

MISSION HERO MODE

MULTIVERSAL NEIGHBORS

HARD / 4 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ Heroes Resistance

Designed by: **LibraSeth**

Not sure if it was our Reed Richards or theirs, but a technical malfunction has caused rifts in the multiverse to open up all over the city. What's really concerning is that we're zombies in the other universe! Luckily, we know our biggest weaknesses. I'd hate to be me if I were me!

Tiles needed: **1V, 3R, 5V, 6R, 7V**

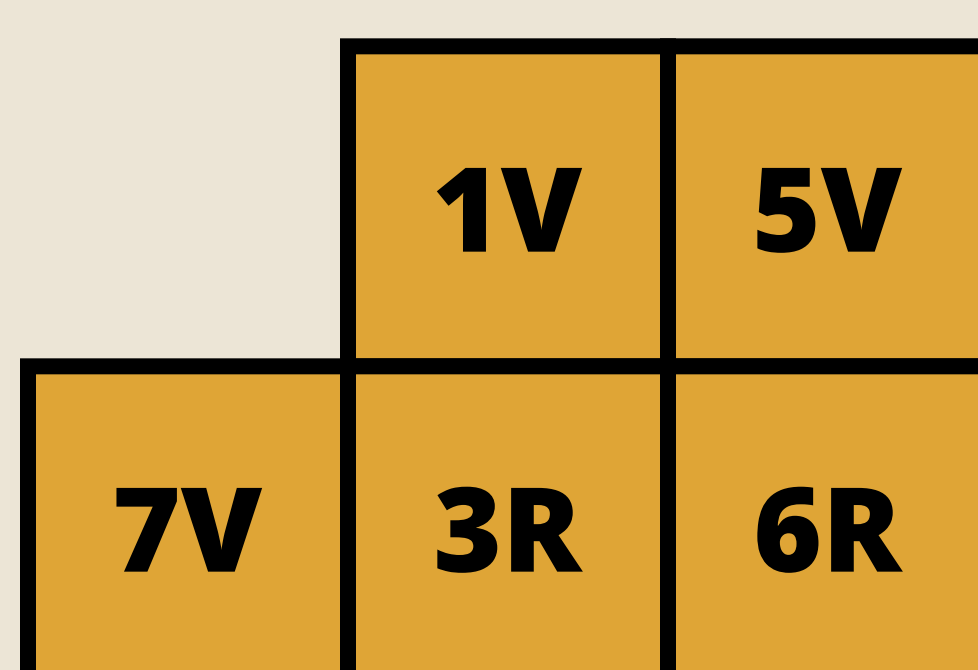
OBJECTIVES

Accomplish these objectives in any order:

- **Chaos magic.** Scarlet Witch must eliminate zombie Scarlet Witch.
- **No small threat.** Wasp must eliminate zombie Wasp.
- **Green with envy.** Hulk must eliminate zombie Hulk.
- **Sorcerers Supreme.** Doctor Strange must eliminate zombie Doctor Strange.
- **This Earth is closed!** Remove all spawn points.

SPECIAL SETUP

- **Avengers...** This mission can only be played with Scarlet Witch, Wasp, Hulk, and Doctor Strange.
- **Assembled.** The building on Tile 5V starts open. Do not draw spawn cards or place a bystander.
- **Here they come!** Set aside and shuffle the Zombie Hero spawn cards for Scarlet Witch, Wasp, Hulk, and Doctor Strange. They act as a separate spawn deck.



SPECIAL RULES

- **Who's next?** The Blue spawn point draws from the zombie counterpart spawn deck. Once this deck has run out, draw from the Zombie Hero spawn deck.
- **Equally matched.** Each time a Zombie Hero deals 1 wound to their living Super Hero counterpart, move one of them 1 space away.
- **Rechargeable.** Each objective gives 5XP to the Super Hero who takes it. Objectives placed on spawn points may be taken multiple times, giving 5XP to the Super Hero who takes it.
- **Closed!** Spend one action to place an objective on the spawn point that matches the objective's color. Remove that spawn point.

