

MISSION TEAM VS TEAM MODE

EARTH'S MIGHTIEST

6+ HEROES: 1 VS 1

This Mission requires the rules and components found in

- Marvel Zombies
- Additional expansions recommended

Designed by: **LibraSeth**

Who is behind this? Mojo? The Grandmaster? The Beyonder? We were in the middle of a zombie apocalypse when we were taken and placed here in stasis. A voice announces the following message:

"Welcome, champions of Earth! You shall be tested one by one to determine what faction is the mightiest; the living or the undead. Choose your opponents wisely, for only the last hero standing gets to return to your little planet."

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

OBJECTIVES

Accomplish these objectives in any order:

- **Outlast.** Have your opponent run out of spawn cards first.

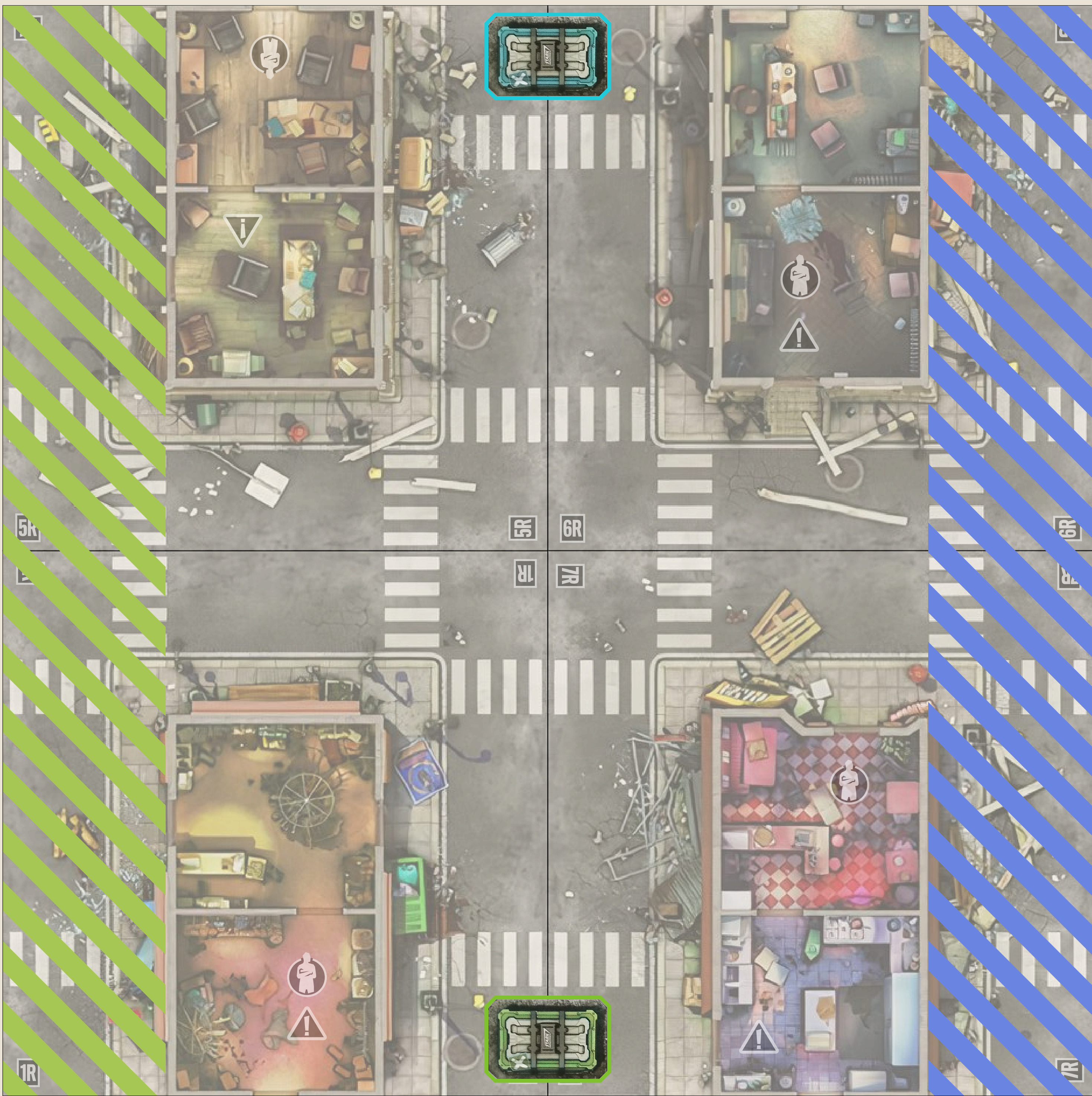
SPECIAL SETUP

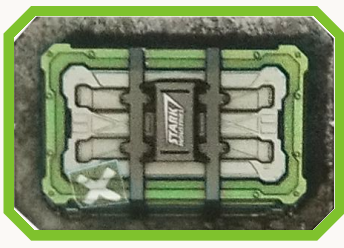
- **The ultimate roster.** Both the living and zombie players must pick a minimum of 6 spawn cards for their deck. If playing with more than 6 cards, each team must have an equal number of cards.
- **Not your typical game.** Character IDs, dashboards, trait cards, and bystander cards will not be used for this mission.
- **Picking sides.** Thanos can only be included in the Zombie Hero spawn deck. Red Skull can only be included in the Super Hero spawn deck.
- **Extra fighters.** If the Zombie Hero spawn deck contains any Zombie Hero with the ability to act as a spawn point, then MZ X-Men Resistance or MZ Heroes Resistance will be required.

SPECIAL RULES

- **Starting line.** Players can choose to spawn their Hero on any zone along their team's base line.
- **Some luck.** Each team rolls a die. The team with the highest roll gets the first turn.
- **Limited options.** During a turn, if a team has no Hero on the board, they may spawn a Hero for free and immediately activate. Heroes only have 2 actions per turn unless their card says otherwise. Heroes can only perform move and attack actions.
- **Only the toughest.** Each time a Hero spawns, place a number of walkers equal to that Hero's toughness level next to their spawn card. Each hit against that Hero removes one of those walkers. Missing walkers count as wounds. Once all the walkers are gone, that Hero is eliminated.
- **No time.** There are no phases, only turns. Anything related to phases is ignored.
- **Lures.** The Green and Blue Objectives act as a bystander on the board for their respective team. Nothing can be done to objectives.
- **Empty facades.** If a building is opened, nothing spawns.
- **Card specifics.** If a Hero with their own deck is spawned, draw from that deck at the start of each activation. If a card relies on the Danger Level, start at Blue and consider the level to have raised at the start of their next activation.

5R	6R
1R	7R






Zombie Hero Lure



Super Hero Lure



**Living Team
Base Line**



**Zombie Team
Base Line**