

DORMS OF DEATH

MEDIUM / 6 PLAYER HEROES

This Mission requires the rules and components found in

- MZ X-Men Resistance
- Marvel Zombies (if playing in Zombie Mode)

Designed by: **LibraSeth**

The alarms are going off and they're loud enough to wake the dead! We can hear students shouting that zombies have broken into the dormitories. Looks like it's time for the ultimate mutant smackdown between X-Men, both living and undead. Grab who you can, throw a few punches, and get out of here!

Tiles needed: **16V, 17V, 18V**

OBJECTIVES

Accomplish these objectives in any order:

- **This place is a mess.** Take all objectives.
- **Hello, fellow X-Men.** Eliminate 6 enemy Heroes.

Then,

- **Evacuate.** Escape through the Exit Zone. Any Hero may leave through the Exit Zone at the end of their turn if there are no enemies in it.

SPECIAL SETUP

- **Which side?** Shuffle the Green Objective with the Red Objective and place them face down.
- **Mutants!** Place the enemy Heroes from the X-Men Resistance core box at the top of the Hero spawn deck.

SPECIAL RULES

- **Lock-down protocols.** The Blue Door cannot be opened until the Blue Objective has been taken. The Green door cannot be opened until a bystander has been taken.
- **Caught in bed!** When Tiles 16V and 18V are opened, roll a die for each zone with a bed. On a 1-4, spawn a walker in that zone. On a 5+, spawn an enemy Hero.
- **Telepathic advise from the professor.** Each objective gives 5XP to all Heroes when taken.
- **This place is full of them!** If there are no enemy Heroes on the board at the start of the enemy phase, spawn 1 on the first spawn point instead of drawing a card.
- **Fire escape.** When the Green Objective is taken, place the Exit token in that zone.

