

MISSION HERO MODE

PETER'S CHOICE

HARD / 4-6 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance or MZ Heroes Resistance

Designed by: **LibraSeth**

My Spidey-Sense is tingling! This zombie outbreak happened so fast, I didn't get a chance to warn those closest to me. Aunt May is at home, but MJ is across town at work! Time and resources are scarce. It's unlikely I can save them both. Which direction am I swinging?

Tiles needed: 2V, 3V, 5R, 7V, 8R, 9V

OBJECTIVES

Accomplish these objectives in this order:

- **Priorities.** Rescue Aunt May and/or Mary Jane
- **Responsibilities.** Each Super Hero must take an objective
- **Home-stretch.** Escape through the Exit Zone. Any Super Hero may exit this zone at the end of the hero phase if there are no enemies in it.

SPECIAL SETUP

- **Just my luck.** Spider-Man must be played this mission.
- **Worlds apart.** Place Aunt May on Tile 9V. Place Mary Jane on Tile 8R. They do not activate.

SPECIAL RULES

- **Unacceptable loss.** If both Aunt May and Mary Jane are devoured, the mission is immediately lost.
- **Slowing us down.** While a Super Hero possesses the Aunt May bystander card, no Super Hero may use their yellow skill.
- **Distracting presence.** While a Super Hero possesses the Mary Jane bystander card, no Super Hero may use their blue skill.
- **Needed essentials.** Each objective gives 5 XP to the Super Hero who takes it.

8R	7V
5R	2V
9V	3V





Super Hero Starting Zone



Bystander Cards x6



Aunt May



Spawn Points x2



Mary Jane



Objectives x6



Exit Zone



+ Spawn Point