

MISSION HERO MODE

WHAT IF... ZOMBIES?!

HARD / 4 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ Heroes Resistance
- MZ Hydra Resurrection
- MZ Clash of the Sinister Six

Designed by: **LibraSeth**

Janet Van Dyne was infected with a zombie quantum virus. When Hank, Hope, and Scott attempted to rescue her from the Quantum Realm, they ended up releasing the virus onto our world. And when the Avengers were infected, it was over for the rest of us.

We've received a signal from someone claiming to have discovered a cure. We've traced it to Camp Lehigh in New Jersey. We can rig a subway car to get us there somewhat safely. Wait, is that the Bifrost?

Tiles needed: **3R, 7V, 9V, 24R, 25R, 28R, 29V, 31V, 32V**

OBJECTIVES

Accomplish these objectives in any order:

Part 1: New York Rescue

- Reveal the bystander card on Tile 7V.
- Eliminate Iron Man and Doctor Strange.
- Escape through the Exit Zone. Any Super Hero may leave through the Exit Zone at the end of their turn if there are no enemies in it.

Part 2: Grand Central Station

- Take all objectives.
- Eliminate Hawkeye, Falcon, and Captain America.
- Escape through the Exit Zone. Any Super Hero may leave through the Exit Zone at the end of their turn if there are no enemies in it.

Part 3: Camp Lehigh

- Rescue the bystander on Tile 24R.
- Take all objectives.
- Escape through the Exit Zone. Any Super Hero may leave through the Exit Zone at the end of their turn if there are no enemies in it.

SPECIAL SETUP

Part 1: New York Rescue

- **All that's left.** This mission must be played with Spider-Man, Winter Soldier, Wasp, and Hulk. Set Hulk's figure aside instead of the Starting Zone.
- **Survivors.** The Super Heroes in the Starting Zone start with the Happy Hogan, Sharon Carter, and Okoye bystander cards.
- **Bruce Banner.** Place 1 bystander card on Tile 7V. Do not place any other bystander cards on the board.
- **"That seems like overkill."** Place Iron Man and Doctor Strange's figures and spawn cards next to the board.

Part 2: Grand Central Station

- **2.** Move the spawn points and Exit token from Tile 3R to 29V.
- **Split up.** Spawn Hawkeye, Falcon, and Captain America.
- **Just the dead.** Do not place any bystander cards on the board.
- **"Blam!"** Discard Happy Hogan. This triggers Bystander Devoured!

Part 3: Camp Lehigh

- **3.** Move the spawn points and Exit token from Tile 29V to 28R.
- **Atonement.** Replace Wasp's figure and ID card with Vision's.
- **T'challa.** Place 1 bystander card on Tile 24R. Do not place any other bystander cards on the board.
- **Vision's cure.** Shuffle the Green Objective with the Red Objective and place face down.
- **Baba yaga.** Place Scarlet Witch's figure and spawn card next to the board.
- **Hope!** Spawn Wasp in the Exit Zone.
- **"I'm covered in Sharon!"** Discard Sharon Carter. This triggers Bystander Devoured!

SPECIAL RULES

Part 1: New York Rescue

- **"Am I too late?"** When the Tile 7V bystander card is revealed, discard it and place Hulk in that zone. He is now active.
- **"Rejoice..."** Red Doors cannot be opened until the Blue Door has been opened. Spawn Iron Man and Doctor Strange in the Portal zone when the Blue Door is opened.

Part 2: Grand Central Station

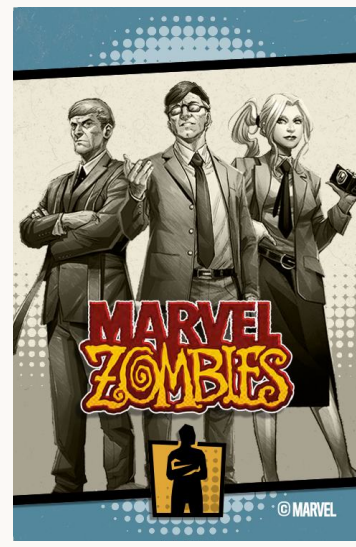
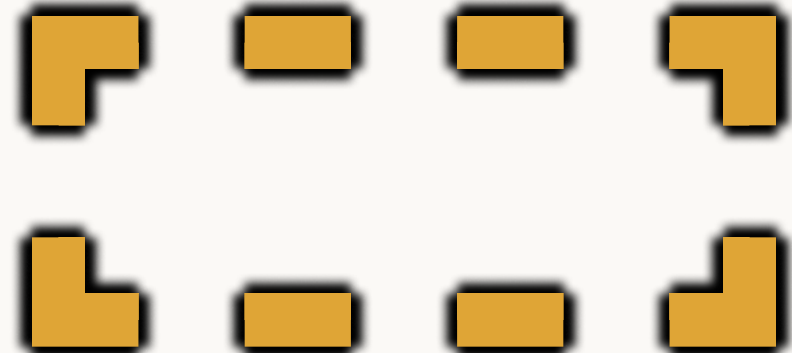



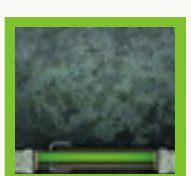




- **End of the line.** Red Doors cannot be opened. The Green Door cannot be opened until all objectives have been taken.
- **Check the perimeter.** Each objective gives 5XP to the Super Hero that takes it.

Part 3: Camp Lehigh

- **It's a trap.** When the Tile 24R bystander card has been taken, open the Red Doors on Tile 24R.
- **Scott Lang's head.** The Red Objective gives 5XP to the Super Hero that takes it.
- **"She hasn't eaten in days."** When the Green Objective is taken, spawn Scarlet Witch in that zone. Discard Okoye. This triggers Bystander Devoured!
- **Jump scare.** Red Doors cannot be opened until the Tile 24R bystander card and all objectives have been taken.

MISSION HERO MODE

7V	9V	3R
29V	24R	25R
31V	32V	28R

 Super Hero Starting Zone	 Bystander Cards x2	 Portal	 Objectives x4	 Captain America	 Falcon
 Objectives x15		 Exit Zone	 Spawn Points x3	 Hawkeye	 Wasp

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