

MISSION ZOMBIE MODE

THE NEW X-MEN

HARD / 6 ZOMBIE HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance
- MZ Sentinel Strike
- MZ Promo Box

Designed by: **LibraSeth**

It's time for a new recruit. We know the X-Men are hiding the corpse of Cassandra Nova in their school for freaks. If we can revive her as a zombie, pump her full of Kick, and get her into Cerebra then we could make every living mind on the planet come to us!

Stay on guard. We know the X-Men, but who knows what the new teachers and students have in store for us.

Tiles needed: **10V, 11V, 12V, 13R, 14R, 15R, 16V, 17V, 18V**

OBJECTIVES

Accomplish these objectives in any order:

- **Cassandra's body.** Take all objectives.
- **New mutants.** Reveal the *Secret Mission #1* & *#2* bystander cards.
- **Take the school.** Eliminate all Super Heroes.

Then,

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

SPECIAL SETUP

- **Xavier's twin.** Shuffle the Blue Objective among the Red Objectives and place face down.
- **Perfect attendance.** Shuffle *Secret Mission #1* & *#2* into the bystander cards placed on the board. Set aside the figures and spawn cards for Magneto and Vulture.
- **The X-Men.** Spawn Beast on Tile 17V. Spawn Dark Phoenix on Tile 14R. Spawn Emma Frost on Tile 15R. Spawn Professor X on Tile 10V. Spawn Wolverine on Tile 11V. Spawn Cyclops on Tile 12V.
- **Stepford Cuckoos.** Spawn 5 troopers in Emma Frost's zone.
- **Danger Room.** Spawn Sentinel A on Tile 12V. Remove the sentinel spawn card from the spawn deck.

SPECIAL RULES

- **Kick: mutant enhancement drug.** Each Red Objective gives 10 XP to the Zombie Hero that takes it.
- **Cassandra Nova's self healing ability.** During their turn, the Zombie Hero that has taken the Blue Objective may discard 2 trait cards to heal 1 wound of all Zombie Heroes in their zone. This can be done repeatedly.
- **Beak.** When *Secret Mission #1* is revealed, spawn Vulture in that zone.
- **Xorn.** When *Secret Mission #2* is revealed, spawn Magneto in that zone.
- **Cerebra security.** The Blue Door cannot be opened until both *Secret Mission #1* & *#2* and the Blue Objective have been taken.
- **Strategic position.** Cyclops does not move when he activates.
- **Jean Grey dies, again.** When Dark Phoenix respawns, place her on the spawn point on Tile 10V, even if that floor is not active.
- **Express elevator.** The elevator does not stop at Tile 14R.

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16V	17V	18V
13R	14R	15R
10V	11V	12V



Zombie Hero Starting Zone



Bystander Cards x13



Elevator



Objectives x8



Doors x2



Exit Zone



Sentinel A



Spawn Points x3



Emma Frost



Cyclops



Beast



Wolverine



Dark Phoenix



Professor X

