

MISSION HERO MODE

THE WITCHES' ROAD

MEDIUM / 4 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance or MZ Heroes Resistance
- MZ Fantastic 4: Under Siege

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If we are to save this world from the undead hordes, we are going to need a lot of magic. Wanda has a solution: The Witches' Road. All she has to do is round up a coven of (still living) powerful women and open the road to escape what's left of the city. Let's hope the road is a safer journey than these streets!

Tiles needed: 3V, 4V, 5R, 7V, 8R, 9R

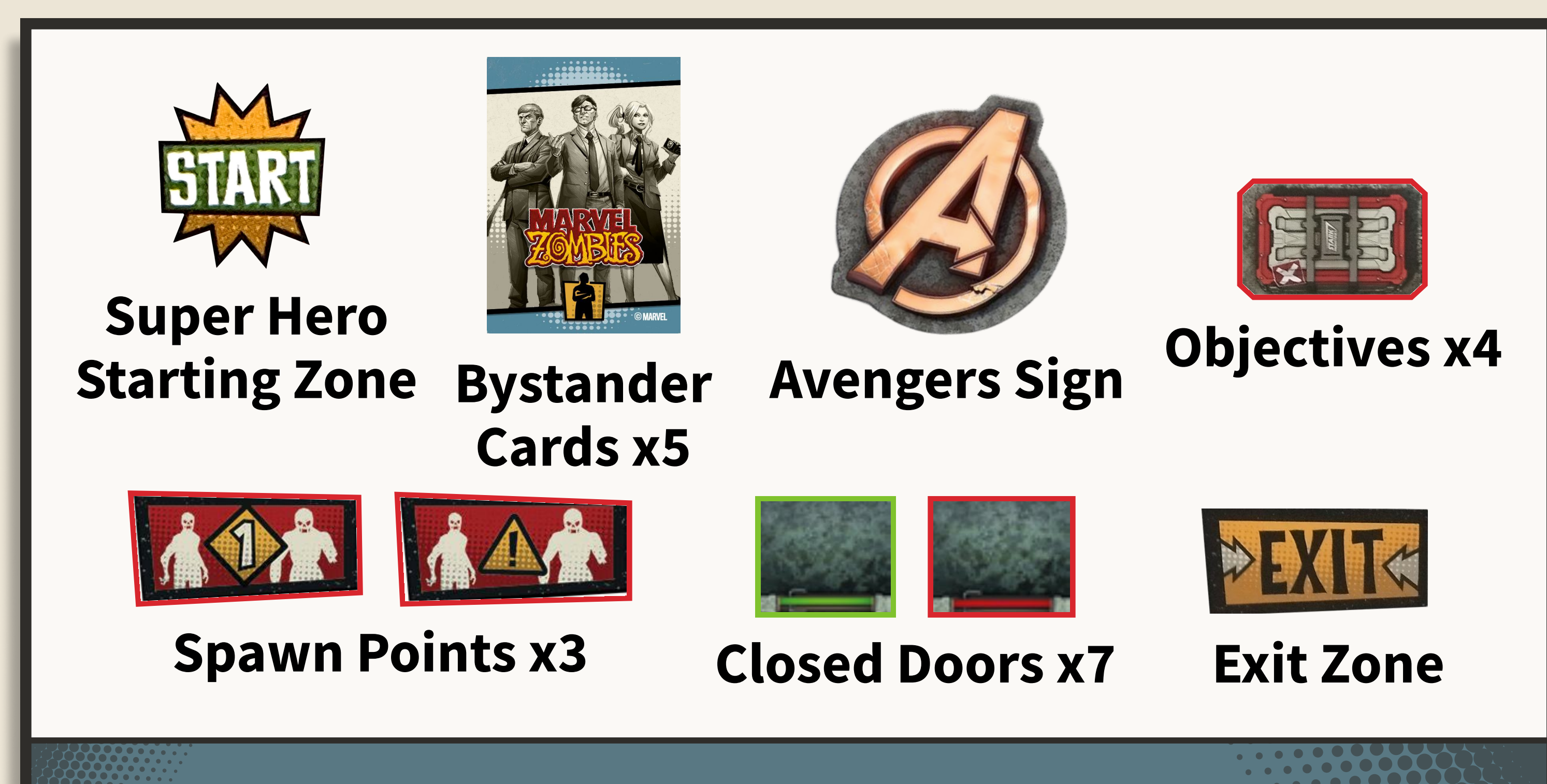
OBJECTIVES

Accomplish these objectives in this order:

- **Coven of 5.** Rescue Agatha Harkness.
- **Sing the ballad.** Open the Witches' Road.
- **Down, down, down the road.** Escape through the Exit Zone. Any Super Hero may leave through the Exit Zone if there are no enemies in it.

SPECIAL SETUP

- **Witchy women.** This mission must be played with the Scarlet Witch and three other female Super Heroes.
- **The Wicked Witch of Westview.** Shuffle Agatha Harkness among the bystander cards on the board.
- **The first trial.** Do not place a bystander card on Tile 5R. Instead, place a Zombie Hero spawn card.
- **Covenless.** Each Super Hero starts in a separate Starting Zone.



SPECIAL RULES

- **Hone your craft.** A Super Hero cannot open a Red Door until they have taken a Red Objective. Each Red Objective gives 10XP to the hero that takes it.
- **Prejudice against witches.** When rescuing bystanders, roll a die. If an odd number is rolled, the rescue action failed.
- **A door appears.** All four Super Heroes and rescued Agatha Harkness must be in the Avengers Sign zone at the same time for the Green Door to open. Once they have gathered, automatically open the Green Door.

9R	4V
8R	5R
3V	7V

