

MISSION HERO MODE

GRAVE ENCOUNTERS

MEDIUM / 4 SUPER HEROES

This Mission requires the rules and components found in

- MZ X-Men Resistance

Designed by: **LibraSeth**

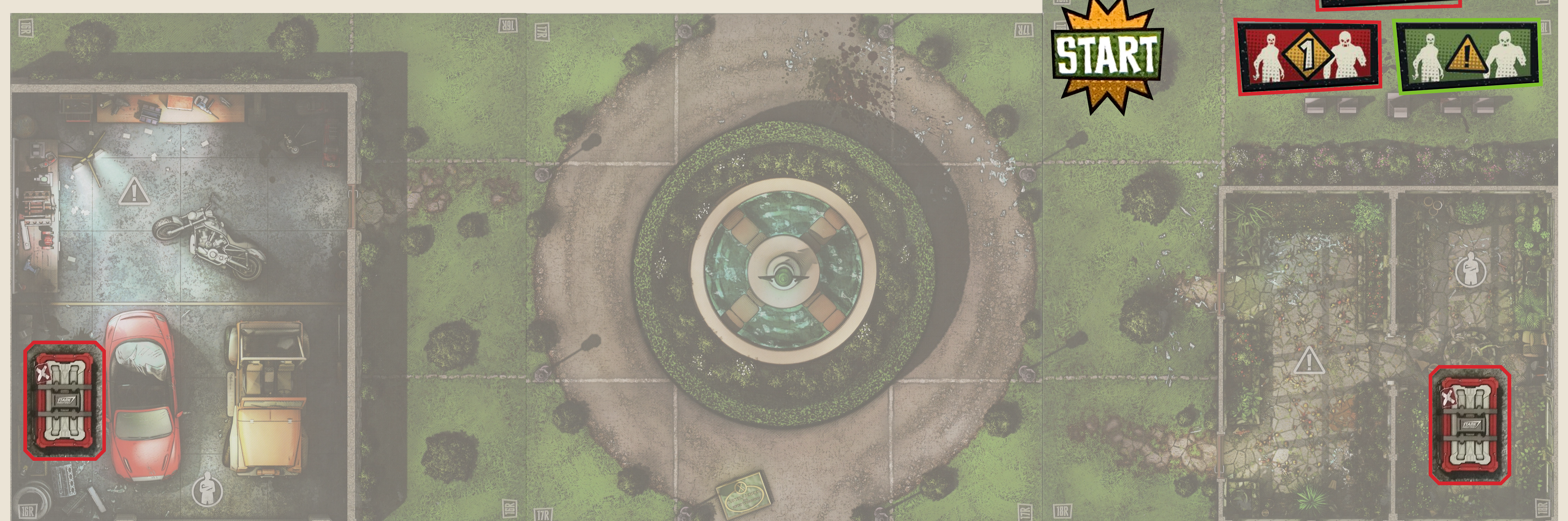
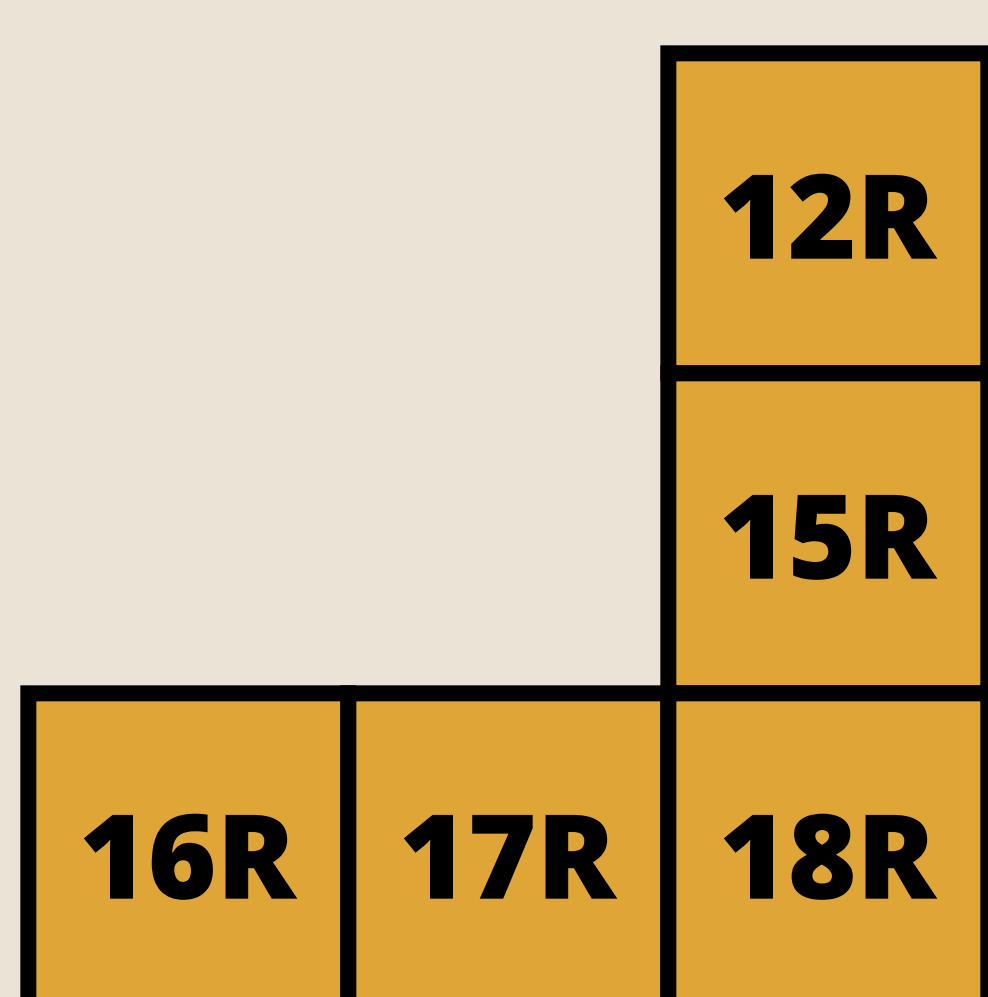
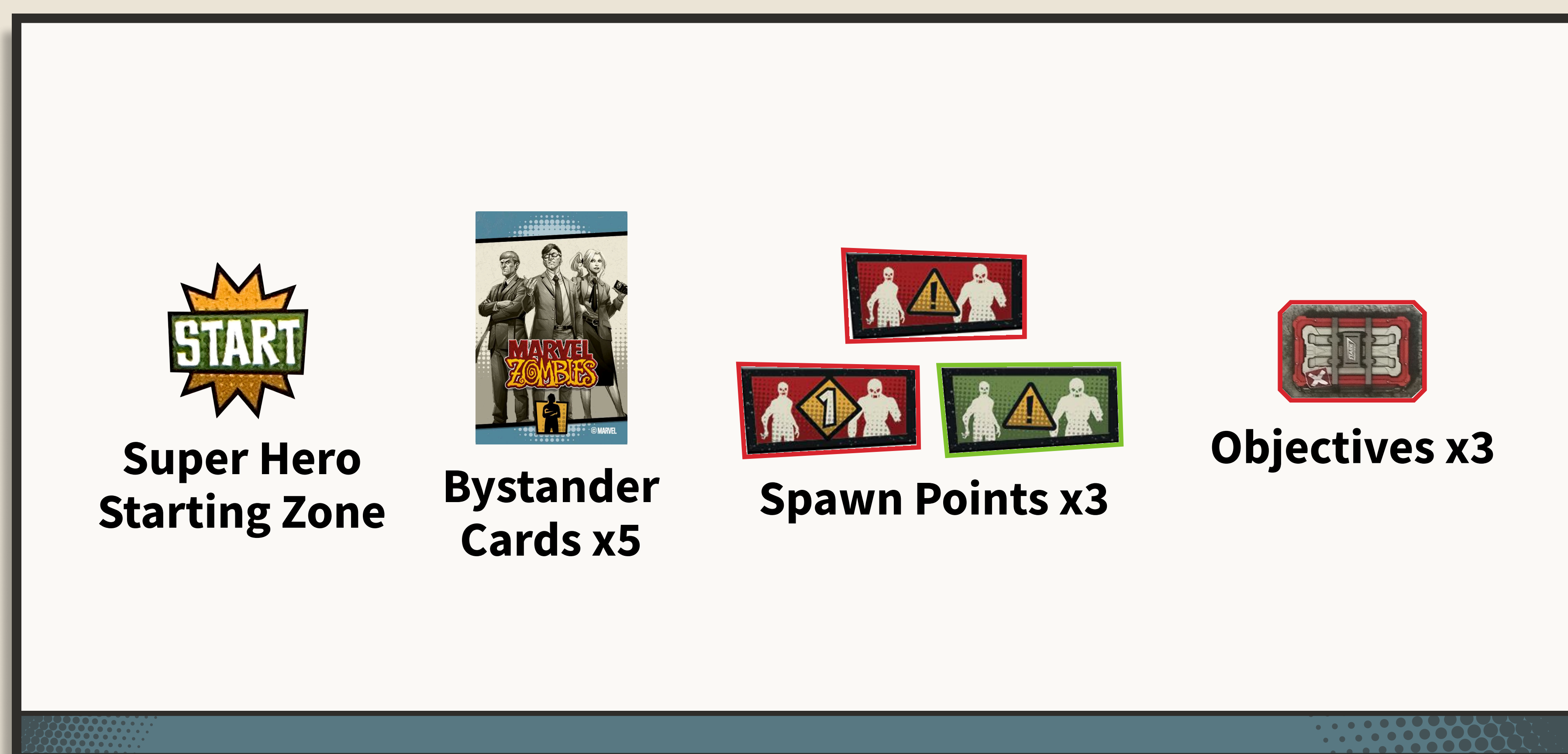
The X-Men have lost a lot of friends, allies, clones, and foes over the years. When they lost Jean, they couldn't have predicted the Phoenix Force would "revive" her and anyone else buried on our grounds. Mutants are coming out of the woodwork, literally! If we can drain the Phoenix's power, perhaps we can stop this reunion.

Tiles needed: **12R, 15R, 16R, 17R, 18R**

OBJECTIVES

Accomplish these objectives in this order:

- **Bishop's tech.** Take all objectives.
- **End of the saga.** Eliminate Dark Phoenix.
- **Clear the lawn.** Eliminate all enemies on the board.



SPECIAL SETUP

- **Mutant tomb.** Set aside the figure and spawn card for Dark Phoenix. Place all mutant Zombie Hero spawn cards on top of the Zombie Hero spawn deck.

SPECIAL RULES

- **The X-Graveyard.** The Green spawn point draws from the Zombie Hero spawn deck.
- **Power absorption harness.** Each Super Hero can only take 1 objective. When an objective is taken, that Super Hero increases their XP to 43.
- **The last of the remaining energy.** Once all 3 objectives have been taken, spawn Dark Phoenix in the zone with the Super Hero that has not taken an objective. Only that Super Hero may eliminate Dark Phoenix. Once she is eliminated, they increase their XP to 43.
- **No more (zombie) mutants.** The spawn points remain active until all enemies on the board have been eliminated.

