

MISSION HERO MODE

THE LAST SHIP

HARD / 6 SUPER HEROES

This Mission requires the rules and components found in

- MZ X-Men Resistance
- MZ Hydra Resurrection
- MZ Fantastic 4: Under Siege
- MZ Promo Box

Designed by: **LibraSeth**

Our team is on duty patrolling the deck of the last S.H.E.I.L.D. ship. It has been over a week since we've gotten communications from the rest of the world. The people on this boat may be the only people left.

Suddenly, we hear screaming from inside. An agent radios us saying that Mystique has been stowing aboard and she's alerted the zombies on the mainland of our location. It's only a matter of time before every zombie hero that travels by water, air, or teleport swarms this place. We need to go!

Tiles needed: **20V, 21V, 22R, 23V, 24V, 25V, 26V, 28V**

OBJECTIVES

Accomplish these objectives in any order:

- **Can't take her with us.** Eliminate Mystique.
- **The few remaining.** Each Super Hero must rescue a bystander.
- **The last supplies.** Each Super Hero must take an objective.

Then,

- **Off to... somewhere.** Escape through the Exit Zone. Any Super Hero may leave through the Exit Zone at the end of their turn if there are no enemies in it.

SPECIAL SETUP

- **Deceptive survivor.** Shuffle Mystique's spawn card among the bystander cards on the board.
- **Incoming.** Create a Zombie Hero spawn deck from the following Zombie Heroes. This will be referred to as the Traveling Hero deck. (This mission is playable without using all the Zombie Heroes listed.)
 - Dark Phoenix, Iceman, Black Bolt, Namor, Super Skrull, Falcon, Magneto, Storm, Human Torch, Rogue, Thor, Nova, Doctor Strange, Scarlet Witch, Nightcrawler, Silver Surfer, Iron Man, Captain Marvel, Wasp, Star-Lord, Vulture, Invisible Woman, Green Goblin

SPECIAL RULES

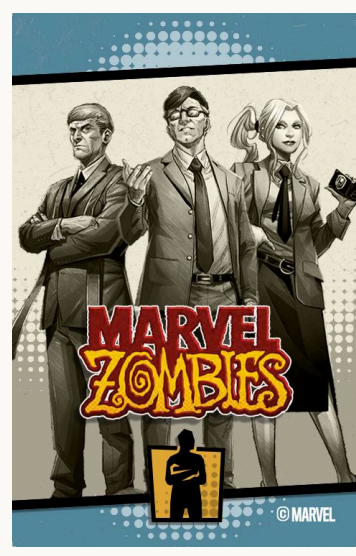
- **Landing site.** The green spawn point becomes active once the Green Door has been opened. The green spawn point draws from the Traveling Hero spawn deck.
- **Small army in there.** The first spawn point becomes active once the Red Door has been opened.
- **The off-duty heroes.** The blue spawn point becomes active when the Blue Door has been opened. The blue spawn point draws from the Zombie Hero spawn deck.
- **Threats everywhere.** Both levels are active even if there are no Super Heroes on them. Zombie Heroes are capable of using the stairs to move between levels.
- **Absolutely crucial.** Each objective gives 10 XP to the Super Hero that takes it.

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23V		24V	
21V	25V	22R	
26V	28V	20V	



Super Hero Starting Zone



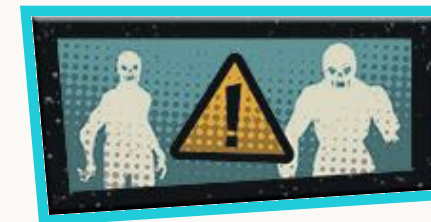
**Bystander
Cards x11**



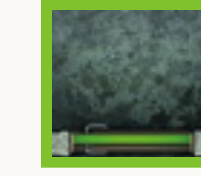
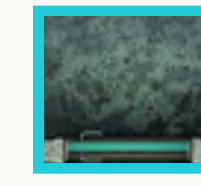
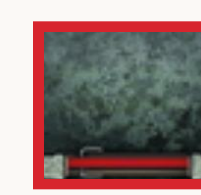
Objectives x6



Exit Zone



Spawn Points x3



**Closed
Doors x3**

