

# MISSION ZOMBIE MODE

## TAKE THE TOWER

### HARD / 4 ZOMBIE HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ Hydra Resurrection

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**Avengers Tower is the perfect base of operations for the fight against zombies. If we're smart about this, we can work our way up and take it over floor by floor. They've shut down the elevators but it looks like the site-to-site transporter has enough juice for a couple trips. See you at the top!**

Tiles needed: **5V, 25V, 26V, 27V**

## OBJECTIVES

Accomplish these objectives in any order:

- **Nice place you got here.** Eliminate all Super Heroes.
- **Well-staffed.** Each Zombie Hero must devour a bystander.

Then,

- **Love the view.** Take the Blue Objective and eliminate all enemies on Tile 25V.

## SPECIAL SETUP

- **Super security.** Spawn Thor on Tile 5V. Spawn Scarlet Witch and Ant-Man on Tile 27V. Spawn Vision on Tile 26V. Spawn Black Panther on Tile 25V.
- **They're here somewhere.** Remove the Rescued bystander cards from the deck before placing.

## SPECIAL RULES

- **Diminishing transporter power.** Red Objectives give 5 XP to the Zombie Hero that takes it. When the first Red Objective is taken, that Zombie Hero and 2 other Zombie Heroes in their zone are immediately move to the zone containing an objective on Floor 2. The Floor 2 objective can only move 2 Zombie Heroes to the Floor 3. The Floor 3 objective can only move 1 Zombie Hero to the Floor 4.
- **Not alerted.** Enemies, bystanders, and spawn points are not active if there are no Zombie Heroes on that floor.
- **Transporter power surge.** The Blue Objective cannot be taken until Black Panther has been eliminated. The Blue Objective gives 5 XP to all Zombie Heroes when taken. When it is taken, immediately move all enemies, bystanders, and Zombie Heroes to the Avengers Sign zone.

