

MISSION HERO MODE

NOT OUR FIGHT

EASY / 2 SUPER HEROES

This Mission requires the rules and components found in

- MZ X-Men Resistance
- MZ Clash of the Sinister Six

Designed by: **LibraSeth**

As the world falls apart, Central Park has been littered with pieces of tech. This tech is just what we need to construct an anti-zombie super weapon. We are a covert team sent in to extract as much of it as we can carry. The only issue is that this area has become a battleground between the living and zombie heroes. Stay low and try not to engage in the fighting. We cannot afford to be distracted.

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

OBJECTIVES

Accomplish these objectives in any order:

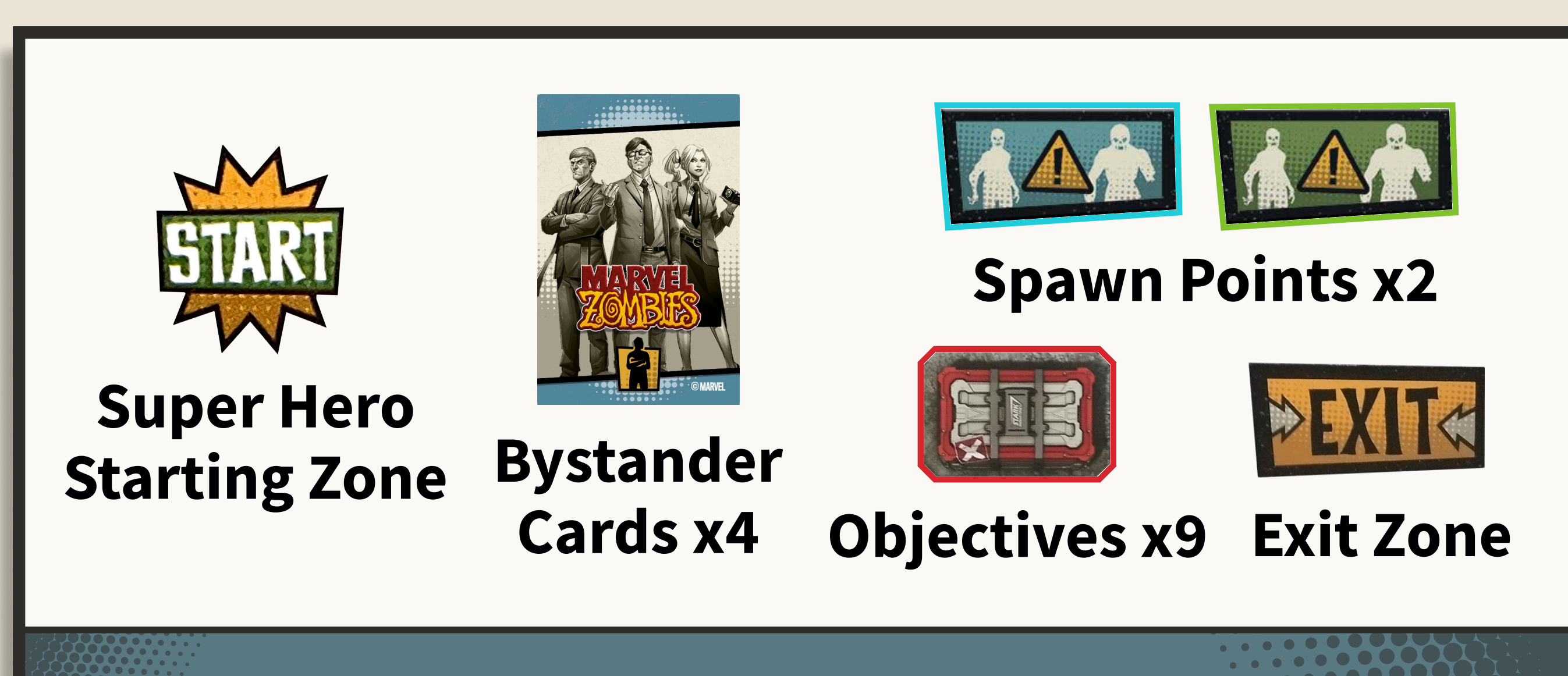
- **Wreckage and ruin.** Take all objectives.
- **Sentinel parts.** Reveal *Secret Mission #1 & #2* bystander cards.

Then,

- **Return to base.** Escape through the Exit Zone. Any Super Hero may leave through the Exit zone at the end of their turn if there are no enemies in it.

SPECIAL SETUP

- **Various vehicles and machines.** Shuffle the Blue and Green Objectives among the Red Objectives and place face down.
- **Deactivated.** Shuffle the *Secret Mission #1 & #2* bystander cards among the bystander cards on the board.
- **Two-sided.** This mission requires a spawn deck for Zombie Heroes and for Super Heroes.



SPECIAL RULES

- **Incoming.** The Green spawn point only draws from the Zombie Hero spawn deck. The Blue spawn point only draws from the Super Hero spawn deck.
- **We've got help.** At the start of the enemy phase, Super Heroes always activate first and target Zombie Heroes.
- **Super durability.** When a Super or Zombie Hero spawns, place a number of regular spawn cards equal to their toughness next to their card. Each time they receive a hit, discard 1 of their spawn cards. Once all of their spawn cards are gone, they are eliminated.
- **Attempted stealth.** If there an equal distance between playable and non-playable Super Heroes, Zombie Heroes always move toward the non-playable. Playable Super Heroes can still receive wounds and perform attack actions.
- **Very powerful cargo.** Each objective gives 5 XP to the Super Hero that takes it.
- **Distracting alarm.** When the Green Objective is taken, the Green spawn point spawns a Zombie Hero.
- **S.H.I.E.L.D. beacon.** When the Blue Objective is taken, the Blue spawn point spawns a Super Hero.
- **Hidden figures.** Bystander are revealed when a Super Hero enters their zone.

31R	32R
29R	30R

