

MISSION ZOMBIE MODE

FEAST!

MEDIUM / 4-6 ZOMBIE HEROES

This Mission requires the rules and components found in

- Marvel Zombies

Designed by: **LibraSeth**

S.W.O.R.D. is beaming down reinforcements from their station in orbit. They think they have found a safe spot to gather and ready themselves for the coming storm. What they don't know is that the fight is coming to them. Before we get to the main course, let's sample some soldiers. Hope we won't spoil our dinner...

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

OBJECTIVES

Accomplish these objectives in any order:

- **Cutlery.** Each Zombie Hero must take an objective.
- **Beamed up.** Escape 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

- **Early arrivals.** Before starting the mission, resolve a spawn card for each spawn point.

SPECIAL RULES

- **Secured perimeter.** Red Doors cannot be opened. The Blue Door cannot be opened until each Zombie Hero has taken an objective. The Green Door cannot be opened until each Zombie Hero has devoured a bystander.
- **Grab a bib!** Each objective gives 5XP to the Zombie Hero that takes it.

7V	4R	2R
3V	9R	8R

