

# MISSION HERO MODE

## WONG IDEAS

### MEDIUM / 4 SUPER HEROES

This Mission requires the rules and components found in

- MZ Heroes Resistance

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The good news is that we've cleared out an escape route for citizens trapped in the city. The bad news is that Wong had other ideas for keeping them safe. He's gathered them all up and his spells are making it difficult for anyone to reach them. On top of that, he's using portals to send zombies directly to us. Looks like Wong is letting us do the heavy lifting.

Tiles needed: **1V, 2R, 3V, 4R**

## OBJECTIVES

Accomplish these objectives in this order:

1. **Let us rescue you!** Each Super Hero must rescue a bystander.
2. **Our plan is better.** 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

- **Embassy Sanctorum.** Wong must be shuffled into the bystander cards on the board. All 4 bystander cards are placed on the Bystander location.



## SPECIAL RULES

- **Enchanted doorway.** The Blue Door cannot be opened until the Blue Objective has been taken.
- **Book of spells.** The Blue Objective gives 5 XP to all Super Heroes when taken.
- **Directional magic.** At the start of each Super Hero's turn, do the following based on that Super Hero's Danger Level:
  - **Blue** - No effect.
  - **Yellow** - Roll a die. Spawn that number of walkers in your zone.
  - **Orange** - Roll a die. Spawn that number of runners in a zone adjacent to you.
  - **Red** - Roll a die. Spawn that number of brutes in the exit zone.

