

MISSION THANOS

RACE FOR THE STONES

HARD DIFFICULTY / 4-6 PLAYER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ Guardians of the Galaxy

Designed by: **LibraSeth**

In the chaos of the zombie outbreak, the last thing this world needed was the arrival of Thanos. We've shot down his ship but in the fallout, the Infinity Stones have been scattered across the city! If the newly zombified Thanos gets his hands on those stones, it's bad news for both zombies and the living. We need to get to them first and secure them from the mad titan!

Tiles needed: **1V, 2V, 3R, 4R, 5V, 6R, 7V, 8V, 9R**

Required Villain: **Thanos**

OBJECTIVES

Accomplish these objectives in any order:

- Collect all Infinity Stones and place them in the Target Zone.
- Eliminate Thanos permanently.

SPECIAL SETUP


- **He's here.** Place Thanos on Tile 9R. Remove his card from the hero spawn deck.
- **Infinity Stone Hunt.** Place the Thanos deck cards on the corresponding color on the board with the card revealed.

SPECIAL RULES

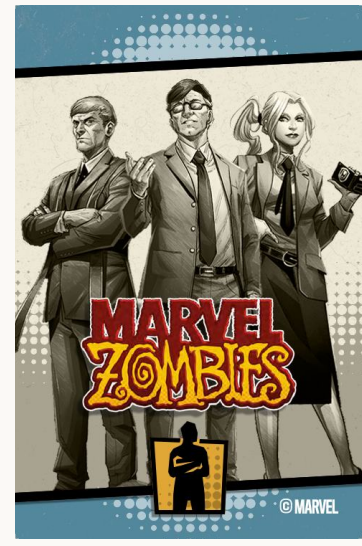
- **Vibranium vault.** Heroes spend one action to pick up a Stone. Heroes spend one action to place the card in the Target Zone. Thanos cannot enter this zone.
- **Unshakable determination.** Thanos ignores heroes and bystanders when activating. He moves along the shortest path to the nearest stone. If there is no open path to a Stone, Thanos may open a door in his way as an activation action. If a hero is carrying a stone, Thanos may move towards them and may attack. For every wound Thanos deals, he may also take an Infinity Stone from that hero.
- **Filling the gauntlet.** Thanos' spawn card instructions are ignored. He gains the power of the Stones only when he is in possession of them.
- **Inevitability.** Thanos cannot be eliminated until all Stones have been placed in the Target Zone. If a hero rolls a successful attack against him before that point, place Thanos on his side in that zone for the rest of the round. The hero that attacked him gains the corresponding XP and may take a Stone from his possession. Thanos is placed upright and is considered active again during the End Phase.
- **He's distracted.** Heroes ignore Thanos when moving.
- **Powerful item.** When a hero takes a Stone, they place it in the bystander card slot. If they already have a bystander, place the Stone on top. That bystander is inactive until the Stone is removed. The hero in possession of the Stone gains the corresponding skill below:
 - **Power.** Attack actions gain +1 range, +1 dice.
 - **Space.** Once per turn, move to a zone with another hero in it as a move action.
 - **Mind.** When taking a trait card, take +1 cards.
 - **Soul.** Once per turn, move all bystanders 1 zone.
 - **Time.** As an action, reveal the spawn cards for this round's Enemy Phase. Set them aside to be resolved at the usual step.
 - **Reality.** Once per turn, turn all guards, specialists, and soldiers within range 1 into troopers.

MISSION THANOS

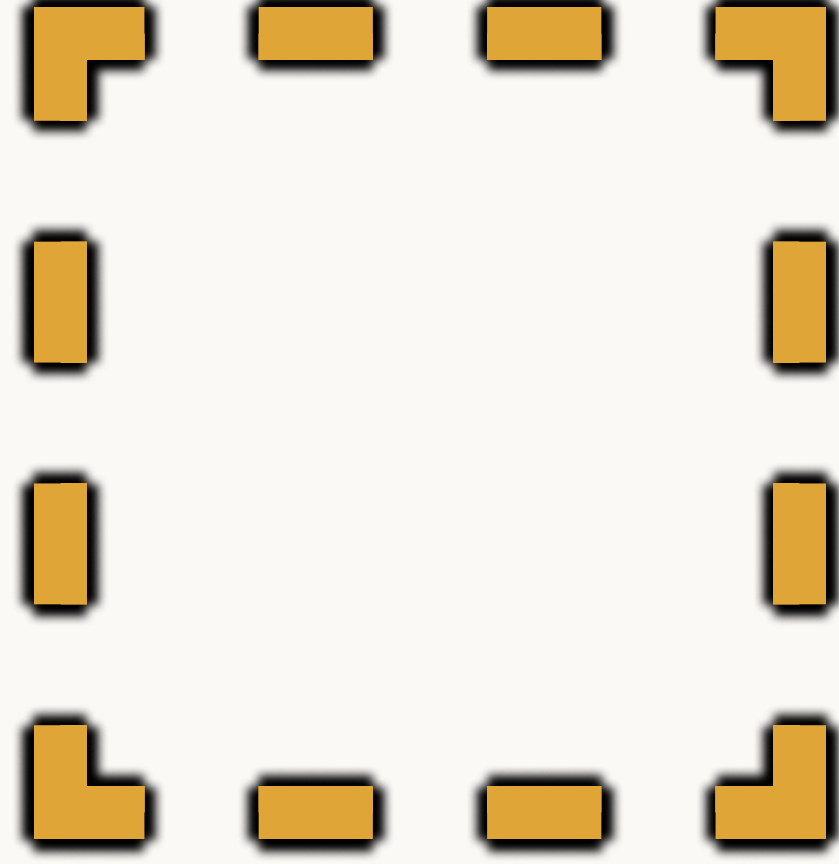
7V	2V	1V
9R	3R	8V
4R	6R	5V




START
Player Hero Starting Zone



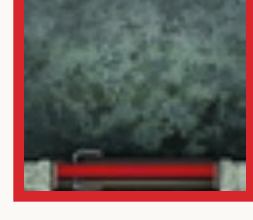
Bystander Cards x9




Target Zone




Spawn Points x3



Closed Door x 6



Thanos



5-6 + Spawn Point

