

# MISSION ZOMBIE & SUPER HEROES

## WHERE IT BEGAN

### HARD / 6 PLAYER HEROES

This Mission requires the rules and components found in

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

Designed by: **LibraSeth**

#### Day 1.

*It was a normal, mundane day in New York City. The morning news reported that a team of heroes were in space chasing an object headed for Earth. Around noon, there was a flash in the sky and rumble on Bleecker Street. The first hero on the scene was immediately overcome by some kind of virus.*

#### Day 2.

*Our team of heroes have return from space after losing track of the object we were chasing. We've traced it to Bleecker Street but something is off. The city is eerily still. The scanner picks up a small amount of movement, and it's coming right at us!*

Tiles needed: **1R, 2V, 3V, 4R, 5V, 6R, 7V, 8R, 9V**

Required Villain: **Super and Zombie versions of 12 Heroes**

## OBJECTIVES

Accomplish these objectives in this order:

#### Day 1.

- **Spread the Hunger.** Have 7 Zombie Heroes on the board.

#### Day 2.

- **Clear the city.** Reopen all buildings.
- **Stop the outbreak.** Eliminate all enemies on the board.

## SPECIAL SETUP - DAY 1

- **Patient zero.** This mission starts with 1 playable Zombie Hero in the Starting Zone. Set up to eventually play with 6 dashboards.
- **Susceptible.** Select 6 Heroes with Super and Zombie versions. Create a special spawn deck with their Super Hero spawn cards. Set their Zombie Hero ID cards aside.

## SPECIAL RULES - DAY 1

- **Doomed.** Each time a Super Hero is to spawn, draw from the special spawn deck.
- **More infected.** When a Super Hero is eliminated, place their Zombie Hero version in that zone. That Zombie Hero is now playable.
- **Zombies take Manhattan.** Once the sixth spawned Super Hero becomes a Zombie Hero, Day 1 immediately ends. Proceed to the setup for Day 2.
- **Separate buildings.** Red Doors cannot be opened.

## SPECIAL SETUP - DAY 2

- **Switch sides.** Change the setup from playing as Zombie Heroes to playing as Super Heroes.
- **Empty streets.** Remove all figures from the board except for the Zombie Heroes. Place the spawn cards for those Zombie Heroes next to the board.
- **Boarded up.** Remove all open doors and replace the bystander cards. Swap the spawn points to zombie spawn points.
- **Susceptible.** Select 6 Heroes with Super and Zombie versions (cannot include Zombie Heroes on the board). Remove their Zombie Hero spawn cards from the deck and set them aside. All 6 Super Heroes start in the Starting Zone.

## SPECIAL RULES - DAY 2


- **Fresh meat.** Treat all Zombie Heroes on the board as if they have just spawned.
- **One bite is all it takes.** If a Super Hero receives a wound from a Zombie Hero, immediately remove them and spawn their Zombie Hero version in that zone. If this happens during that Super Hero's turn, they may finish their actions before being removed.

## BONUS RULES

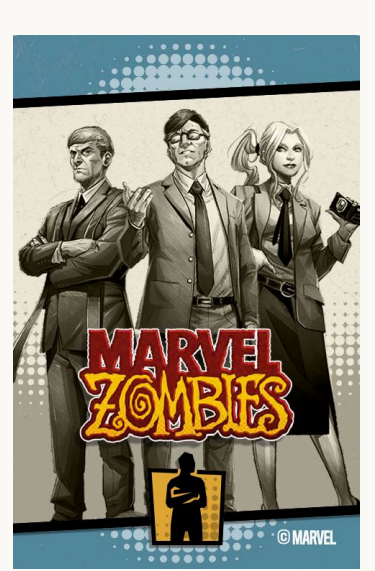
- **Not allowed.** Mystique cannot be played for this mission because she does not have a Zombie Hero spawn card.
- **Same thing.** Ant-Man and Giant-Man can be used as the Super and Zombie versions of the same Hero.

# MISSION ZOMBIE & SUPER HEROES


7V	4R	3V
2V	6R	5V
1R	8R	9V





**Player Hero Starting Zone**




**Bystander Cards x9**





**Bystander Cards x9**

**Spawn Points x2**



**Sealed Doors x10**

**Spawn Points x2**

