

MISSION HERO MODE

NAMOR AND MORE

HARD / 6 SUPER HEROES

This Mission requires the rules and components found in

- MZ X-Men Resistance
- MZ Fantastic 4: Under Siege
- MZ Clash of the Sinister Six

Designed by: **LibraSeth**

A war has broken out between land and sea dwellers! Namor has brought his troops to our shores and with them, a weaponized virus that turns the living into his watery and undead soldiers. Our intel says the Namor sent scouts to infiltrate the Baxter Building. There must be something of great value that he does not want us to have. Now let the battle begin!

Tiles needed: **19R, 29R, 30R, 31R, 32R**

OBJECTIVES

Accomplish these objectives in this order:

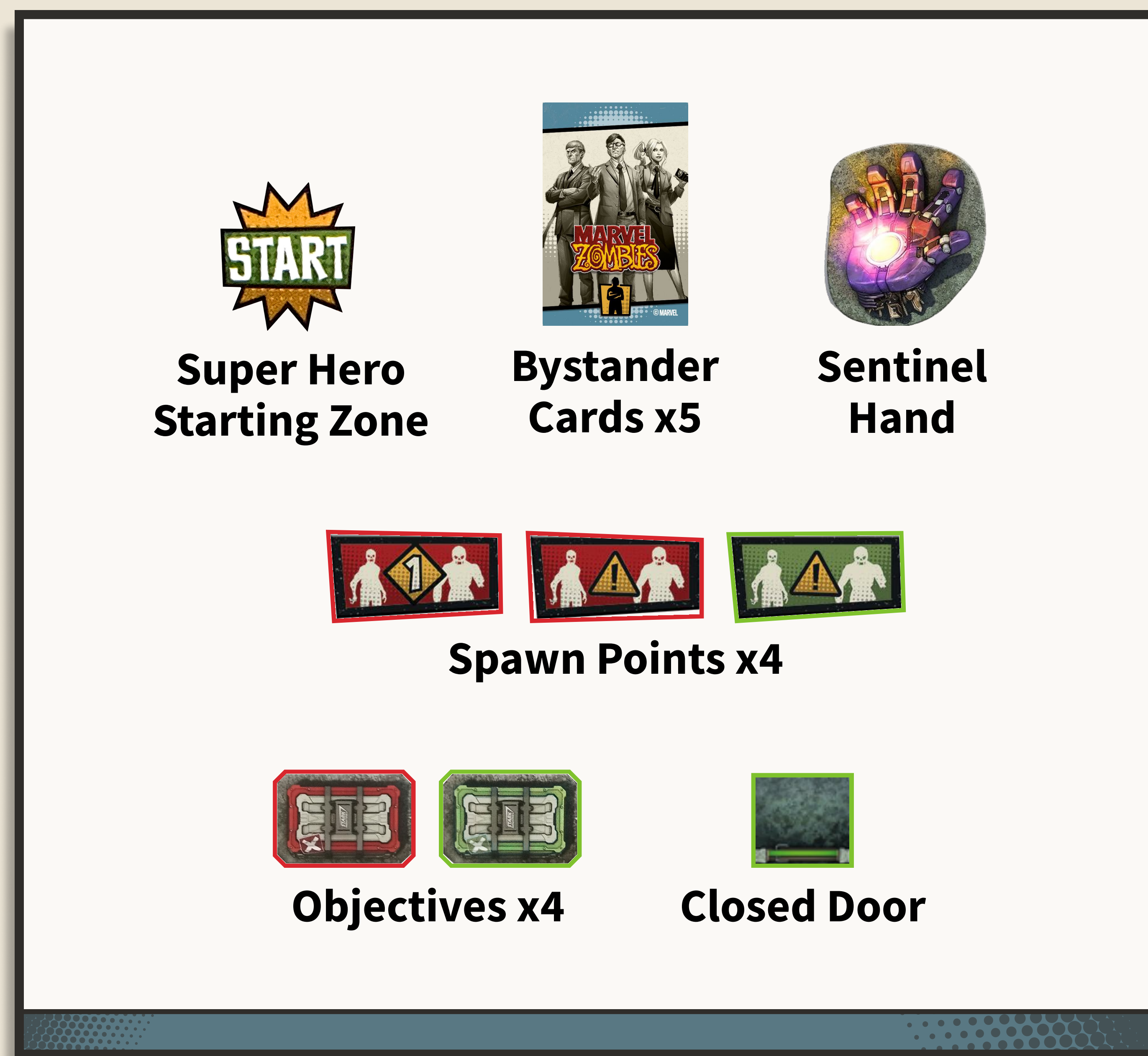
- **The secret weapon.** Take the Green Objective.
- **Specific general.** Eliminate Namor.
- **Army or navy?** Eliminate all enemies on the board.

SPECIAL SETUP


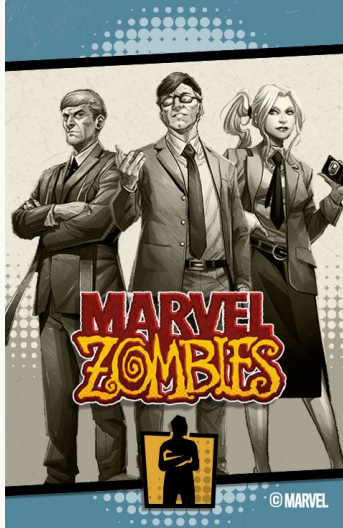



- **Commanding from below.** Set Namor and his spawn card to the side of the board.

SPECIAL RULES

- **Dangerous waters.** Super Heroes may enter zones with water but may not cross the water when moving. Line of sight is unaffected.
- **Civilians in peril.** Bystanders are reveal when a Super Hero enters their zone.
- **Med kits.** The Super Hero that picks up a Red Objective may spend 1 action to heal all wounds of all Super Heroes in that zone. That Super Hero gains 1XP per wound healed. After use, discard the objective. Red Objectives do not need to be used immediately.
- **Imperius Rex.** When the Green Door is opened, spawn Namor on the Green Spawn Point. That spawn point is now active.
- **A fantastic advantage.** When the Green Objective is taken, all Super Heroes jump to the Red Danger Level.



Legend for mission components:

-  **Super Hero Starting Zone**
-  **Bystander Cards x5**
-  **Sentinel Hand**
-  **Spawn Points x4**
-  **Objectives x4**
-  **Closed Door**



29R	30R	
31R	32R	19R