MISSION IN HERO MODE



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

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.

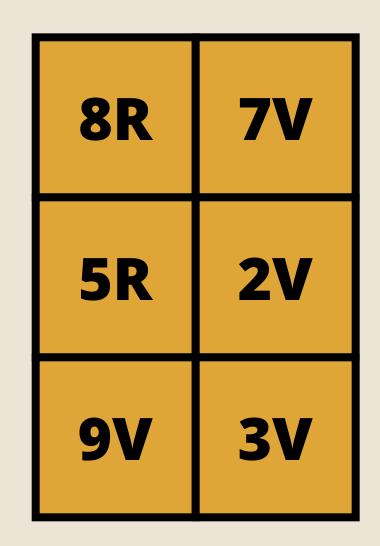
fast, I didn't get a chance to warn those closest to me. Aunt May is at home, but MJ is across town at work! Time and resources are scarce. It's unlikely I can save them both. Which direction am I swinging?

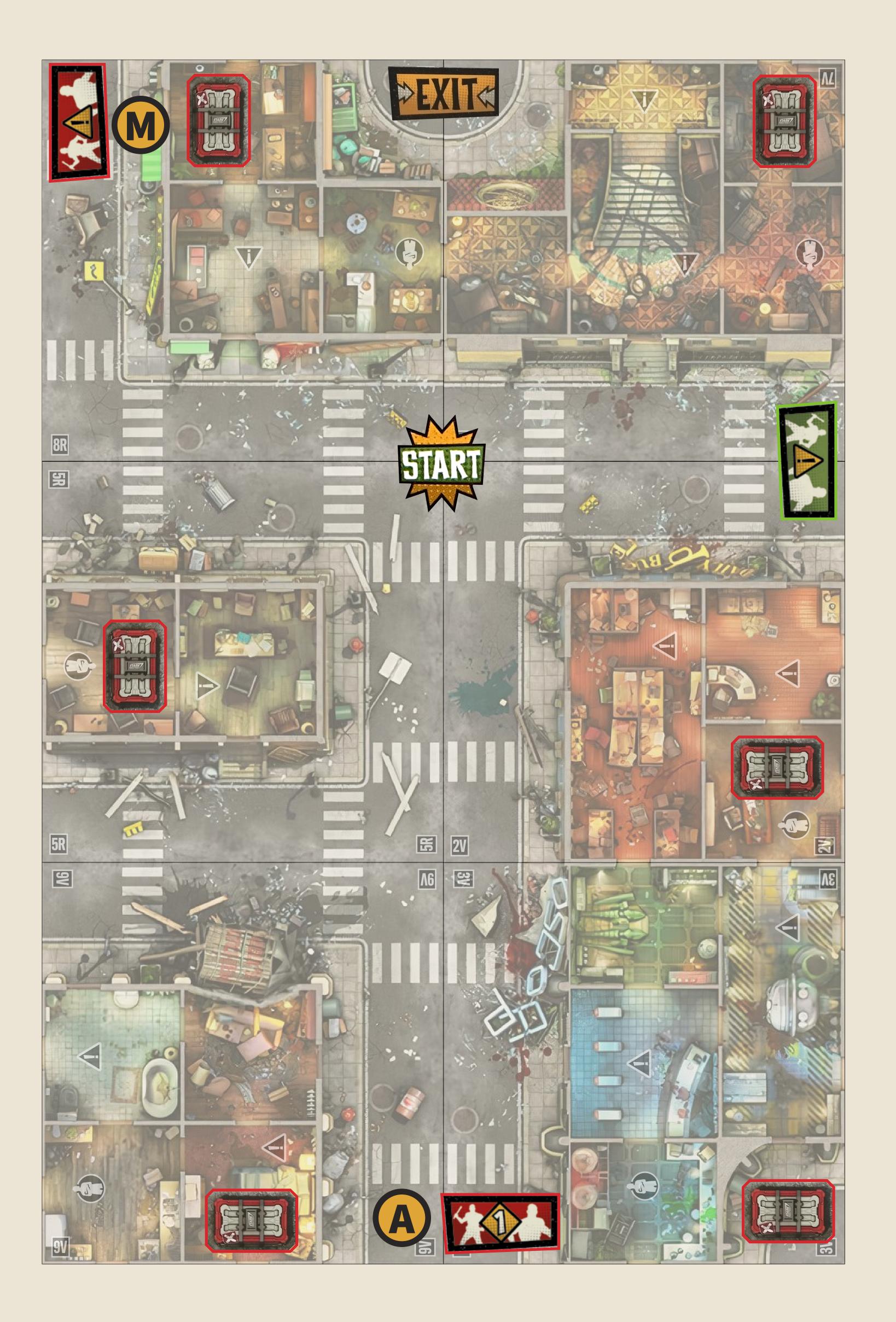
Tiles needed: 2V, 3V, 5R, 7V, 8R, 9V

OBJECTIVES

Accomplish these objectives in this order:

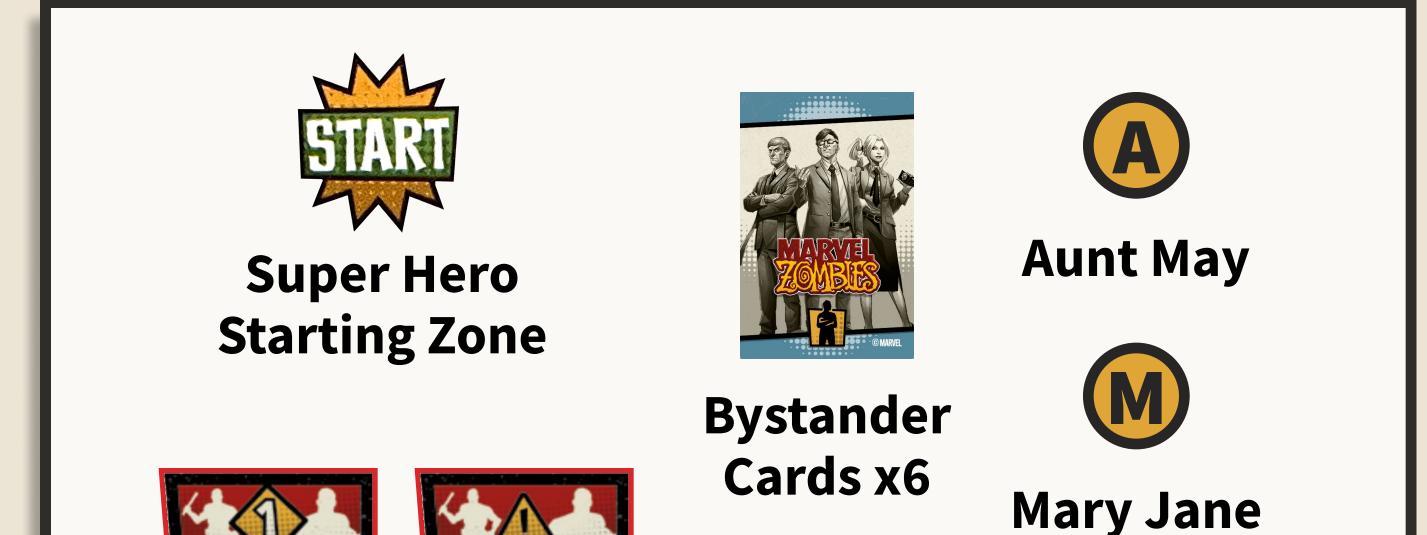
- **Priorities.** Rescue Aunt May and/or Mary Jane
- **Responsibilities.** Each Super Hero must take an objective
- Home-stretch. Escape through the Exit Zone. Any Super Hero may exit this zone at the end of the hero phase if there are no enemies in it.





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.





Spawn Points x2





Objectives x6







