

MISSION HERO MODE

NUCLEAR OPTION

MEDIUM / 6 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance or MZ Heroes Resistance
- MZ Fantastic 4: Under Siege

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Let's face it. Earth has been lost. The only thing we can do is make sure that none of our former friends make it off this planet and infect the rest of the universe. Reed has rigged one of his machines to absorb zombie Captain Marvel's power and blow the Earth off the intergalactic map. We're not going to survive, but it's the right thing to do.

Tiles needed: **19R, 20R, 21R, 22R**

OBJECTIVES

Accomplish these objectives in this order:

- **Step 1 - Gather.** Place all objectives in the Exit Zone.
- **Step 2 - Lure.** Lead Captain Marvel to the Exit Zone.
- **Step 3 - Blow up the Earth?!** Mister Fantastic must perform "Complex design."

SPECIAL SETUP

- **Intruder detected.** Spawn Captain Marvel on Tile 20R.
- **Man with the plan.** Mister Fantastic must be played with this mission.

SPECIAL RULES

- **Invaluable item.** Each objective gives 10XP to the hero who takes it, every time it is taken. If eliminated, Super heroes drop any objective they have in that zone.
- **Set the charges.** Spend 1 action to place an objective in the Exit Zone.
- **She's distracted!** Do not spend extra actions to leave Captain Marvel's zone if another Super Hero is in it.
- **Ultimate sacrifice.** The mission is not lost if a Super Hero is eliminated.
- **Complex design.** Only Mister Fantastic can spend 1 action to activate the Exit Zone once Captain Marvel and all the objectives are in it.



19R

20R

22R

21R

