

# MISSION ZOMBIE MODE

## THE PERFECT STORM

### MEDIUM / 4-6 ZOMBIE HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance

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*We can sense a change in the wind. It's Storm! Off in the distance, it appears that this Omega-Level mutant is protecting an Omega-Level feast! She is throwing everything she can our way. Little does she know that the forces of hunger are stronger than the forces of nature!*

Tiles needed: **2V, 4R, 5R, 7R**

## OBJECTIVES

Accomplish these objectives in any order:

- **Appetizer.** Eliminate Storm.
- **Main course.** Each Zombie Hero must devour a bystander.

## SPECIAL SETUP

- **I AM LIGHTNING!** Place Storm on Tile 5R.
- **Storm shelter.** Instead of placing bystander cards on their icons, place them in the designated zone. The number of cards must match the number of Zombie Heroes.
- **Weather forecast.** Shuffle the Blue Objective among the Red Objectives and place them face down.

## SPECIAL RULES

- **Protection against the elements.** The Red Objectives give 5XP to the Zombie Hero that takes it. The Blue Objective gives 5XP to all Zombie Heroes when taken.
- **Storm chasing.** The Red Door can only be opened by a Zombie Hero that has taken a Red Objective. The Blue Door cannot be opened until the Blue Objective has been taken.
- **Backup is inbound.** The Blue spawn point becomes active when the Blue Door is opened.
- **Claustrophobic outburst!** The Zombie Hero that opens the Blue Door immediately receives 2 wounds.
- **Evening the odds.** During the Enemy Phase, roll a die after spawning each spawn point. The result will cause the following:
  - **1-2. Wind! Heed my command!** Move all enemies in the spawn zone 1 zone toward the Zombie Heroes.
  - **3-4. Cyclone! Carry my wrath!** Move all enemies in the spawn zone to the closest space with a Zombie Hero.
  - **5-6. Fog! Conceal my allies!** Place a spawn card face down in this zone. Reveal this card at the start of the next Enemy Phase.
- **5-6 Players.** Draw 2 spawn cards for the first spawn point.

