

MISSION HERO MODE

SECRET EMPIRE

HARD / 6 SUPER HEROES

This Mission requires the rules and components found in

- Narvel Zombies
- MZ X-Men Resistance
- MZ Hydra Resurrection
- MZ Promo Box

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Captain America is Hydra?! Using fascism and the zombie virus to subjugate and control people, Hydra has managed to take over the United States under the command of Cap! Is he the real deal, or is he a reality-warped perfect counterfeit from the Cosmic Cube? Either way, our mission is clear: he must be assassinated.

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

OBJECTIVES

An elaborate coup. Accomplish these objectives in any order:

- Each Super Hero must rescue a bystander.
- Take the Green Objective.
- Find Captain America.
- Rescue Sharon Carter.
- Eliminate Red Skull.
- Eliminate Zombie Captain America.

Then,

- Escape through the Exit. Any Super Hero may escape through the Exit zone at the end of their turn if there are no enemies in it.

SPECIAL SETUP

- **Secret codes.** Shuffle the Green Objective among the Red Objectives and place them face down.
- **Very important prisoner.** Place the Sharon Carter bystander card on Tile 25V.
- **A surprise ally.** Shuffle the Secret Mission #1 card among the remaining bystander cards to be placed.
- **Keeper of the Cosmic Cube.** Spawn Red Skull of Tile 25V.
- **Head of Hydra.** Spawn Zombie Captain America on Tile 23V. Place 3 brutes in his zone.

SPECIAL RULES

- **Kill Captain America.** The Super Heroes playing this mission must include Black Widow, Miles Morales, and Captain America (he is not playable at the start).
- **Commanding officers.** Spawn +1 Hydra Soldier when each spawn zone is revealed.
- **Gaining intel.** Each Red Objective gives 5XP to the hero that takes it. All heroes gain 5XP when the Green Objective is taken. The Green Door can be opened once the Green Objective is taken.
- **Rallied troops.** The Green Spawn Point is active once the Green Door is opened. The Blue Spawn Point is active once Sharon Carter has been rescued.
- **The original is revealed.** When the Secret Mission #1 card is revealed, place Captain America in that zone. He is now playable.

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



Super Hero Starting Zone



Bystander Cards x8



Red Skull



Spawn Points x4



Objectives x4



Exit Zone



Bystander Cards x8



Zombie Captain America



Closed Door

