

MISSION ZOMBIE MODE

WIDOW'S PEAK

MEDIUM / 4-6 ZOMBIE HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ Hydra Resurrection

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It was a mistake attacking the S.W.O.R.D. Orbital Station. As it turns out, Natasha and a bunch of former Black Widows have rigged this place with traps and deadly surprises around every corner. We need to grab some space suits, get to the flight deck, and get back to Earth!

Tiles needed: **23V, 24V, 25V, 26V, 27V, 28V**

OBJECTIVES

Accomplish these objectives in any order:

- **Space walk.** Each Zombie Hero must take an objective.
- **Quinjet access.** Maria Hill must be devoured.
- **Revenge.** Eliminate Black Widow 3 times.

Then,

- **Down to Earth.** Escape through the Exit Zone. Any Zombie Hero may leave through the Exit Zone at the end of their turn if there are no enemies in it.

SPECIAL SETUP

- **Assassins everywhere.** Shuffle *Secret Mission #1* and *#2* and Maria Hill among the bystander cards on the board.
- **Femme fatale.** Place Black Widow's figure and spawn card next to the board.



26V	25V
27V	28V
23V	24V

SPECIAL RULES

- **Suits with keycards.** The Blue Door and Green Door cannot be opened unless an objective of its color has been taken.
- **Dressed for success.** Each objective gives 5 XP to the Zombie Hero that takes it.
- **Rigged to blow.** Explosive Canisters cannot be used. When the Red Door is opened, the canister on Tile 27V explodes. When the Blue Door is opened, the canister on Tile 25V explodes. When the Green Door is opened, the canister on Tile 23V explodes. Canisters explode before spawn cards are drawn.
- **Electrified doors.** When a colored door is opened, that Zombie Hero takes 1 wound.
- **Widows bite.** When a *Secret Mission* bystander card is revealed or when the Green Door is opened, spawn Black Widow. No doors can be opened until she is eliminated.
- **Backup on deck.** When the Green Door is opened, the green spawn point becomes active. Immediately draw and spawn a spawn card for it.
- **5-6 Zombie Heroes.** The first spawn point draws 2 spawn cards during the enemy phase.

