

MISSION HERO MODE

MR PRESIDENT

MEDIUM / 4 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance or MZ Heroes Resistance

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While President Thaddeus "Thunderbolt" Ross is visiting the embassy here in New York, we've been sent on a mission to recover some stolen adamantium. Intel says that an unknown villain is using hypnosis to turn regular people into flesh-eating agents of chaos. Stay sharp, because they could be anywhere waiting to strike.

Tiles needed: **1V, 2R, 5R, 6R, 8R**

OBJECTIVES

Accomplish these objectives in this order:

- **Mission accomplished.** Take the Blue Objective.
- **Get the President!** Rescue Thunderbolt Ross.
- **Get to safety.** Escape through the Exit zone with Thunderbolt Ross. Any Super Hero may leave through the Exit zone at the end of their turn if there are no enemies in it.

SPECIAL SETUP

- **Mission target.** Shuffle the Blue Objective among the Red Objectives and place them face down.
- **First family.** When placing bystander cards, place Thunderbolt Ross's card on Tile 1V. Shuffle Betty Ross's card among the others placed.
- **Ross's bad side.** Set Hulk's figure and spawn card next to the board.

SPECIAL RULES

- **Secured building.** The Blue Door cannot be opened.
- **Other stolen contraband.** Each Red Objective gives 5 XP to the Super Hero that takes it.
- **Found our missing metal.** The Blue Objective gives 5 XP to all Super Heroes when taken.
- **This was all a distraction!** When the Blue Objective is taken, immediately open the Blue Door, spawn for the building, and skip to the start of the enemy phase.
- **Red Hulk.** If Thunderbolt Ross is devoured, place Hulk in that zone. If Betty Ross's bystander card is discarded in Hulk's zone, replace Hulk with Thunderbolt Ross.
- **Fiery fury.** When Hulk activates, all enemies, bystanders, and Super Heroes receive 1 hit/wound.

