

# MISSION TEAM VS TEAM MODE

## TRIAL OF THE CENTURY

### 6 HEROES: 3 VS 3

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance
- MZ Hydra Resurrection
- MZ Promo Box

Designed by: **LibraSeth**

### Living v. Dead:

**The fight between the living and the zombies has been put on a temporary cease-fire. Each side has chosen legal representation to make their case: Should Zombies be allowed to continue to exist?**

**Jennifer Walters has formed a killer case against the zombies. All she needs is testimony from Wong. Foggy Nelson is helping her, and Matt Murdoch is not happy about it. They say you should never represent yourself, but these are extenuating circumstances.**

Tiles needed: **2V, 3R, 4V, 5R, 6R, 8V, 9V**

## OBJECTIVES

Accomplish these objectives in any order:

- **Star witness.** Rescue/devour a specific bystander.
- **Key evidence.** Take the Blue/Green Objective.
- **Win the case.** Eliminate all enemy Heroes.

## SPECIAL SETUP

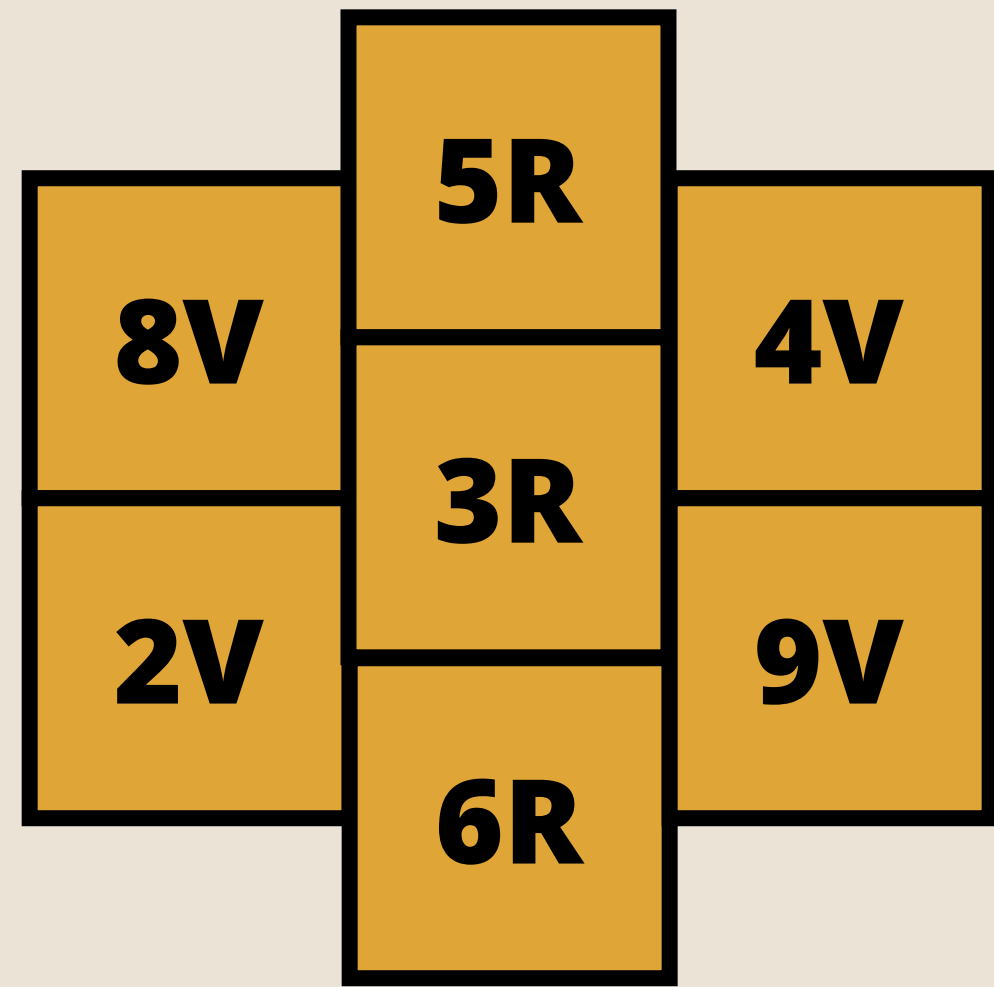
- **Subpoena.** Create 2 bystander decks; 1 for Hero mode and 1 for Zombie mode. The decks must have 7 cards each and may not contain any of the same bystanders. The Hero mode deck must contain Wong. The Zombie mode deck must contain Foggy Nelson. Place 1 card from each deck on the bystander zones on the board.
- **Private practice.** Each team starts with 3 Heroes. She-Hulk must be played with the Hero mode team. Daredevil must be played with the Zombie mode team.
- **Exhibit A.** Shuffle the Green and Blue Objectives among the Red Objectives and place them face down.

## SPECIAL RULES

- **Opening argument.** At the start of each player phase, each team must roll a die. The team that rolled the highest gets the first turn with 1 of their Heroes. After that turn, the other team gets a turn with 1 of their Heroes. Alternate between the 2 teams until all Heroes have had their turns.
- **Public opinion.** S.H.I.E.L.D. agents and zombies (besides Zombie Heroes) ignore each other and only pursue Heroes. Hydra soldiers, Red Skull, and Thanos pursue all Heroes.
- **Overruled.** If a Hero spawn card is drawn for a Hero currently on the board, discard that card and draw again.
- **Found in contempt.** When attacking Heroes, their toughness level is equal to their health. If the attack deals enough hits to match the toughness level, that Hero is eliminated. If that attack doesn't deal enough hits to match the toughness level, no wounds are assigned.
- **Large firms.** If a Hero is eliminated, that team must place a new Hero in their starting zone during the next end phase. Do not reset their dashboard. Only change the Hero ID card.
- **Justice is blind.** Super Heroes ignore Bystander Devoured effects.
- **Members of the jury.** Bystanders are only revealed when a Hero enters their zone. Only reveal the bystander of that Hero's mode.
- **Partners.** Only Daredevil can devour Foggy Nelson.
- **Wongers.** Only She-Hulk can rescue Wong.
- **Helps our case.** A Red Objective give 5 XP to the Hero that takes it. The Blue Objective gives 5 XP to all Super Heroes. The Green Objective gives 5 XP to all Zombie Heroes.
- **Tampering with evidence.** If a Super Hero takes the Green Objective or if a Zombie Hero takes the Blue Objective, they receive 1 wound. The objective is not taken and remains in its zone face up.
- **Leading the witness.** Heroes cannot rescue/devour bystanders that have been revealed by the other team.
- **Cross examination.** Heroes can only attack She-Hulk and Daredevil once both the *Star witness* and *Key evidence* objectives have been achieved.



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 <b>Player Hero Starting Zone</b>	 <b>Bystander Cards x7</b>	 <b>Bystander Cards x7</b>	 <b>Sentinel Hand</b>	 <b>Avengers Sign</b>
 <b>Exploding Canister</b>	 <b>Fires x2</b>	 <b>Objectives x6</b>		
 <b>Zombie Mode Spawn Points x2</b>	 <b>Hero Mode Spawn Points x2</b>	 <b>Living Starting and Spawn Zones</b>	 <b>Zombie Starting and Spawn Zones</b>	

