

MISSION ZOMBIE MODE

MYSTERIO'S LABYRINTH

HARD / 6 ZOMBIE HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ Clash of the Sinister Six

Designed by: **LibraSeth**

The street is folding in on itself. The way we came from has disappeared. This can only be the work of Mysterio! He must be using his power of deception to lure us into danger and visual trickery. Maybe, if we punch enough of him, we will hit the real one and stop this faux foe. Oh, look - a door has appeared...

Tiles needed: **1V, 2V, 3V, 5V, 7V**

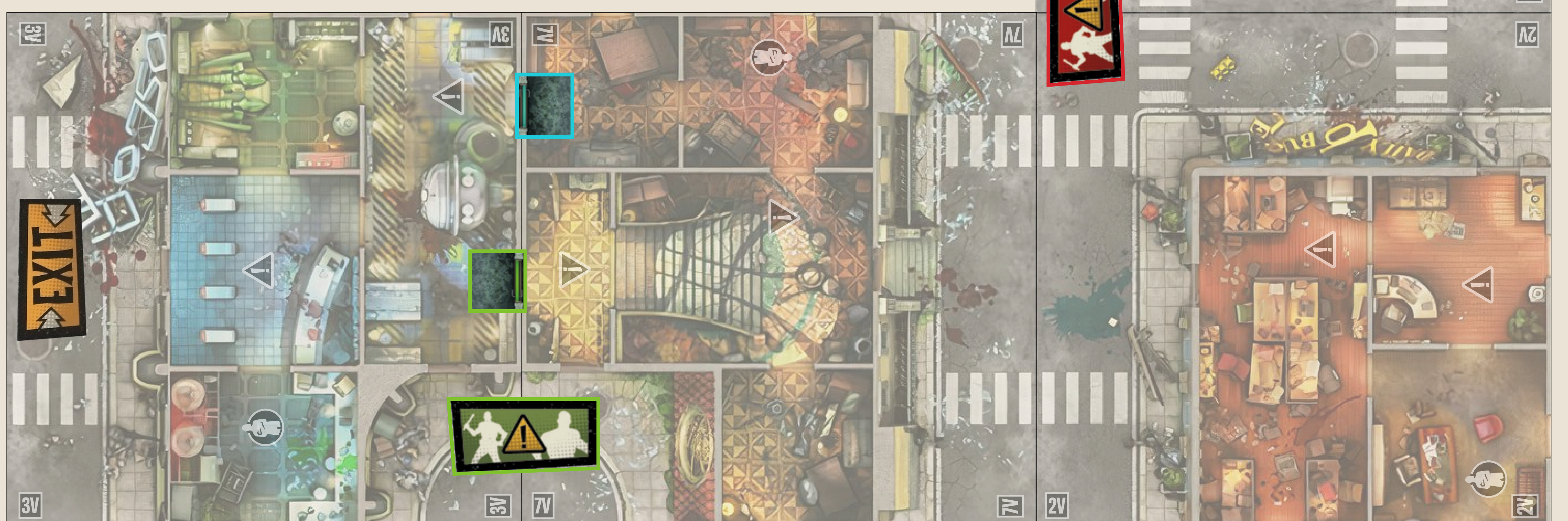
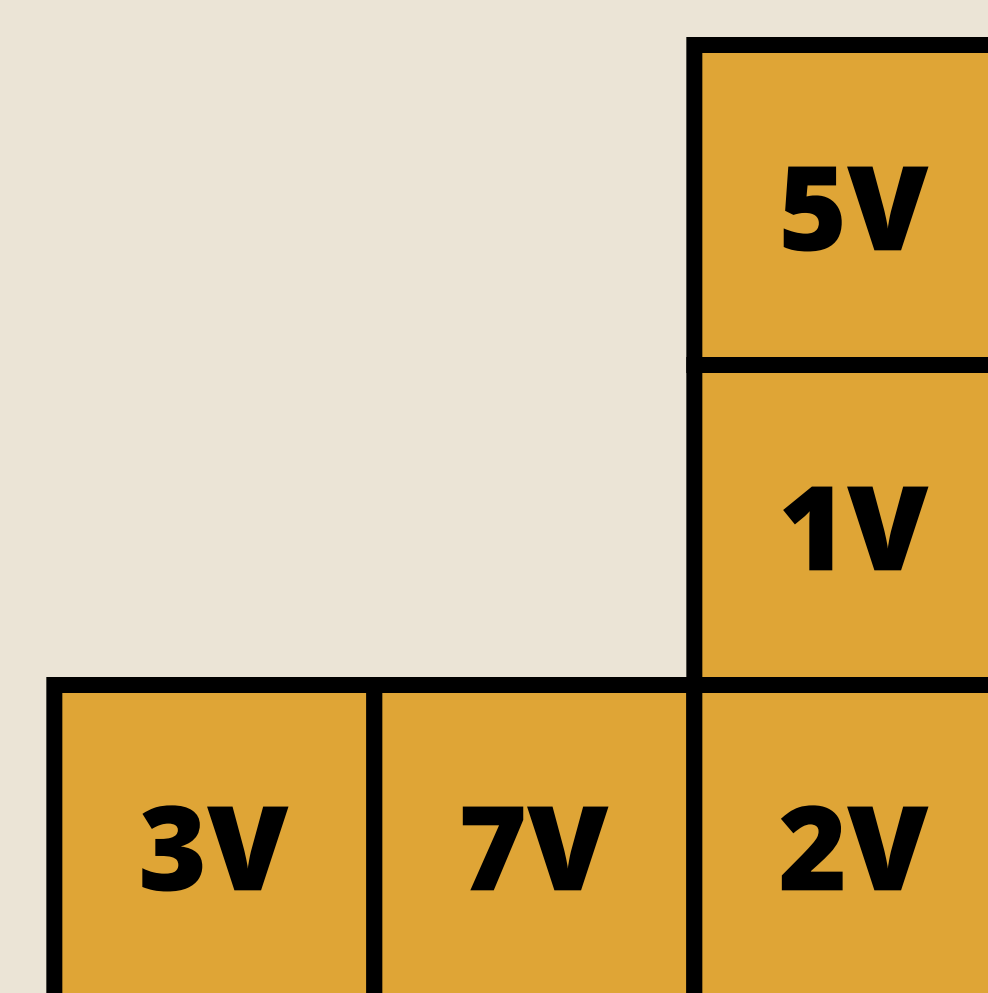
OBJECTIVES

Accomplish these objectives in this order:

- **Escape rooms.** Complete the special rules for each building.
- **Not the illusion.** Eliminate Mysterio 5 times.
- **Move on.** Escape through the Exit. Any Zombie Hero may leave through the Exit Zone at the end of their turn if there are no enemies in it.

SPECIAL SETUP

- **His elaborate plan.** Place Mysterio's figure and spawn card next to the board.
- **Pieces of the puzzle.** Shuffle the Blue Objective among the Red Objectives and place them face down.



SPECIAL RULES

- **Room 1, Avengers Tower.** When the building on Tile 5V is opened, spawn Mysterio on the Avengers Sign. Red Doors cannot be opened until the Avengers Sign has been fully used and removed.
- **Room 2, Wakandan Embassy.** The Blue Objective must be taken. When it is taken, spawn Mysterio in that zone. Each objective gives 5XP to the Zombie Hero that takes it.
- **Room 3, The Daily Bugle.** When the building on Tile 2V is opened, the enemies that spawn inside immediately perform 1 Rush! action (in addition to any Rush! on the spawn card). Spawn Mysterio in the zone with the bystander card.
- **Room 4, Sanctum Sanctorum.** When the building on Tile 7V is opened, roll a die for each zone inside. If a 5+ is rolled, spawn Mysterio and stop rolling. If no 5+ is rolled, spawn him on the Green spawn point. When a Zombie Hero ends their turn in the building on Tile 7V, draw and spawn for the Green spawn point. The Blue and Green Doors cannot be opened.
- **Room 5, Oscorp.** When the building on Tile 3V is opened, do not drawn spawn cards. Instead, spawn 1 Super Hero in each zone in the building. Spawn Mysterio in the Exit Zone.

