

MISSION ZOMBIE MODE

YOUNG AVENGERZ

HARD / 6 ZOMBIE HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ Hydra Resurrection
- MZ Promo Box

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We are so tired of this universe treating us like irresponsible kids. Well that, and flesh-eating monsters. Luckily, we happen to be very familiar with a certain Young Avenger who has the ability to open multiversal portals. Our living teammates must know we are looking for her, because they have also gone into hiding!

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

OBJECTIVES

Accomplish these objectives in any order:

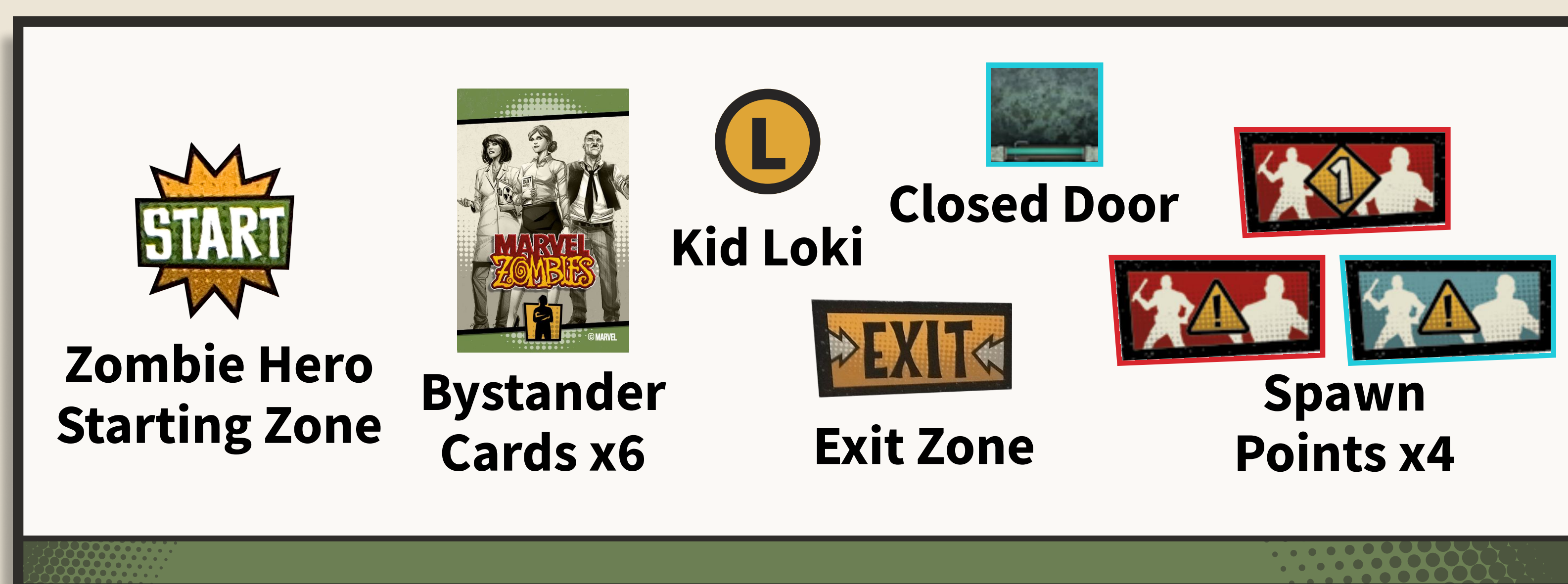
- **The nuisance.** Eliminate Kid Loki.
- **The boyfriend.** Eliminate Hulkling.
- **The way out.** Reveal America Chavez.

Then,

- 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

- **The next generation.** This mission includes Kid Loki (Loki) and Hulkling (She-Hulk) and must be played with the following zombies: Wiccan (Scarlet Witch), Speed (Quicksilver), Kate Bishop (Hawkeye), Stature (Giant Man), Iron Lad (Iron Man), and Patriot (Captain America).
- **Asskicking on pause.** Shuffle the Secret Mission #1 among the bystander cards on the board.
- **God of Mischief.** Spawn Kid Loki on Tile 8R.
- **Dorrek VII.** Place Hulkling's figure and spawn card next to the board.



SPECIAL RULES

- **Seeing stars.** Secret Mission #1 represents America Chavez. When revealed, the Exit Zone becomes active.
- **Asgardian trickery.** Bystander cards cannot be revealed until Kid Loki is eliminated. Bystander cards are revealed when a Zombie Hero enters their zones.
- **Kree-Skrull reinforcements.** When the Blue Door is open, spawn Hulkling and 5 hydra soldiers in the Landing Zone. When Hulkling is eliminated, spawn 10 hydra soldiers in the landing zone.
- **Grown ups.** The Blue Spawn Point draws from the Super Hero spawn deck.
- **Special abilities.** Zombie Heroes also have the following skills:
 - **Wiccan - IWantToGoThere.** Once during your turn, you may increase hunger to move to any zone on the board containing a Zombie Hero.
 - **Speed - Molecular Acceleration.** You may eliminate 1 guard, specialist, or trooper in each zone you enter.
 - **Kate Bishop - Martial Artist.** Once during your turn, you may increase hunger to perform an attack action.
 - **Stature - Big and Small.** You ignore target priority.
 - **Iron Lad - Time Manipulation.** Once during your turn, you may increase hunger to reroll any misses.
 - **Patriot - Juiced Up.** You start at the Yellow Danger Level.

