# LIVING REVOLUTION

#### HARD / 6 SUPER HEROES

This Mission requires the rules and components found in

- MZ X-Men Resistance
- MZ Hydra Resurrection

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In order to control the zombie masses, Red Skull had an underground facility converted into a human farm! They've rounded up us survivors like cattle to reproduce and eventually be turned into zombie food. But we remaining heroes say that this stops now! It's time to fight back.

Tiles needed: 10V, 11V, 12V, 13V, 14V, 15V

#### **OBJECTIVES**

Accomplish these objectives in this order:

- 1. Bypass security. Take the Blue and Green Objectives.
- 2. Freedom! Escape through the Exit Zone. Any Super Hero many leave through the Exit Zone at the end of their turn if there are no enemies in it.

## SPECIAL SETUP

- **Livestock.** Remove the Too Late! bystander cards from the bystander deck. Remove the Hidden Bystander cards from the spawn deck. Place 2 bystander cards on each spot on the board instead of 1.
- Crowded cell. Immediately spawn everything for Tile 15V.
- **Secret door code.** Shuffle the Green Objective among the Red Objectives and place face down.
- Waiting to patrol. Spawn 10 Hydra soldiers in the Hydra Soldiers zone.

### SPECIAL RULES

- **No more fresh meat!** Bystanders move with any Super Hero in their zone for free, including exiting. If any bystander is devoured, the mission is lost.
- **Redundant locks.** The Green Door immediately opens when the Green Objective has been taken. The Blue Door cannot be opened until the Blue Objective has been taken. Green and Red Objectives give 5 XP to the Super Hero that takes them. The Blue Objective gives 5 XP to all Super Heroes when taken.
- This calls for stealth. Enemies and spawn points do not activate unless a Super Hero or bystander is in line of sight. This rule does not apply to Hydra soldiers.

<b>10V</b>	<b>11V</b>	<b>12V</b>
13V	14V	<b>15V</b>



