

MISSION ZOMBIE MODE

SPIDER BITE

HARD / 4-6 ZOMBIE HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ Clash of the Sinister Six

Designed by: **LibraSeth**

Doctor Connor's latest experiment has failed to turn us all into lizards, but it did turn us into zombies. Maybe this is the advantage we needed to finally succeed at world domination! If we take out Spider-Man, we should be unstoppable.

A small handful of street-level zombie villains won't be enough to carry out our plans. We know that somewhere beneath this city, other villains are gathering in an old, rarely used subway station. Let's get down there and get biting!

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

OBJECTIVES

Accomplish these objectives in any order:

- **Spider-menace!** Eliminate Spider-Man.
- **Enlisting villains.** Eliminate all Super Heroes from the board.

SPECIAL SETUP

- **Totally sinister.** This mission must be played with the Zombie Heroes from the Clash of the Sinister Six expansion.
- **The other six.** Spawn Kraven, Scorpion, and Venom on Tile 31V. Spawn Mysterio, Black Cat, and Sandman on Tile 32V.
- **Running in fear.** The bystanders on Tiles 29R and 30R start spawned.
- **Check his usual places.** Place Spider-Man's figure and spawn card next to the board.
- **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 Zombie Hero that takes it.
- **Following the web.** When the Blue Objective is taken, spawn Spider-Man in that zone. 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 Zombie Hero that has reached the Orange Danger Level may move between those two zones.
- **Strength in numbers.** All Super Heroes gain the spawn card abilities of any Super Hero with range 1.
- **Level-headed.** If there are no Zombie Heroes on a level, all enemies, bystanders, and spawn points are inactive.

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



Zombie Hero Starting Zone



Bystander Cards x10



Kraven



Scorpion



Mysterio



Black Cat



Venom



Objectives x7



Sandman



Spawn Points x5



+ Spawn Point

