

MISSION ZOMBIE MODE

INCURSION!

MEDIUM / 6 ZOMBIE HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ Heroes Resistance

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Normally, the collision of two parallel Earths is a bad thing. Since we have almost picked this planet clean, this incursion couldn't have come at a better time! Word on the street is that they've built a planet-ending bomb to eliminate our side of the multiverse. We think that is a great idea, as long as we escape to their side first. Let's give them a helping hand, shall we?

Tiles needed: **1V, 1V, 2V, 2V, 4V, 4V**

OBJECTIVES

Accomplish these objectives in this order:

- **Wakandan weapon.** Place the Blue Objective in the Starting Zone.
- **Everything they've got.** Eliminate everything from the spawn deck.
- **A fresh start.** 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.

4V	2V	1V
4V	2V	1V

SPECIAL SETUP

- **Fluctuating incursion points.** Roll 4 dice. Place the Spawn Points on the corresponding numbers on the board. The 1st Spawn Point is placed on the lowest number. During each End Phase, remove the Spawn Points and repeat this setup.

SPECIAL RULES

- **The entire S.H.I.E.L.D. armada.** Once the entire spawn deck has been spawned, do not reshuffle.
- **Not leaving these behind.** Each Red Objective gives 5XP to the Zombie Hero that takes it. The Blue Objective gives 5XP to all Zombie Heroes when taken.
- **Bomb is ticking...** The Blue Objective must be placed before the spawn deck runs out. After it has been placed, there are 2 End Phases remaining for all Zombie Heroes to leave through the Exit Zone before the mission is lost.

