

# MISSION HERO MODE

## SPIDER-PALS

### HARD / 4-6 SUPER HEROES

This Mission requires the rules and components found in

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

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**Doctor Connor's latest experiment has failed to turn us all into lizards, but it did unleash a zombie plague. This is NOT the advantage we needed to finally succeed at world domination! If they convert Spider-Man, these zombies will be unstoppable.**

**A small handful of street-level zombie villains are enough to wipe out New York. We know that somewhere beneath this city, our former allies are gathering in an old, rarely used subway station. Let's get down there and stop them (and save ourselves)!**

Tiles needed: **2V, 3V, 29R, 30R, 31V, 32V**

## OBJECTIVES

Accomplish these objectives in any order:

- **Spider-ally?** Rescue Mary Jane.
- **Enlisting villains.** Eliminate all Zombie Heroes from the board.

## SPECIAL SETUP

- **Totally sinister.** This mission must be played with the Super Heroes from the Clash of the Sinister Six expansion.
- **The other six.** Spawn Doctor Octopus, Green Goblin, and Lizard on Tile 31V. Spawn Vulture, Electro, and Rhino on Tile 32V.
- **Running in fear.** The bystanders on Tiles 29R and 30R start spawned.
- **Check his usual places.** Shuffle Mary Jane among the bystander cards on Tiles 2V/3V.
- **Scavenger hunt.** Shuffle the Green and Blue Objectives among the Red Objectives and place them face down.


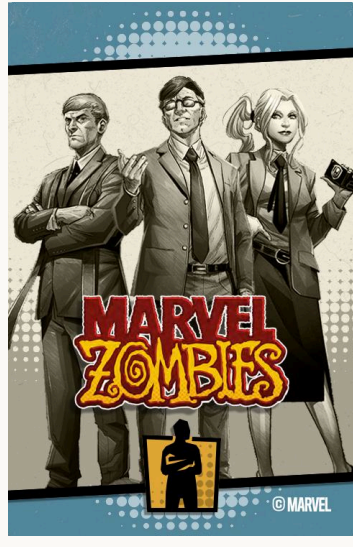









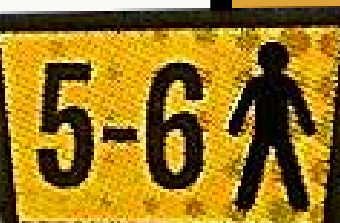

## SPECIAL RULES

- **Drat! He's not here!** Each Red Objective gives 5XP to the Super Hero that takes it.
- **Gear for helping Spider-Man?** When the Blue Objective is taken, all Zombie Heroes gain 5XP.
- **Subway maintenance hatch.** When the Green Objective is taken, leave the token in that zone face-up. That zone now connects to the stairs on Tile 31V. Any Super Hero that has reached the Orange Danger Level may move between those two zones.
- **Strength in numbers.** All Zombie Heroes gain the spawn card abilities of any Zombie Hero with range 1.
- **Level-headed.** If there are no Super Heroes on a level, all enemies, bystanders, and spawn points are inactive.



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31V	2V	3V
32V	29R	30R

						
Super Hero Starting Zone		Doctor Octopus	Green Goblin	Vulture	Electro	Lizard
	Bystander Cards x6					
Objectives x7		Rhino	Spawn Points x5		+ Spawn Point	

