

CRISIS FROM BELOW

DIFFICULTY: HARD / 90 MINUTES

This Mission requires the rules and components found in Marvel Zombies Core Box, Marvel Zombies X-Men Resistance, and Marvel Zombies Hydra Resurrection Expansion.

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It's been months since the outbreak began, and we've finally started to get things under control: barriers are up, supplies are stocked, and survivors are being rescued. But now, zombies are crawling out of the subway entrance, threatening to undo all our progress! We need to act fast and deal with this breach before we're overrun again!

Tiles needed: 1V, 2V, 3R, 4V, 6R, 8R

6R	8R	1V
4V	3R	2V

OBJECTIVES

Seal the Breach. Accomplish these objectives in order:

1. Detonate the Explosive Canister in the Zone with the Blue Spawn Point.
2. Escape via the Exit with all Super Heroes. Any Super Hero may leave through this Zone for free at the end of their Turn as long as there are no Enemies in it.

SPECIAL SETUP

- **Overrun.** Before the game begins, resolve a Spawn on each Spawn Point.
- **Fragile Infrastructure.** Do not draw a Bystander Card or a Spawn Card for Tile 3R.
- **5-6 Super Heroes.** During each Enemy Phase, draw an extra Spawn Card for the First Spawn Point.

SPECIAL RULES

- **Infested Tunnels.** The Blue Spawn Point is active from the start of the game. When drawing a Spawn Card for it, if there are no Zombie Heroes on the board, spawn 1 Zombie Hero there instead.
- **Collapse.** The Blue Objective is no longer active once the Explosive Canister has been detonated in that Zone.
- **Reclaiming the City.** Each Red Objective gives 5 XP to the Super Hero who takes it.
- **Last Defense.** The Locked Doors cannot be opened until all 4 Objectives have been taken.



START
Super Hero Starting Zone

Objectives x4

Locked Doors x3

Open Doors x2

Bystander Cards x5

Spawn Points x4

Explosive Canister x1

Exit Zone

