain. From the little amount of light reflected off the moon, you spot the movement of a figure coming at you from above.

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9a continued. Spider-Man: Hey guys. Looking for a friendly neighborhood?

Daredevil: I heard your hearts beating from a couple blocks over. Not too many of those left to hear.

Jessica Jones: Are we gonna standing around and keep quipping or are we gonna get back to work?

Luke Cage: New York is our turf and we're taking it back. You in?

Add Spider-Man, Daredevil, Jessica Jones, and Luke Cage to the Active Heroes list. Proceed to Mission H: New York City.

9b. You find Karen Page. She's clearly in a state of shock.

Karen Page: He spoke. Kingpin. He's a zombie... and he spoke.

Spawn Karen Page in that zone.

9c. You scour the building but find no one. What was the voice you were hearing? The sound of a radio crackling leads you into the next room. There's the radio, next to a dirty bomb with enough fire power to blow the whole building. The radio activates again, this time only transmitting laughter from the other end.

Everyone in the building is eliminated. Place the Fire Token in that zone. If this eliminates any non-rescued bystanders, they are ignored for the objective.

9d. The car begins to lurch forward. You're too distracted to notice an embiggened hand reaching from the dark. It snatches you and, in an instant, you're pulled from sight.

Your Super Hero has been eliminated. Spawn their zombie version and Ms Marvel at the Green spawn point.

9e. As the truck rolls off the sewer grate, you realize that its weight had been holding something back from escaping the depths of the city.

Spawn Lizard in that zone.

9f. This neighborhood is protected, for now. Following Karen's warning, the team heads deeper into the city. If Kingpin can talk, who knows what else he can do.

Add all remaining new bystanders to the Active Bystanders list.

Read SG 10a.

10 - CRIME EMPIRE

10a. The group carefully navigates deeper into Manahattan, though the streets are oddly deserted. Occasionally, someone spots a zombie or two, but the dead seem uninterested in us. They're trudging in the same direction that we're heading. The clouds above rumble and lightning strikes a nearby building. From the darken storm clouds, a Wakandan airship emerges and lands.

Black Panther: With my homeland secured, I could not ignore the needs of the rest of the world. Our scientists detect energy signatures they have never seen before.

A wave of lighting cracks across the sky again.

Storm: Odd. T'Challa, this is not my doing.

A burst of rainbow lighting crashes down around the group.

Thor: Fear not, Midgard. Your prayers for aid have been answered.

Loki: I don't suppose this could be of any use to you? I'll just hold on to it in the meantime.

Loki holds out the Space Stone, before vanishing it away.

Add Black Panther, Storm, Thor, and Loki to the Active Hero list.

Nearby, you hear a gargled but unmistakable voice. It shouts loudly as hordes gather near to hear his commanding speech.

Kingpin: This is our city! We have the numbers! We have the strength and the determination! Follow me, and be rewarded!

Proceed to Mission I: Crime Empire

10b. Kingpin: Yes, one has fallen. But my reach is vast! Even one from the stars follows my command!

Nebula approaches him and bows, offering the Soul Stone as tribute from her travels.

Spawn Nebula in Kingpin's zone.

10c. Kingpin: You may have killed one assassin, but she was not the only one at work!

If Captain America is still on the Active Heroes list, read SG 10g. If he has been eliminated at some point, read SG 10h.

10d. Midst the fighting, you hear a grizzled voice shouting how he won't give up any information. You spot a group of zombies bringing him to Kingpin.

Spawn Thunderbolt Ross at the first spawn point with 3 walkers.

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10e. His bloated body spasms. In his final moment, he manages to speak one last time.

Kingpin: Don't... let them... eat... Vanessa.

Spawn Vanessa Fisk in zone where Kingpin spawned.

10f. Everyone is exhausted. Earth has been battling zombies for one day and morale couldn't be lower. It's time to get to the root cause of this situation.

Add all remaining new bystanders to the Active Bystanders list.

If the Unexplained Deaths list is complete, read SG 15a.

If you have found the Reality Stone, read SG 11a.

If you have not found the Reality Stone, read SG 12a.

If you have found William Stryker, you may choose to read SG 11a or SG 12a.

10g. Over comms, you hear Steve yell out Bucky's name with an inflection of pain and betrayal.

Captain America is eliminated. If he was on the board, spawn Captain America and Winter Soldier in his zone. If he was not on the board, spawn them at the Starting Zone.

10h. He moves swiftly for a zombie. He's on top of you before you know what's happening.

Spawn Winter Soldier in the zone of the Super Hero that eliminated Elektra. They suffer 1 Wound.

11 - MIDNIGHT SONS

11a. As the hordes close in on your location, a mystical portal opens up. The team drops to the floor of the Sanctum Sanctorum.

Blade: Nice to smell some fresh meat for once.

Ghost Rider: We can confirm this ain't no demonic resurrection.

A team member turns to Stephen and asks why he has not used the Time Stone to fix this.

Doctor Strange: It would be unwise to use temporal manipulation when we do not know at which point in time the outbreak occurred.

11a continued. Moon Knight: Khonshu says we gotta get to the ruins of Genosha. Let's hurry. Sun's rising soon.

Add Blade, Ghost Rider, Doctor Strange, and Moon Knight to the Active Heroes list. Proceed to Mission J: Midnight Sons.

11b. You pick up a vile of blood.

Morbius: That would be mine. And I can confirm that this zombie threat is native to our own universe.

Add Morbius to the Active Heroes list. The first spawn point now draws 2 spawn cards.

11c. You find a dark sword.

Black Knight: Careful with that. It's cursed.

Add Black Knight to the Active Heroes list. Every Super Hero that has taken an objective receives 1 Wound.

11d. A ghostly light hovers in the center of the room. You hear a voice from the past calling out to you.

Select a bystander that has been crossed off the Active Bystanders list. Spawn them in that zone. If no bystanders have been eliminated, spawn Dum Dum Dugan.

11e. In a stunning flash of light, the group has been moved from the streets of New York to the remains of what was once Genosha, long ago. You breathe a sigh of relief. There are no zombies here. There was no one in Genosha alive to infect.

Add all remaining new bystanders to the Active Bystanders list.

Read SG 13a.

12 - SINISTER SIX

12a. As the group flees the area, each member gradually gets the feeling that something is not right. Suddenly, the skyscrapers surrounding you fall away like a mirage and you realize you're standing in the open fields of Central Park.

Rhino: Led you right into his trap too, huh?

Electro: Hey, I don't like this. I feel like an exposed wire out here.

Vulture: Perhaps if I get an aerial perspective-

Green Goblin: Fools! He could be anywhere! Even one of us...

Add Rhino, Electro, Vulture, and Green Goblin to the Active Heroes list. Proceed to Mission K: Sinister Six.

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12b. Just as your fist is about to make contact with Mysterio's globe head, a mechanical tentacle arm stops you.

Doctor Octopus: Stop that. I can't be interrupted. Not when I've come so close to the source of these readings.

Add Doctor Octopus to the Active Heroes list.

12c. You slam into another wall. As the illusion drops, you see that you've almost decapitated a civilian! Mysterio must be getting bored or hungry because the real him appears, moving in for the kill.

Spawn Mary Jane in that zone. Spawn Mysterio in the zone of the Super Hero with the lowest XP. If Mysterio is eliminated before all the objectives have been taken, spawn him at the first spawn point instead of drawing a spawn card during the Enemy Phase.

12d. *If the Curious Readings list is complete, read SG 16a.*

You thought the illusions would be over once Mysterio was obliterated, but a strange mist of crimson floods the park. It quickly dissipates and your eyes adjust to your new surroundings. This is real. Your on the long-dead island of Genosha.

Add all remaining new bystanders to the Active Bystanders list.

Read SG 13a.

13 - HOUSE OF M

13a. Genosha is deserted, as it should be, except for a small group that approaches.

Magneto: Welcome to the last hope for human and mutant-kind alike.

Vision: Wanda's ability to reshape reality changed the world once before. It is our hope that she may do it again.

Scarlet Witch: But I need more power. Vision's Mind Stone and an Omega-Level mutant weren't enough. The hex failed and now the dead are beginning to revive here, too.

Quicksilver: Head's up. I just checked the perimeter 3 times and it looks like the whole island is waking up.

Add Magneto, Vision, Scarlet Witch, and Quicksilver to the Active Heroes list. Proceed to Mission L: House of M.

13b. It's gruesome work, but another trap has filled with the reanimated corpses of long dead mutants whose powers will be drained for Wanda's hex. You start pushing it and see that there is someone hiding behind it.

Bolivar Trask: Mutant scum! Can't you see that this is all your fault!

Add Bolivar Trask to the Active Bystanders list.

13c. Once all the traps are in place, the hex begins to take shape. Red shafts of light spill across the ground. But then, something goes wrong.

If the Infinity Stones list is complete, read SG 14a.

If the Government Involvement list is complete, read SG 17a.

14 - THANOS

14a. The red shafts of light are bending reality, but not in the way the hex was intended. The way it changes is somewhat familiar. It's as if someone was using the Reality Stone. That's not possible, because we have all of the stones...

Proceed to Mission M: Thanos.

14b. Six heroes extend their hands. The one holding the Reality Stone shifts with a blood-colored hue. They stand much taller now, for they are the Mad Titan Thanos.

Replace the Super Hero holding the Reality Stone with Thanos. That Super Hero is eliminated. Spawn their zombie version at the first spawn point. Spawn Thanos in the Starting Zone. Thanos starts with the Reality Stone.

Thanos: This is not conquest. It is a gift to the universe. With these stones, I shall spread this virus to every corner of creation. The undead are immortal, with no need for petty resources or properties. Once everyone has ceased living, perhaps then my beloved Death with have the wisdom to stand by my side.

14c. You see the gauntlet illuminate as the titan seethes. Now he's making this personal.

Spawn the zombie version of every Super Hero crossed off the Active Heroes list at the first spawn point. Do not draw spawn cards for the next Enemy Phase.

14d. With an overwhelming amount of force, your team blasts Thanos's decomposing body apart. The gauntlet hit the ground with a heavy thud. You look around at your fellow survivors, then pick it up. With a snap of your fingers, the universe is remade. The dead stayed dead and the living don't recall the horrors that have come to pass. **The End.**

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14e. Thanos surges with power as the final stone is placed onto the gauntlet. You rush toward him in a last-ditch effort to thwart his plans, but you are too late. With a snap of his fingers, you are blown backwards. Your eyes glaze a bit and your wounds stop hurting. You're a zombie now, and you don't even care. All that matters is feeding your hunger. **The End.**

15 - RED SKULL

15a. The team ducks into an alley as a large horde heads their way. These zombies are different. They're wearing Hydra uniforms. They stumble towards a blank wall which suddenly reveals to be a secret passageway. The sound of an intercom system inside blares orders from a commanding voice. It's Red Skull! This has all been some Hydra virus concocted to conquer the universe! And with the Cosmic Cube, he can teleport his soldiers anywhere. We've got to stop this virus at the source.

Proceed to Mission N: Red Skull.

15b. As you open the door, an alarm is tripped. Red lights flash and the intercom crackles again.

Red Skull: It seems we have some heroes in our midst. Find them, so they may join our glorious ranks! Hail Hydra!

Spawn Red Skull at the first spawn point.

15c. You find a Hydra soldier holding a detonator.

Bob, Agent of Hydra: Oh, hey. Y'know, I was on board with the whole fascism thing, but I draw the line at eating people. I'm a pretty complex person.

All the Explosive Canisters explode.

15d. With Hydra destroyed at the source, we've given the universe a fighting chance. We'll start manufacturing a way to reverse the virus and, with the help of the Cosmic Cube, spread the cure to the all the infected. There's a long road before us, but fighting fascism has never been easy. Avengers assemble!
The End.

15e. You drag your broken body over to a wall and prop yourself up against it. You cough up blood and look around, assessing your situation. Zombies cut off every escape route. You couldn't make it if you ran. You can't even run anymore. One zombie crouches down to your level.

"Fear not soldier. You will rise again, for the glory of Hydra!"
The End.

16 - SILVER SURFER

16a. The ground rumbles as cracks in the fabric of the universe begin to open all over the place. A group wearing matching uniforms rushes through the nearest one.

Sandman: An opening! Come on, Avengers! This way!

Crossbones: Look over here! Some heroes. You're in luck heroes. Earth 2149's mightiest, or what's left of them, are here to help.

Baron Zemo: In our world, an infected herald devoured his Galactus and, with an enormous amount of power cosmic, is sinking his teeth into any and all universes.

Black Cat: And shredding the multiverse in the process. We get this guy, and it should stop the zombie hordes that ate our universe from totally consuming yours.

Add Sandman, Crossbones, Baron Zemo, and Black Cat to the Active Heroes list. Proceed to Mission O: Silver Surfer.

16b. All the lights in the city start to flicker on. A flash as fast as light bursts from one end of the park, heading straight for the mob of fleeing civilians from the other universe. The surfer is here.

Spawn Silver Surfer at the first spawn point. The Player Phase immediately ends.

16c. The Silver Surfer and his board burst with a massive amount of energy. The rifts begin to close. Both the living and the dead on the other side rush to escape them before they're closed forever.

All figures on the board are moved 1 zone away from the zone where Silver Surfer was eliminated. Draw and spawn for all spawn points twice. The spawn points are now inactive.

16d. A wave of relief falls over the remaining living. With no more rifts opening, our universe has a fighting chance at survival. The park is secure. We split up into teams, clearing the city block by block. After the island is cleared, we head into the mainland. Within a few months, Earth becomes the base of operations for the universal fight against the dead. With such a widespread common enemy, we've achieved peace on a galactic scale. **The End.**

16e. You're knocked onto your back, badly hurt, with only enough energy to turn your head and stare into the nearest rift. Through it, you see more rifts rip open into more universes. You watch for what seems like eternity, observing other Avengers, Ultimates, Champions, Defenders, and many other variations fall to the waves of the undead. Eventually, you get up and stumble through the rift. You spot what you assume must be that universe's Scarlet Warlock, struggling to protect their damaged Vision. A quick tug on their cape and you bite down on the neck. This feels right. **The End.**

STORY GUIDE

17 - SENTINELS

17a. The hex doesn't transform the world, but instead opens an unusual portal. A bruised and battered motley crew steps through it.

Sabretooth: I know this smell. We're in the past. Freshly rotten flesh. Must be the start of the outbreak.

Old Man Logan: I've been through enough of these situations to know we've got a rotten future and, through time travel bullshit, we got a chance at fixing it.

Kitty Pryde: To catch you up, the government in your time develops a project based off of space-faring nanites that take over organic corpses and turns them into combat drones to hunt mutants. By our time, almost no one is a non-zombie drone. The trouble is, the only person with the kill code for the drones was, well, killed.

Black Bolt does some hand signals to Kitty.

Kitty Pryde: He said the oppression of one group never stops at one. This is everyone's fight now.

Add Sabretooth, Old Man Logan, Kitty Pryde, and Black Bolt to the Active Heroes list. Proceed to Mission P: Sentinels.

17b. You pull a large piece of metal paneling off the Senator. He's weak but conscious. He beckons you towards him and whispers in your ear.

Senator Kelly: All that hatred. We created the real monsters. Please, find the controller...

Spawn Senator Kelly in that zone. Open all doors on the board.

17c. You input the senator's code into the controller and hit "Terminate." The dead freeze, then drop to the ground one by one. The bodies must be piling up all over the cosmos. All this carnage because some people were born different. **The End.**

17d. You're the last of your teammates left standing. You know you won't last much longer. You're succumbing to your injuries. In the corner of your eye, you notice something. It appears like the pattern on a microchip, etching away across your cornea. You feel any preconceived morals about killing slip away. All you know now is that you're hungry. You're hungry, and you really hate mutants. **The End.**

CAMPAIGN ⭐ HERO MODE

A: S.H.I.E.L.D.

EASY / 6 SUPER HEROES

Tiles needed: **23V, 24V, 25V, 27V**

OBJECTIVES

Accomplish these objectives in this order:

1. **Any survivors?** Reveal all bystander cards.
2. **Get the #%@& out of here!** Exit 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.

Then, read SG 2c.

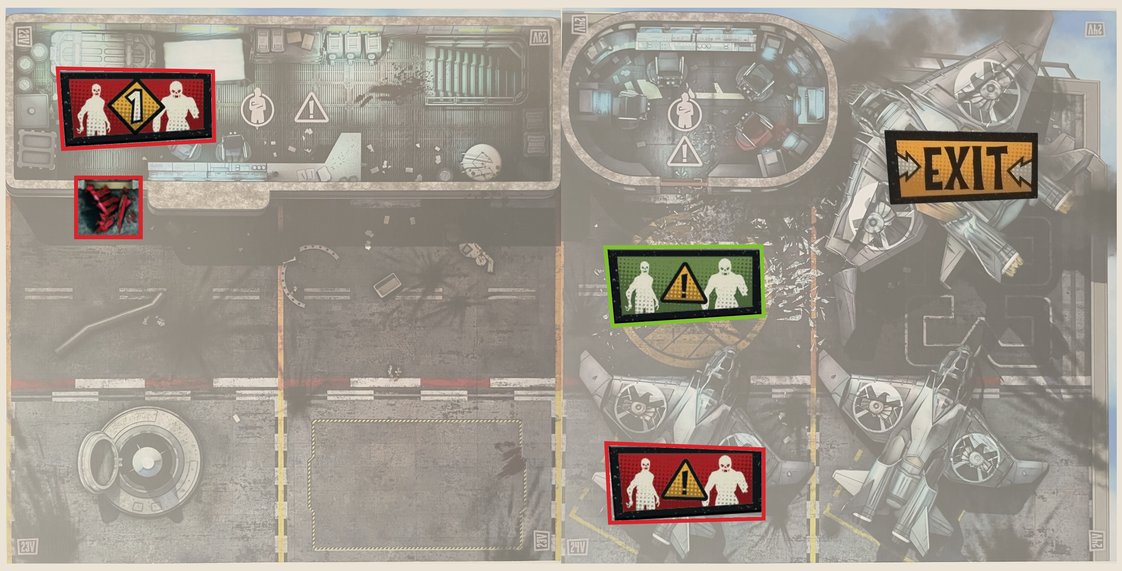
SPECIAL SETUP

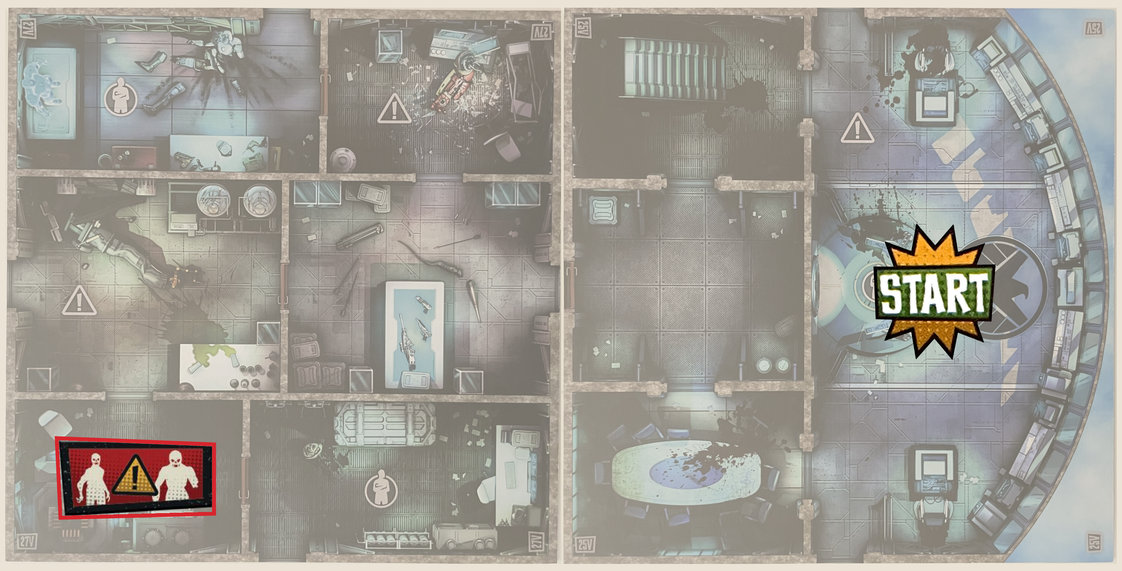
- **Cap's team.** This mission starts with Captain America, Black Widow, Hawkeye, and Falcon. 2 more Super Heroes will eventually become playable. 1 Super Hero starts with Nick Fury already rescued.
- **We've been breached.** Do not place bystander cards for Tiles 23V/25V. Draw spawn cards as if each room has just been opened.
- **The agency's finest.** Shuffle *Secret Mission #1* and *#2* with Maria Hill and place on the board.

SPECIAL RULES

- **Main stairs.** Spawn points and enemies on separate levels still activate and may move between staircase zones like Super Heroes.
- **More than anticipated.** The Green spawn point becomes active if 6 Super Heroes are in play.
- **Additions to the team.** When *Secret Mission #1* is revealed, read SG 2a. When *Secret Mission #2* is revealed, read SG 2b.

23V	24V
27V	25V





B: FANTASTIC FOUR

EASY / 6 SUPER HEROES

Tiles needed: **19R, 20R, 21V, 22R**

OBJECTIVES

Accomplish these objectives in any order:

- **Blinded by love.** Rescue Alicia Masters.
- **Reed's requirements.** Take all objectives.

Then,

- **To the spaceship!** Exit through the Exit Zone. Any Super Hero may leave through this zone at the end of their turn if there are no enemies in it.

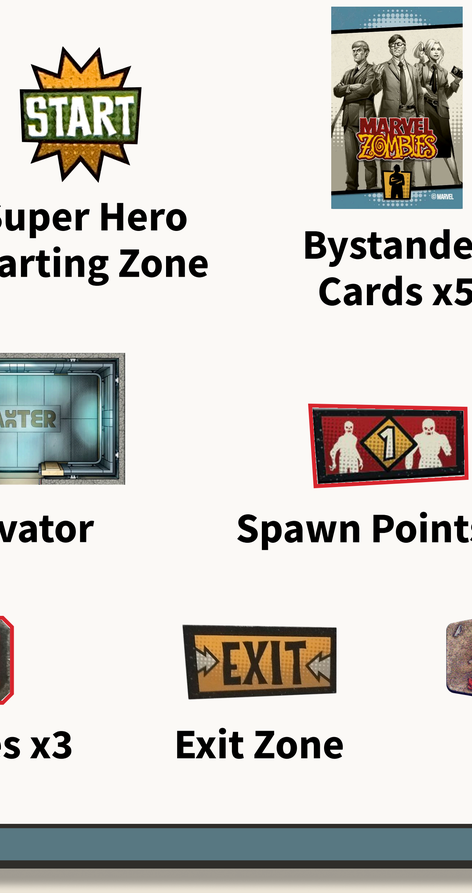
Then, read SG 3e.

SPECIAL SETUP

- **Science projects.** Shuffle the Red, Blue, and Green Objectives and place face down.
- **Building personnel.** Do not place a bystander card on Tile 19R. Shuffle Alicia Masters, Pepper Potts, Gwen Stacy, and the 2 Too Late! bystander cards and place them on the board.
- **Fire!** Set aside the Fire Token to be used later.

SPECIAL RULES

- **Green.** When the Green Objective is taken, read 3b.
- **Blue.** When the Blue Objective is taken, read 3c.
- **Red.** When the Red Objective is taken, read 3d.
- **They're coming up.** The first spawn point is always active. It draws 2 card for Blue, 3 for Yellow, 4 for Orange, and 5 cards for the Red Danger Level.



19R | 20R | 21V | 22R

CAMPAIGN ⭐ HERO MODE

C: X-MEN

EASY / 6 SUPER HEROES

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

OBJECTIVES

Accomplish these objectives in any order:

- **Those inside.** Reveal all bystander cards.
- **Rescue mission.** Rescue Valerie Cooper.

Then,

- **Get to the Quinjet!** Exit 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.

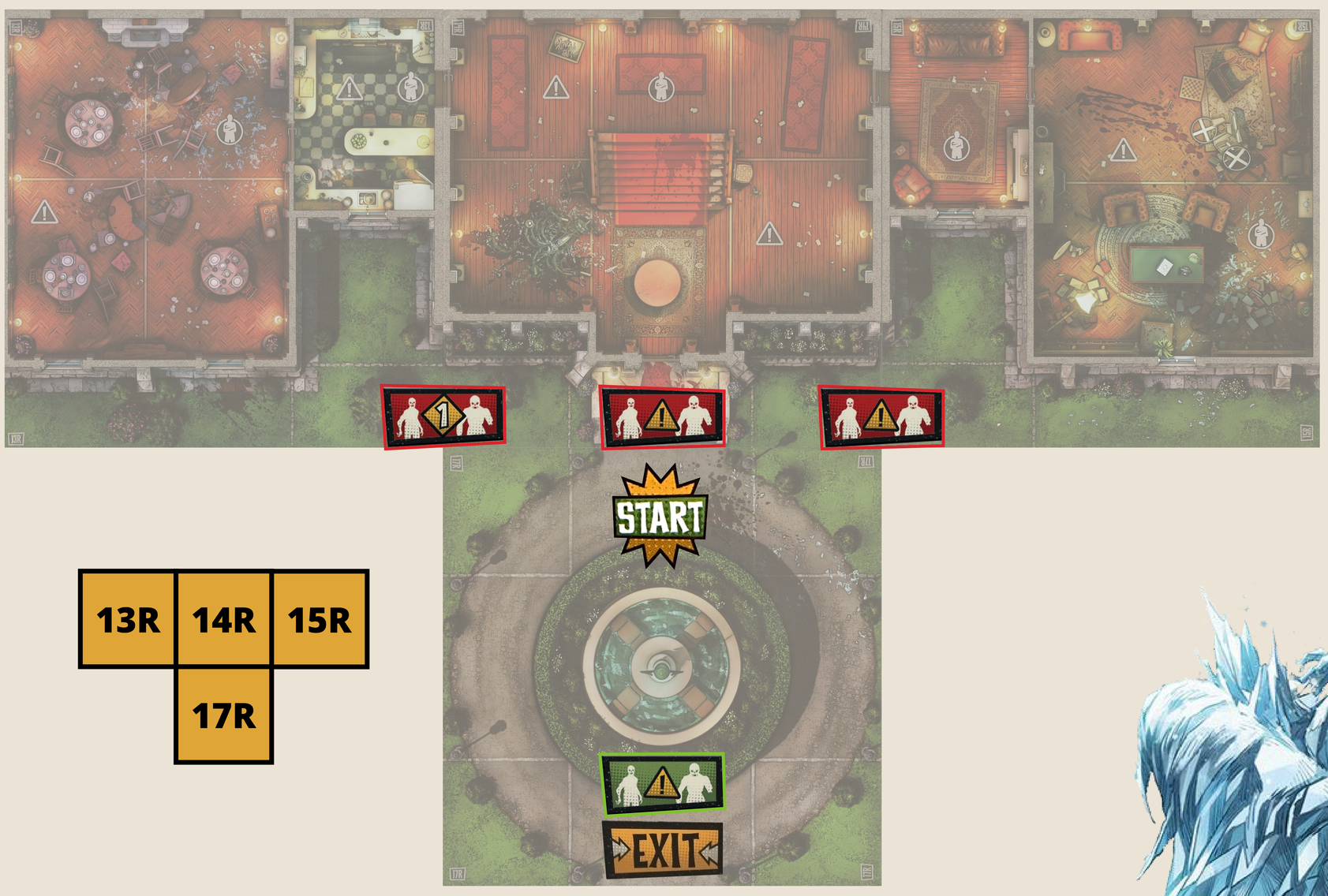
Then, read SG 4f.

SPECIAL SETUP

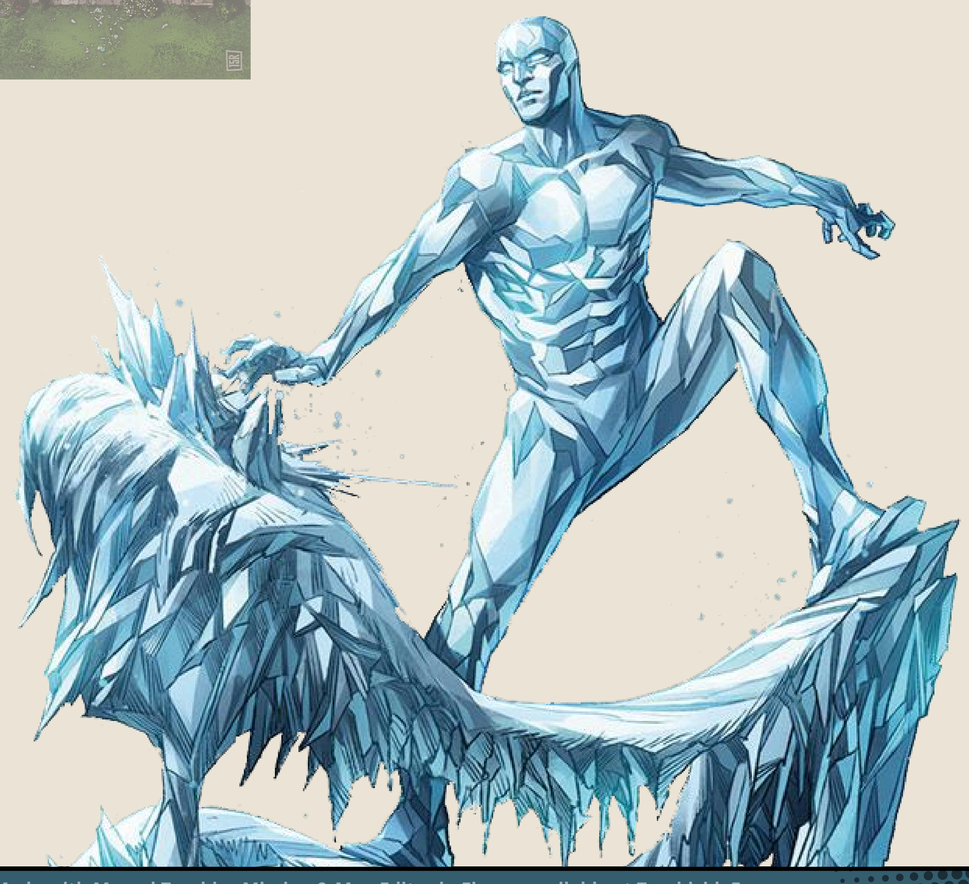
- **Survivors.** Shuffle *Secret Mission #1* and *#2*, Valerie Cooper, Mystique, and a Too Late! bystander cards and place them on the board.

SPECIAL RULES

- **Among the rubble.** When *Secret Mission #1* is revealed, read SG 4b. When *Secret Mission #2* is revealed, read SG 4c.
- **Federal agent.** When Valerie Cooper is rescued, read SG 4d.
- **An enemy among us.** When Mystique is revealed, read SG 4e.
- **They're swarming!** The Green spawn point becomes active once all bystander cards have been revealed.



13R	14R	15R
	17R	



D: SPACE COUNCIL

MEDIUM / 6 SUPER HEROES

Tiles needed: **22R, 23R, 24R, 25R, 26R, 28R**

OBJECTIVES

Accomplish these objectives in any order:

- **Protect the living.** Reveal all bystander cards and rescue all bystanders.
- **Find the pod.** Take all objectives.

Then,

- **Secure Nowhere.** Eliminate all zombies from the board.

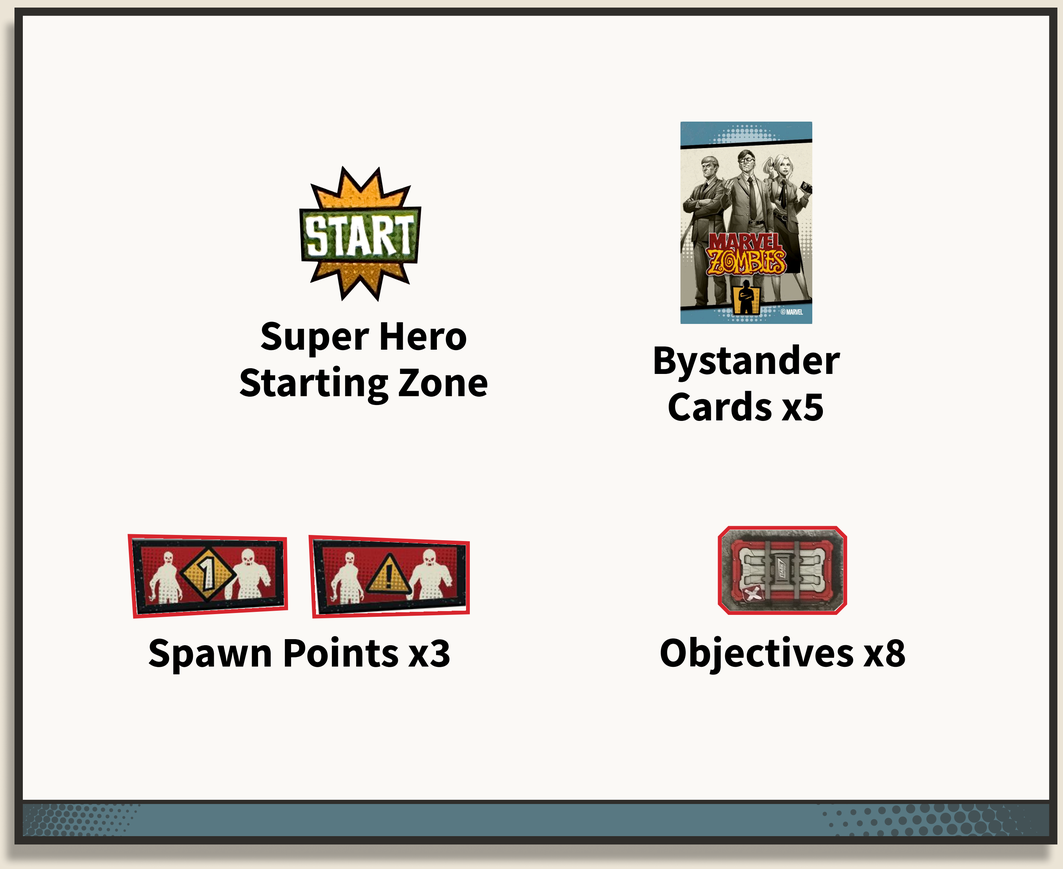
Then, read SG 5e.

SPECIAL SETUP

- **In the collection.** Only place bystander cards on Tiles 24R/26R. Shuffle *Secret Mission #1,* Cosmo, Howard the Duck, and the 2 Too Late! bystander cards and place them on the board.
- **Something special.** Shuffle the Blue Objective among the Red Objectives and place face down.
- **They're outside.** Do not spawn for Tile 22R.

SPECIAL RULES

- **The spreader.** When *Secret Mission #1* is revealed, read SG 5b.
- **Good dog.** When Cosmo is rescued, read SG 5c.
- **Found it!** When the Blue Objective is taken, read SG 5d.
- **Still pretty neat stuff.** Each Red Objective give 5 XP to the Super Hero that takes it.



22R	28R	25R
24R	26R	23R

E: GUARDIANS OF THE GALAXY

EASY / 6 SUPER HEROES

Tiles needed: **1R, 3R, 7R, 8R**

OBJECTIVES

Accomplish these objectives in any order:

- **Check the area.** Reveal all bystander cards.
- **Undead empathy.** Eliminate Mantis.

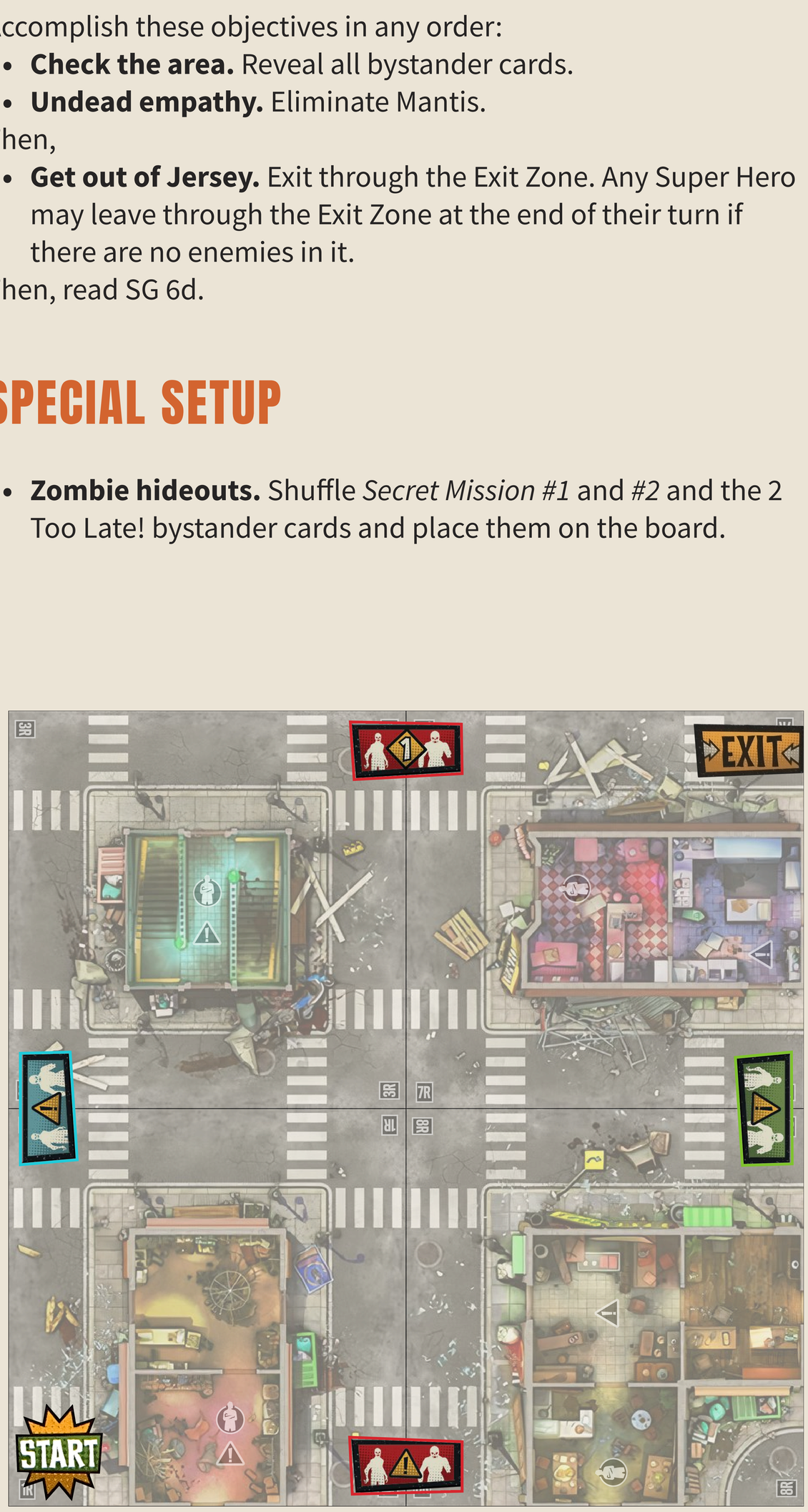
Then,

- **Get out of Jersey.** Exit 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.

Then, read SG 6d.

SPECIAL SETUP

- **Zombie hideouts.** Shuffle *Secret Mission #1* and *#2* and the 2 Too Late! bystander cards and place them on the board.



SPECIAL RULES

- **Drawing a lot of attention.** The Blue and Green spawn points are not active at the beginning. When the first Too Late! bystander card is revealed, both spawn points become active. When the second card is revealed, consider the Danger Level as 1 level higher when spawning.
- **Anyone home?** When *Secret Mission #1* is revealed, read SG 6b.
- **Who's there?** When *Secret Mission #2* is revealed, read SG 6c.

3R	7R
1R	8R

CAMPAIGN ⭐ HERO MODE

F: WEST COAST

MEDIUM / 6 SUPER HEROES

Tiles needed: **1R, 4R, 5R, 6R, 7R, 9R**

OBJECTIVES

Accomplish these objectives in this order:

1. **Check for breaches.** Take all objectives.
2. **Abandon the safe zone!** Exit through the Exit Zone. Any Super Hero may leave through this zone at the end of their turn if there are no enemies in it.

Then, read SG 7e.

SPECIAL SETUP

- **Coastal elites.** Shuffle *Secret Mission #1* and *#2*, Happy Hogan, Jimmy Woo, and the 2 Too Late! bystander cards and place them on the board.
- **Holes in our defenses.** Shuffle the Blue and Green Objectives among the Red Objectives and place face down.
- **Fire!** Set aside the Fire Token to be used later.

SPECIAL RULES

- **Safe for now.** The Blue and Green spawn points are inactive at the beginning. The Blue spawn point becomes active when the Blue Objective has been taken. The Green spawn point becomes active when the Green Objective has been taken.
- **Blip on the radar.** Once *Secret Mission #1* and *#2* have both been revealed, read SG 7b.
- **Zombie juicer.** When the Green Objective is taken, read SG 7c.
- **Found it!** When the Blue Objective is taken, read SG 7d.
- **Section cleared.** Each Red Objective give 5 XP to the Super Hero that takes it.

1R	4R	5R
6R	9R	7R

G: X-FORCE

MEDIUM / 6 SUPER HEROES

Tiles needed: **10V, 11V, 12V, 13V, 14V, 15V**

OBJECTIVES

Accomplish these objectives in this order:

1. **Repair the door circuits.** Take all objectives.
2. **Finding our guy.** Open the Blue Door.
3. **Go get him.** Exit 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.

Then, read SG 8d.

SPECIAL SETUP

- **No one left?** Do not place any bystander cards.
- **Unexpected additions.** Shuffle the Blue and Green Objectives among the Red Objectives and place face down.

10V	11V	12V
13V	14V	15V

SPECIAL RULES

- **More and more.** When the Blue Objective is taken, spawn points now draw 2 cards. When the Green Objective is taken, the Danger Level is now considered 1 level higher when spawning enemies.
- **Big guns.** When the Blue Objective is taken, read SG 8b.
- **Bigger guns (compensating?).** When the Green Objective is taken, read SG 8c.
- **Team player.** Each Red Objective gives 5 XP to the Super Hero that takes it.
- **Cerebro.** The Blue Door cannot be opened until all objectives have been taken.

H: NEW YORK CITY

MEDIUM / 6 SUPER HEROES

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

OBJECTIVES

Accomplish these objectives in any order:

- **Blockade.** Move an objective into each Perimeter Zone.
- **Save lives.** Rescue all bystanders.

Then,

- **Go on the offensive.** Exit 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.

Then, read SG 9f.

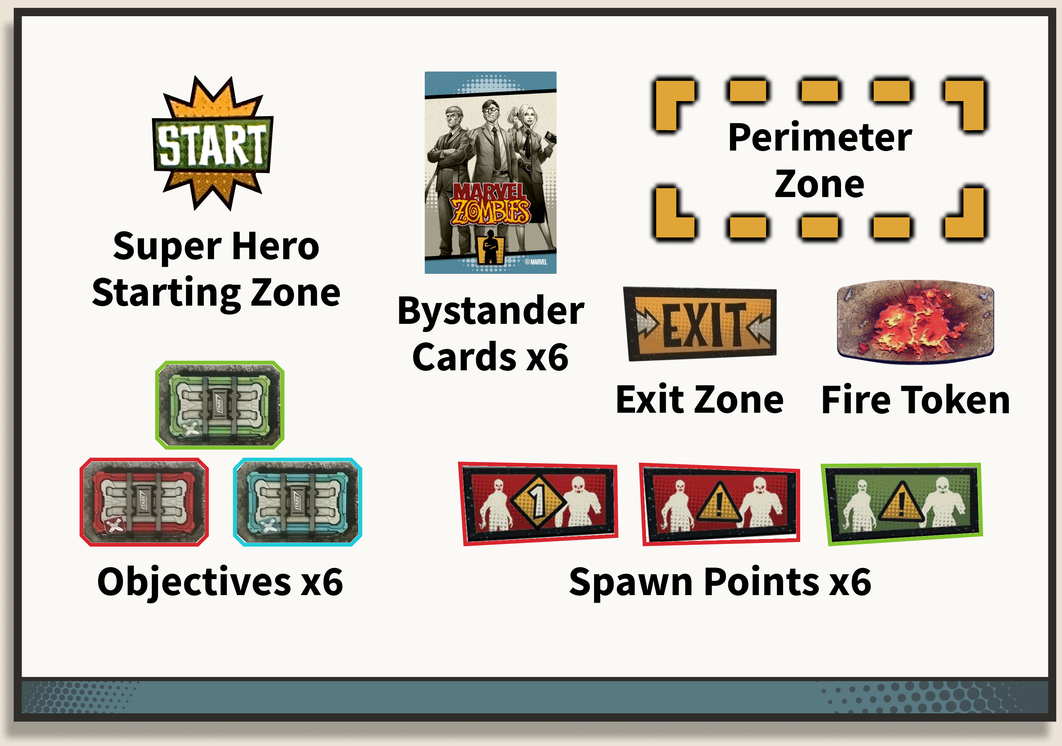
SPECIAL SETUP

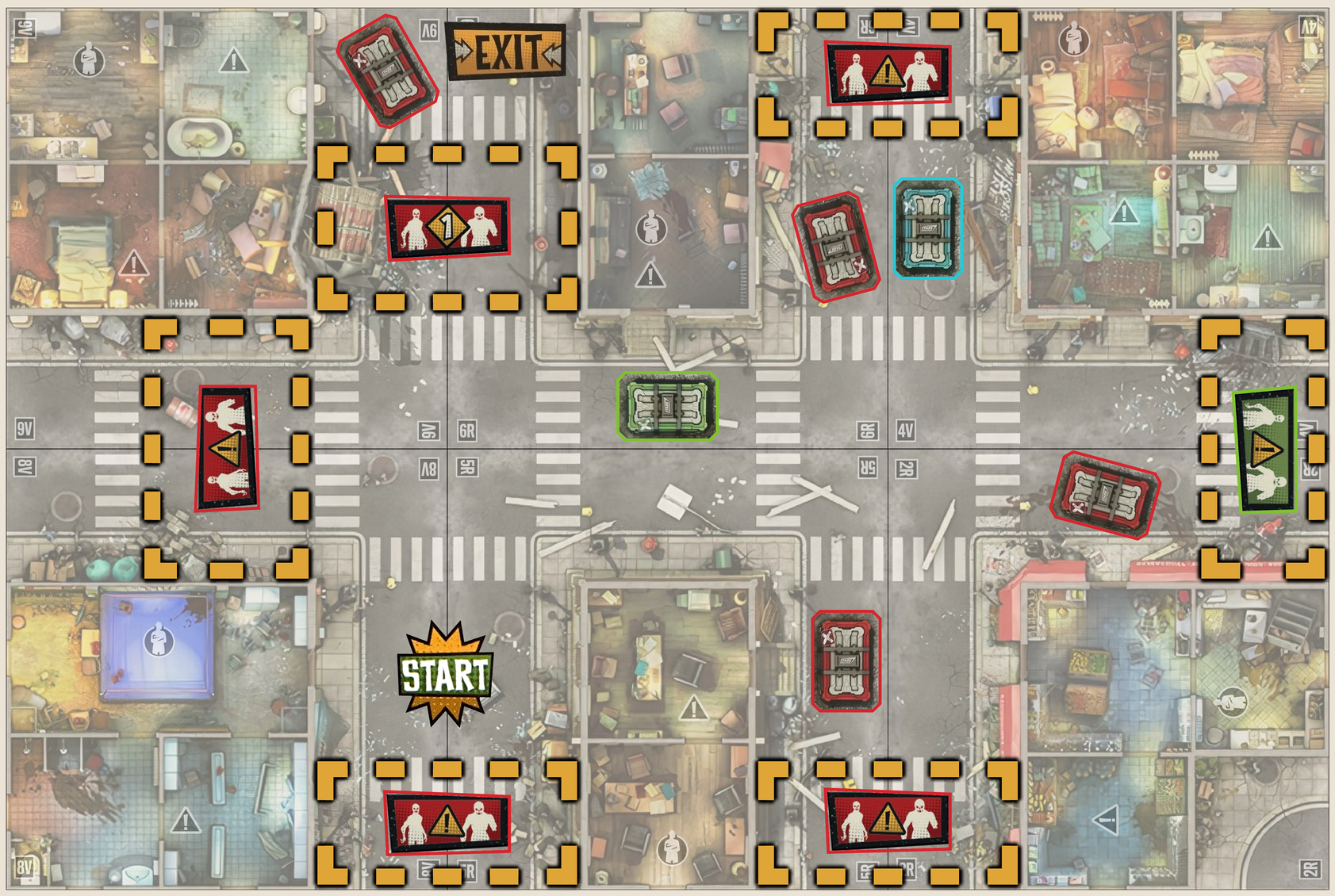
- **New Yorkers.** Shuffle *Secret Mission #1* and *#2,* Foggy Nelson, Claire Temple, Callisto, and Ben Urich's bystander cards and place them on the board.
- **Fire!** Set aside the Fire Token to be used later.

9V	6R	4V
8V	5R	2R

SPECIAL RULES

- **Block the streets.** All spawn points are active at the start. Objectives cannot be taken. A Super Hero in an objective's zone may spend 1 action to move it to an adjacent zone within line of sight. When an objective is in a Perimeter Zone, that spawn point becomes inactive and the zone cannot be entered.
- **Frighten people.** Bystanders are revealed when a Super Hero enters their zone.
- **Checking for survivors.** When *Secret Mission #1* has been revealed, read SG 9b. When *Secret Mission #2* has been revealed, read SG 9c.
- **Green car.** When the Green Objective has been moved for the first time, read SG 9d.
- **Blue truck.** When the Blue Objective has been moved for the first time, read SG 9e.





CAMPAIGN ⭐ HERO MODE

I: CRIME EMPIRE

HARD / 6 SUPER HEROES

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

OBJECTIVES

Accomplish these objectives in this order:

1. **Henchmen.** Eliminate Bullseye, Elektra, and Scorpion.
2. **Man in charge.** Eliminate Kingpin.
3. **Hasty retreat.** Exit 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.

Then, read SG 10f.

SPECIAL SETUP

- **Dead's domain.** Do not place any bystander cards.
- **All hail the king.** Spawn Kingpin, Bullseye, Elektra, and Scorpion on Tiles 9R/2R/4R/8R.

1R	9R	2R
7R	4R	8R

SPECIAL RULES

- **Protection.** When brutes activate, they spend all their actions moving toward Kingpin's zone, unless a Super Hero is in their zone to attack.
- **Strategy.** Zombie Heroes involved in the story of this mission do not activate unless a Super Hero is in line of sight.
- **Fortified position.** Red Doors cannot be opened.
- **Sacrificed for the crown.** When Bullseye is eliminated, read SG 10b. When Elektra is eliminated, read SG 10c. When Scorpion is eliminated, read SG 10d.
- **Dethroned.** When Kingpin is eliminated, read SG 10e.

J: MIDNIGHT SONS

MEDIUM / 6 SUPER HEROES

Tiles needed: **1V, 2V, 3V, 5V, 6V, 7V**

OBJECTIVES

Accomplish these objectives in any order:

- **Muster up magic.** Each Super Hero must take 1 objective.
- **Spellcasters.** Rescue 4 bystanders.
- **Portal to Genosha.** Place all objectives in the zone with the Avengers Sign.

Then, read SG 11e.

SPECIAL SETUP

- **Mystic beings.** Shuffle *Secret Mission #1,* Wong, Agatha Harkness, Amanda Sefton, and the 2 Too Late! bystander cards and place them on the board.
- **Objects of importance.** Shuffle the Green and Blue Objectives among the Red Objectives and place face down.

5V	6V	1V
7V	3V	2V

SPECIAL RULES

- **Cloak enchantment.** Bystanders are revealed when a Super Hero enters their zone.
- **Personal items.** Each objective gives 5 XP to the Super Hero that takes it.
- **The ritual.** A Super Hero may spend 1 action to place an objective in the Avengers Sign zone. All objectives must be placed during the same Player Phase. If they are not all placed, placed objectives return to the Super Hero that placed it. If a Super Hero with an objective is eliminated, they drop the objective in their zone.
- **Blood sample.** When the Green Objective has been taken, read SG 11b.
- **Sword.** When the Blue Objective has been taken, read SG 11c.
- **Seance.** When *Secret Mission #1* is revealed, read SG 11d.

CAMPAIGN ✪ HERO MODE

K: SINISTER SIX

MEDIUM / 6 SUPER HEROES

Tiles needed: **29R, 30R, 31R, 32R**

OBJECTIVES

Accomplish these objectives in any order:

- **Also caught.** Rescue all bystanders.
- **Drop the act.** Eliminate all objectives.

Then,

- **Show's over.** Eliminate Mysterio.

Then, read SG 12d.

SPECIAL SETUP

- **They fell for it.** Shuffle J. Jonah Jameson, Aunt May, Flash Thompson, and Harry Osborn's bystander cards and place them on the board.
- **The real Mysterio?** Shuffle the Blue and Green Objectives among the Red Objectives and place face down.

SPECIAL RULES

- **Illusions of Mysterio.** Objectives cannot be taken, only eliminated. Objectives are treated like 5 toughness Zombie Heroes when being attacked.
- **Slammed into a wall.** When a Red Objective is eliminated, that Super Hero suffers 1 Wound.
- **Friendly fire.** When the Blue Objective is eliminated, read SG 12b. The Blue spawn point is now active.
- **Target acquired.** When the Green Objective is eliminated, read SG 12c. The Green spawn point is now active.
- **Hidden figures.** Bystanders are revealed when a Super Hero enters their zone.

32R	31R	29R	30R

START
Super Hero Starting Zone

Bystander Cards x4

Objectives x6

Spawn Points x5

L: HOUSE OF M

MEDIUM / 6 SUPER HEROES

Tiles needed: **1R, 2R, 3R, 4R, 7R, 8R**

OBJECTIVES

Accomplish these objectives in this order:

- **Catch some zombie mutants.** Each Super Hero must flip 1 objective.
- **Drain for the hex.** Move all objectives to the Starting Zone.

Then, read SG 13c.

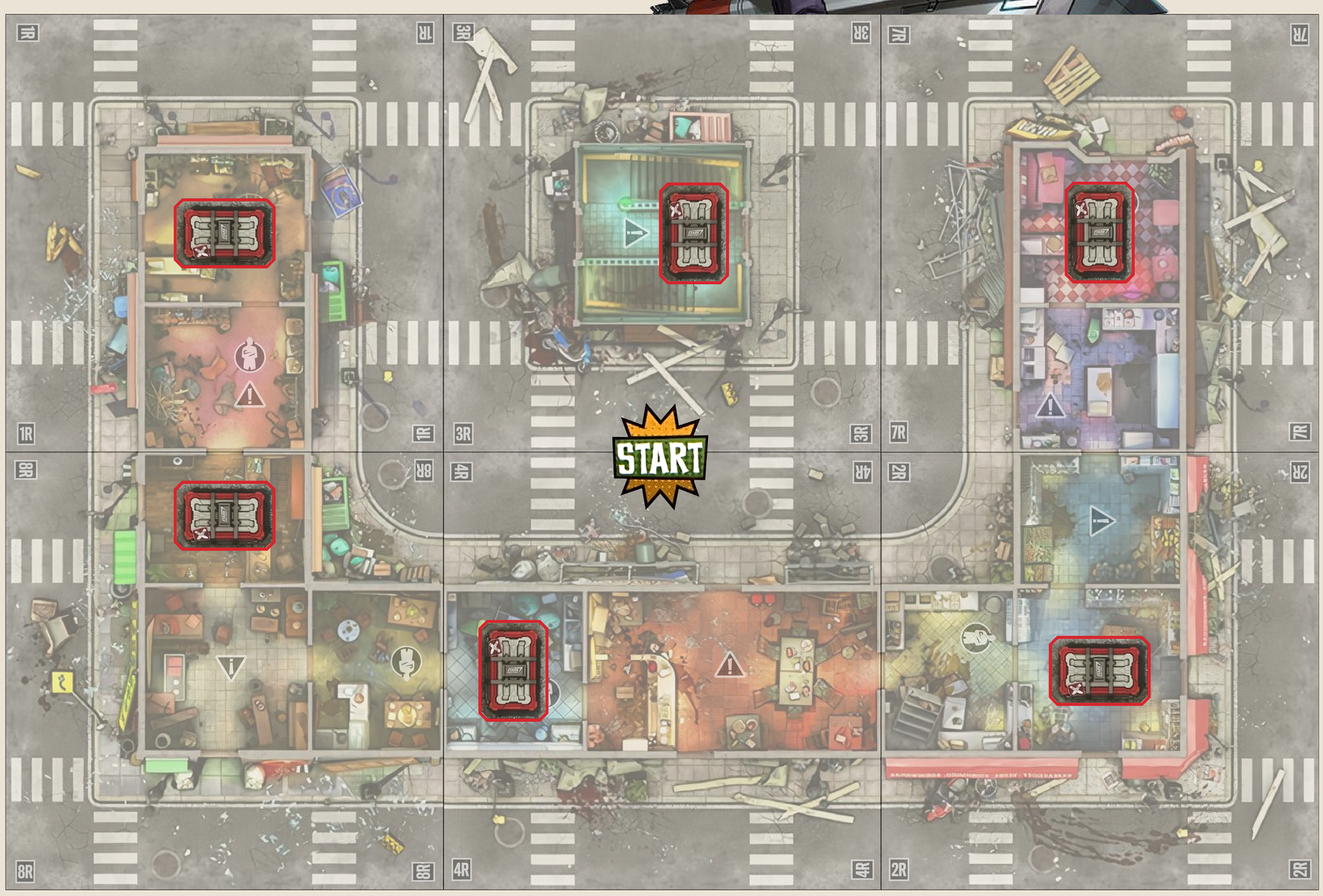
SPECIAL SETUP

- **Deserted island.** Do not place any bystander cards.
- **Millions dead.** Spawn 1 walker in each zone outside of buildings.
- **Intruder.** Shuffle the Green Objective among the Red Objectives and place face down.

SPECIAL RULES

- **The dead are rising.** Instead of drawing spawn cards during the Enemy Phase, roll a die twice for each zone that contains Super Heroes. The first roll determines the type: 1-2 for walkers, 3-4 for runners, 5-6 for brutes. The second roll determines how many spawn: 1-6.
- **Full traps.** Objectives cannot be taken. A Super Hero in an objective's zone may spend 1 action to move it to an adjacent zone within line of sight. The first time an objective is moved, flip it over.
- **Saboteur!** When the Green Objective is flipped, read SG 13b.

1R	3R	7R
8R	4R	2R



START

Super Hero Starting Zone

Objectives x6

CAMPAIGN ⭐ HERO MODE

M: THANOS

HARD / 6 SUPER HEROES

Tiles needed: **1R, 2R, 3R, 4R, 7R, 8R**

OBJECTIVES

Accomplish these objectives in any order:

- **Reality-warp plot armor.** Eliminate Thanos 7 times.

Then, read SG 14d.

SPECIAL SETUP

- **Ruins of Genosha.** Do not place any bystander cards or draw spawn cards for open buildings.
- **Failed hex.** Shuffle the Green Objective among the Red Objectives and place face down.
- **We have the stones.** Each Super Hero randomly draws an Infinity Stone and places it in one of the Heroic Trait slots on their dashboard. Read SG 14b.

1R	3R	7R
8R	4R	2R

SPECIAL RULES

- **Using our hex!** Objectives cannot be taken. When Thanos is eliminated, remove 1 objective from the board and spawn Thanos in its zone.
- **Now he's angry.** When the Green Objective is removed, read SG 14c.
- **Struggle for the stones.** An Infinity Stone takes up 1 Heroic Trait space on a dashboard. Super Heroes can drop an Infinity Stone in a zone for free or spend 1 action to pick one up, carrying a maximum of 2. When a Super Hero receives a Wound, they drop all of their Infinity Stones.
- **Strongly motivated.** Along with moving and attacking, Thanos can also spend 1 activation action to pick up an Infinity Stone. He immediately has its skill. Thanos always moves towards the closest Infinity Stone, held by a Super Hero or in a zone. Picking up Infinity Stones takes priority over all other actions. If he collects all 6, read SG 14e.

CAMPAIGN ⭐ HERO MODE

N: RED SKULL

HARD / 6 SUPER HEROES

Tiles needed: **23R, 24R, 25R, 26R, 27R, 28R**

OBJECTIVES

Accomplish these objectives in any order:

- **Search the base.** Reveal *Secret Mission #1* and *#2.*
- **Find the cube.** Take the Blue Objective.
- **Find the virus.** Take the Green Objective.
- **Cut off one head.** Eliminate Red Skull.

Then, read SG 15d.

SPECIAL SETUP

- **Captured.** Shuffle *Secret Mission #1* and *#2,* Blind Al, Betty Ross, Agent Coulson, Okoye, Sharon Carter, Abigail Brand, and the 2 Too Late! bystander cards and place them on the board.
- **Sources of the spread.** Shuffle the Blue and Green Objectives among the Red Objectives and place face down.

27R	25R	26R
24R	28R	23R

SPECIAL RULES

- **Not armed.** Explosive Canisters cannot be used.
- **Ground troops.** The Green spawn point spawns 3 Hydra soldiers each Enemy Phase.
- **Seeing red.** When *Secret Mission #1* has been revealed, read SG 15b. When *Secret Mission #2* has been revealed, read SG 15c.
- **What we need for a cure.** When the Green Objective is taken, all Super Heroes gain 5 XP.
- **Cosmic power.** When the Blue Objective is taken, move all Super Heroes to that zone.
- **Plenty of ammo.** Each Red Objective gives 5 XP to the Super Hero that takes it.
- **Our only chance.** If all active Super Heroes have been eliminated before the objectives have been completed, read SG 15e.

0: SILVER SURFER

HARD / 6 SUPER HEROES

Tiles needed: **29R, 30R, 31R, 32R**

OBJECTIVES

Accomplish these objectives in any order:

1. **Our counterparts.** Eliminate 10 Zombie Heroes.
2. **Multiversal threat.** Eliminate Silver Surfer.
3. **Start cleaning up.** Eliminate all enemies from the board.

Then, read SG 16d.

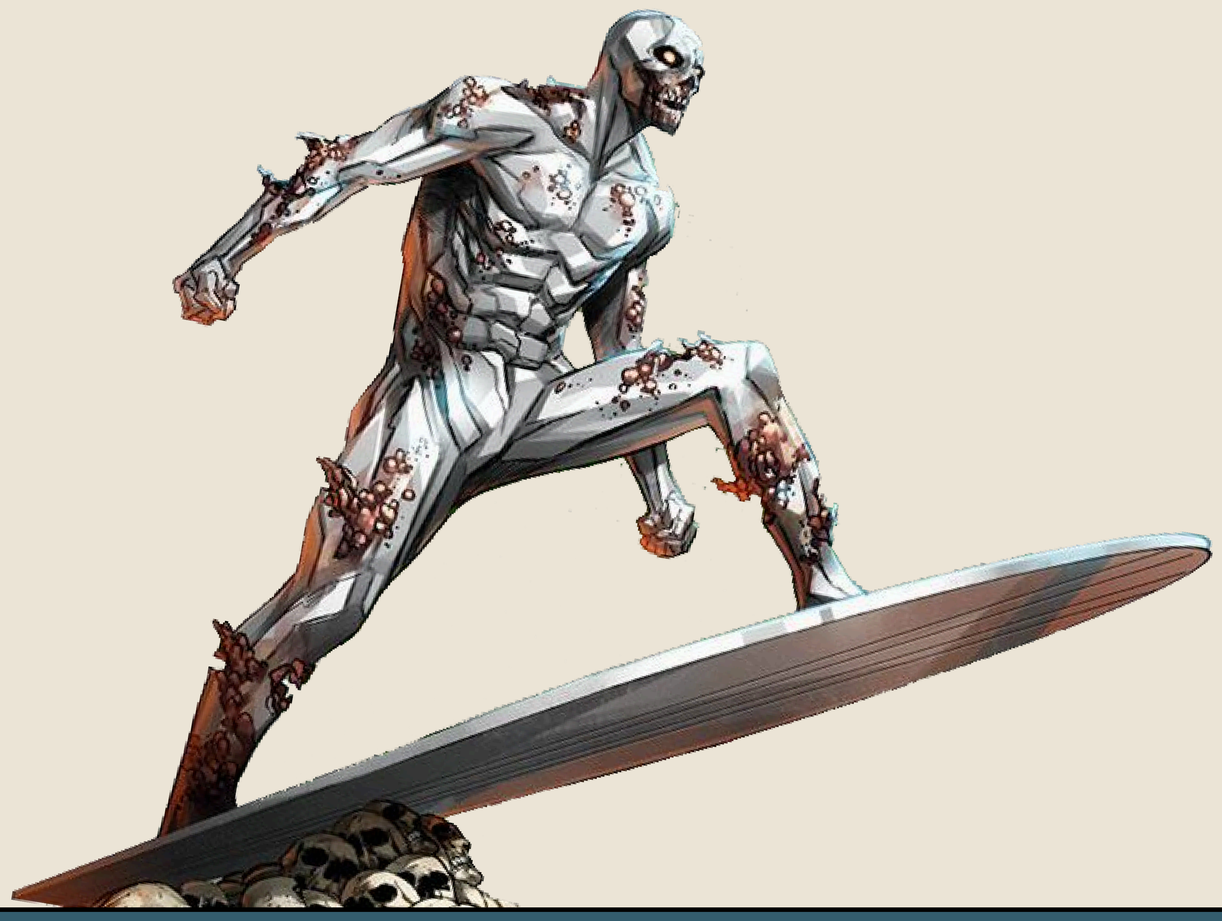
SPECIAL SETUP

- **We just cleared the place.** Do not place any bystander cards.

SPECIAL RULES

- **Incoming from 2149.** The Blue and Green spawn points draw from the Zombie Hero spawn deck. The first spawn point draws from the bystander card deck.
- **Off the charts!** When the first objective is completed, read SG 16b.
- **The rifts are closing!** When the second objective is completed, read SG 16c.
- **Too many of them.** If all active Super Heroes have been eliminated before the objectives have been completed, read SG 16e.

32R	31R	29R	30R



Super Hero Starting Zone

Spawn Points x5

CAMPAIGN ✪ HERO MODE

P: SENTINELS

HARD / 6 SUPER HEROES

Tiles needed: **29V, 30V, 31V, 32V**

OBJECTIVES

Accomplish these objectives in any order:

- **Man with the kill code.** Rescue Senator Kelly.
- **Get the controller.** Take the Blue Objective.
- **Fight the sentinels.** Eliminate all Zombie Heroes.

Then, read SG 17c.

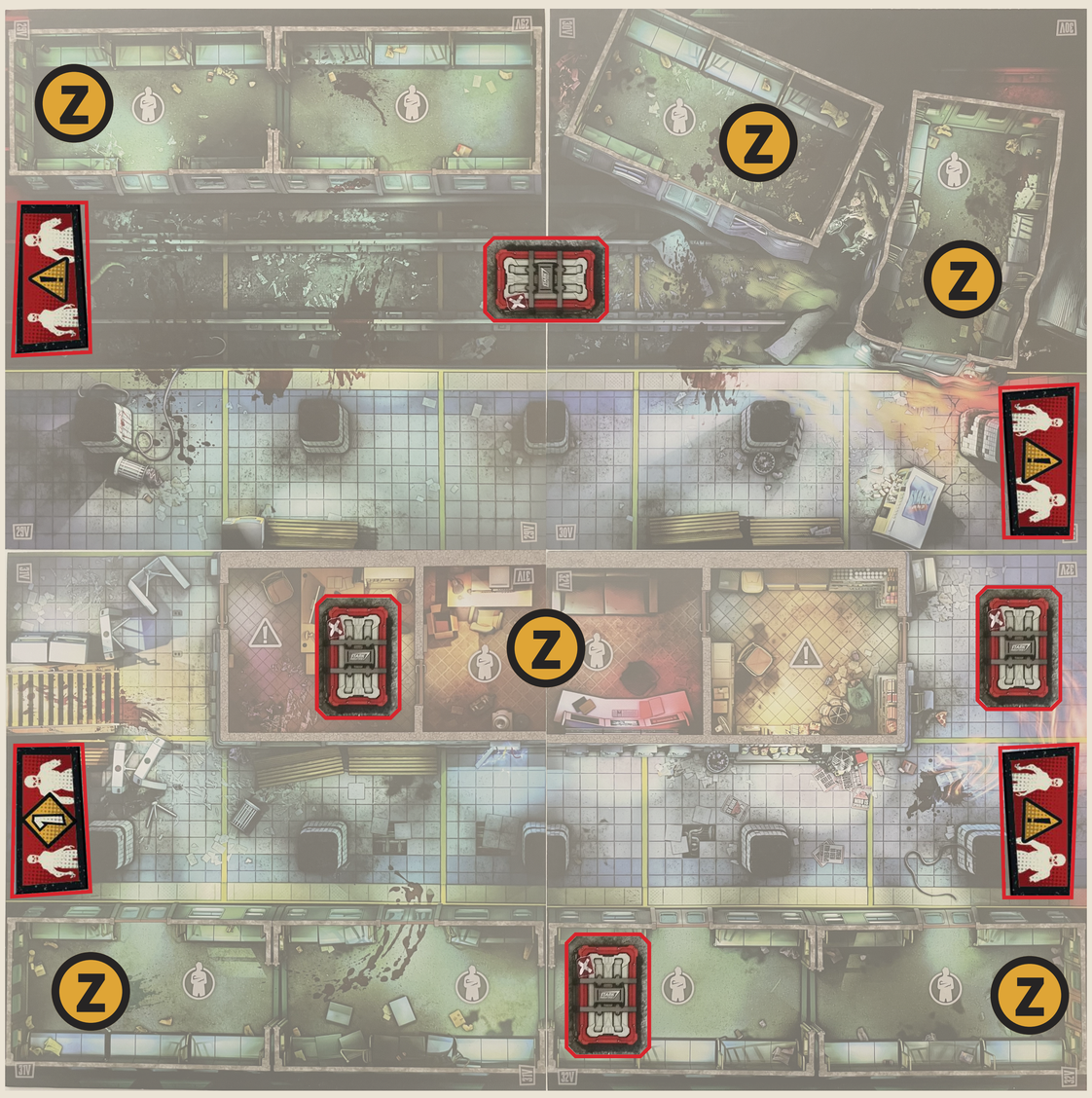
SPECIAL SETUP

- **Ghost train.** Do not place any bystander cards.
- **They're activating.** Place all Zombie Hero spawn cards from the Super Heroes that have been crossed off the Active Heroes list on top of the Zombie Hero spawn deck and spawn 6 on the board. (If 6 have not been eliminated, go down the list rolling 1 die. Odd roles eliminate Super Heroes until there are 6 spawn cards). Randomly assign a sentinel Combat Protocol card to each of the Zombie Heroes. That card is an additional ability they have from the start.
- **Under rubble.** Shuffle the Blue Objective among the Red Objectives and place face down.

SPECIAL RULES

- **His last known location.** While in a zone with a bystander symbol, a Super Hero may spend 1 action to roll a die. If they roll a 6, read SG 17b.
- **Clearing debris.** Each Red Objective gives 5 XP to the Super Hero that takes it. The Blue Objective gives 5 XP to all Super Heroes when taken.
- **No do-overs.** If all active Super Heroes have been eliminated before the objectives have been completed or Senator Kelly is devoured before being rescued, read SG 17d.

29V	30V
31V	32V



CAMPAIGN ⭐ HERO MODE

CAMPAIGN OBJECTIVES

When a person or object on the list appears in the campaign, check it off the list.

INFINITY STONES

- [ ] Space Stone
- [ ] Reality Stone
- [ ] Soul Stone
- [ ] Mind Stone
- [ ] Time Stone
- [ ] Power Stone

Once this list is complete, finish your current mission and continue to SG 14a.

UNEXPLAINED DEATHS

- [ ] Winter Soldier
- [ ] Super Skrull
- [ ] Mystique
- [ ] Time Mine
- [ ] Heat Seeking Missile
- [ ] Dirty Bomb

Once this list is complete, finish your current mission and continue to SG 15a.

CURIOUS READINGS

- [ ] Mister Fantastic
- [ ] Rocket Raccoon
- [ ] Black Panther
- [ ] Doctor Octopus

Once this list is complete, finish your current mission and continue to SG 16a.

GOVERNMENT INVOLVEMENT

- [ ] Valerie Cooper
- [ ] William Stryker
- [ ] Thunderbolt Ross
- [ ] Bolivar Trask

Once this list is complete, finish your current mission and continue to SG 17a.

ACTIVE HEROES (40 MAX)

ACTIVE BYSTANDERS (20 MAX)