

MISSION HERO MODE

MASTERS OF DISGUISE

HARD / 2-5 SUPER HEROES

This Mission requires the rules and components found in

- X-Men Resistance

And at least 1 of the following:

- MZ Fantastic 4: Under Siege
- MZ Hydra Resurrection
- MZ Clash of the Sinister Six
- MZ Promo Box

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The war with the zombies has been raging long enough that they've set up a human meat farm! A team of super beings that specialize in shape-shifting, casting illusions, and bending the visual spectrum has been assembled to go into the heart of their territory. We must save as many as we can, but there is one particular person who is our top priority since they may carry the cure to the zombie plague.

Tiles needed: **11V, 12V, 14R, 15R, 17V, 18V**

OBJECTIVES

Accomplish these objectives in this order:

- **Active the holograms.** Take the Blue Objective.
- **Safe keeping.** Place 10 bystander cards in the Safety Room, including *Secret Mission #1*.
- **Cut off the zombies.** Place the Red Objective in the Elevator.
- **Secure the floor.** Eliminate all enemies from Tiles 11V/12V.

SPECIAL SETUP

- **Specific skills.** This mission must be played with 2-5 of the following: Invisible Woman, Vision, Mystique, Mysterio, Loki. Super Heroes all start with 19 XP.
- **Our target.** Shuffle the *Secret Mission #1* bystander card among 14 other bystander cards and place on the board.
- **Crawling with zombies.** Remove both Hidden Bystander cards for the spawn deck. Draw and spawn for every zone on the board except for the Starting Zone, the Elevator, or a zone containing a bystander card. These cards should spawn at the Blue Danger Level despite the Super Heroes being at Orange. (This will use 28 spawn cards)

SPECIAL RULES

- **More than expected.** Enemies still spawn when a building is opened.
- **Doors are jammed.** The Red Door cannot be opened.
- **Livestock.** Bystanders are revealed when a Super Hero enters their zone.
- **Run the program.** The Blue Objective gives 5 XP to all Super Heroes when taken.
- **No longer the Danger Room.** Once the Blue Objective has been taken and there are no enemies in the Safety Room, Super Heroes may spend 1 action to place a bystander card inside the room face up. This does not trigger any effects and the bystander cards are ignored by enemies.
- **Very important person.** *Secret Mission #1* can be rescued and placed like any other bystander.
- **More will come.** Spawn points are not active at the beginning. When 3 bystanders have been placed, the first spawn point becomes active. When 5 bystanders have been placed, the Blue spawn point becomes active. When 7 bystanders have been placed, the Green spawn point becomes active.
- **No more ways in.** The Red Objective gives 5 XP to the Super Hero that takes it. That Super Hero may spend 1 action to place the objective in the Elevator. During the next end phase, remove the Elevator and the Green spawn point.

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17V	18V
14R	15R
11V	12V



START

Super Hero Starting Zone



Closed Door x1



Bystander Cards x15





Spawn Points x3




Objectives x2



Elevator



Safety Room

