

## NYZ

### HARD / 6 PLAYER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance (optional)
- MZ Clash of the Sinister Six

Designed by: **LibraSeth**

**S.H.I.E.L.D. has taken out all bridges and vehicle tunnels connected to the island of Manhattan to stop the spread of the zombie virus, trapping both the living and the dead in New York. They have multiple helicarriers that will shoot down anything in the sky or swimming in the Hudson.**

**The only off the island is through the MTA tunnels, which are currently blocked up with unpowered subway cars. Another issue is that the system has a fail-safe: 2 executive MTA codes are required to turn on 6 different stations simultaneous to boot up the whole system.**

Tiles needed: **1V, 2V, 4V, 5V, 6R, 7V, 8V, 9V, 29R, 30R, 31R, 32R**

Required Villain: **Numerous enemy Heroes**

### OBJECTIVES

Accomplish these objectives in this order:

- 1. Friendly neighborhood MTA agent.** Find the *Secret Mission #1* and *#2* bystander cards.
- 2. Subway stations.** Each Hero must take an objective.
- 3. Good-bye NYC!** Escape through the Exit zone. Any Hero may leave through the Exit zone at the end of their turn if there are no enemies in it.

### SPECIAL SETUP

- **The last New Yorkers.** Shuffle the *Secret Mission #1* and *#2* cards among the bystander cards placed on the board.
- **Harlem, Upper West Side, Hell's Kitchen, Greenwich Village, Chinatown, Upper East Side.** Shuffle the Blue Objective among the Red Objectives and place face down.
- **Central Park.** Spawn 1 enemy Hero on the Green spawn point.

### SPECIAL RULES

- **Hidden in the park.** The Green spawn point only draws from the enemy Hero spawn deck. It only activates during the enemy phase if there are no enemy Heroes currently on the board.
- **Synchronized station switches.** Objectives cannot be taken until both *Secret Mission #1* and *#2* have been revealed. All 6 objectives must be taken during the same player phase. If the players fail to take all 6 during the same phase, the objectives are placed back into their original zones. When all objectives are successfully taken, each Hero gains 5 XP.
- **Open train line.** When the Blue Objective is taken, place the Exit token in that zone.
- **Ayyy I hidin' here!** Bystanders are revealed when a Hero enters their zone.

# MISSION MANHATTEN

4V	32R	31R	1V
8V	30R	29R	5V
9V	7V	6R	2V



**Player Hero Starting Zone**



**Bystander Cards x12**



**Bystander**



**Exit Zone**



**Objectives x5**



**Spawn Points x3**

