

MISSION RED SKULL

HYDRA HEIST

MEDIUM / 4 PLAYER HEROES

This Mission requires the rules and components found in

- Marvel Zombies or MZ X-Men Resistance
- MZ Hydra Resurrection

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We've learned that Red Skull intends to use the chaos of the Zombie apocalypse to take over the world. Hydra has developed two super-weapons that pose a threat to all of us. Luckily, we've got ourselves a heist expert and they have a plan.

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

OBJECTIVES

Accomplish these objectives in this order:

- **Finish the plan.** Reveal the *Secret Mission #1* bystander card.
- **All together now.** Complete Heist!
- **Go! Go! Go!** 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.

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



Player Hero Starting Zone



Bystander Cards x10



Highlighted Zones



Closed Doors x8



Explosive Canisters x3



Objectives x4



Exit Zone



Spawn Points x2

SPECIAL SETUP

- **Heist expert.** If playing Hero mode, Ant-Man must be played. If playing Zombie mode, Wasp must be played.
- **In the map room.** Place Red Skull's spawn card and figure next to the board.
- **Steal the access codes.** Shuffle the *Secret Mission #1* bystander card among the bystander cards.
- **Find the weapons.** Shuffle the Blue and Green Objectives among the Red Objectives and place face down.

SPECIAL RULES

- **Hydra prison.** Red Doors cannot be opened by Heroes. When they are opened, spawn Heroes in the highlighted zones.
- **Found them.** Red Objectives give 5 XP to the Hero that takes it. Blue and Green Objectives give 5 XP to all Heroes when revealed. Blue and Green Objectives cannot be moved.
- **Unstable load.** Heroes may spend 1 action to take an explosive canister. They carry the explosive canister with them until they throw it.
- **Heist!** All of the following tasks must be completed during the same player phase:
 - **Distract the boss.** Open the Green Door. Spawn Red Skull inside that room.
 - **Cause a distraction.** Open the Blue Door. When the Blue Door is opened, open all Red Doors.
 - **Blow up the prototypes.** Use the explosive canisters to eliminate the Blue and Green Objectives.

