

# MISSION SUPER SKRULL

## SECRET INVASION

### HARD / 6 PLAYER HEROES

This Mission requires the rules and components found in

- Marvel Zombies or MZ X-Men Resistance
- MZ Fantastic 4: Under Siege

Designed by: **LibraSeth**

**Citizens of Earth, both living and undead, prepare yourselves for the incoming invasion of the Skrull Empire. They have been living among us for some time, studying and plotting. They could be mutants. They could be S.H.I.E.L.D. agents. They could even be super heroes!**

**The Baxter Building has the schematics and pieces we need to build a detector that will reveal all Skrulls as their true selves. We must get to the roof and activate it! Be vigilant. There could even be some Skrulls among us at this very moment...**

Tiles needed: **19, 20, 21, 22**

Required Villain: **Super Skrull**

## OBJECTIVES

Accomplish these objectives in this order:

- **Collect the parts.** Take all objectives.
- **Build the machine.** Place all Red Objectives in the center zone of Tile 19V.

## SPECIAL SETUP - PART 1

- **Floors 1-4.** Complete the setup for Tiles 19R, 20R, 21R, and 22R only.
- **Disguised.** Shuffle the Green Objective among the Red Objectives and place them face down.
- **Invaders.** Place zombie Super Skrull's figure and spawn card next to the board.

## SPECIAL RULES - PART 1

- **Going up.** All floors are considered active. Heroes can only occupy 2 floors at a time. Floors must be traveled in sequential order.
- **Baxter Foundation equipment.** Each Red Objective gives 5XP to the Hero that takes it. Each Hero can only take an objective once.
- **Identity revealed!** The Hero that takes the Green Objective is revealed to be a Super Skrull. Remove them from the board and spawn Super Skrull in their zone. The Hero is no longer playable.
- **Earth before zombies.** When playing as zombies, zombie Super Skrull is still considered an enemy and activates accordingly.
- **Deactivate lock-down.** To move between Floors 4 and 5, all Heroes must be in the elevator at the same time. Begin Special Setup - Part 2. Floors 1-4 are no longer accessible.

## SPECIAL SETUP - PART 2

- **Floors 5-8.** Complete the setup for Tiles 19V, 20V, 21V, and 22V only.
- **Disguised.** Shuffle the Green Objective among the Red Objectives and place them face down.
- **Skrull prisoner.** Shuffle the Secret Mission #1 card among the bystander cards placed on the board.
- **Invaders.** Place zombie Super Skrull's figure and spawn card next to the board.


## SPECIAL RULES - PART 2

- **Going up.** All floors are considered active. Heroes can only occupy 2 floors at a time. Floors must be traveled in sequential order.
- **Baxter Foundation equipment.** Each Red Objective gives 5XP to the Hero that takes it. Each Hero can only take an objective once.
- **Identity revealed!** The Hero that takes the Green Objective is revealed to be a Super Skrull. Remove them from the board and spawn Super Skrull in their zone. The Hero is no longer playable.
- **An ally returned.** When the Secret Mission #1 bystander card is revealed, place a new Hero in that zone. They are now playable.
- **Earth before zombies.** When playing as zombies, zombie Super Skrull is still considered an enemy and activates accordingly.
- **Anti-Skrull device.** Place all Red Objectives in the center zone of Tile 19V.

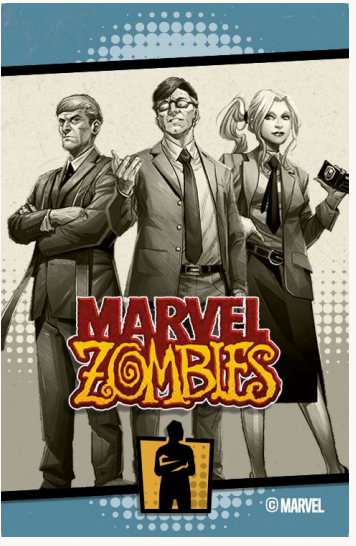
# MISSION SUPER SKRULL

19R  
20R  
21R  
22R


22V  
21V  
20V  
19V





**Player Hero Starting Zone**



**Bystander Cards x12**



**Objectives x3**

**Spawn Points x2**

