

# MISSION HERO MODE

## MARVEL ZOMBIES EP.1

### MEDIUM / 4 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance
- MZ Clash of the Sinister Six
- MZ Hydra Resurrection
- MZ Promo Box

Designed by: **LibraSeth**

**It's been 5 years since the zombie outbreak began. Kamala Khan and her friends have managed to survive by hiding away at the Bishop estate. When a quinjet crashes in Manhattan, it signals that it is finally time to go on the offensive against this undead plague.**

Tiles needed: **2R, 7R, 8R, 26V, 27V, 28V, 29R, 30R, 32R**

## OBJECTIVES

Accomplish these objectives in this order:

- 1. New York City.** Take the Blue Objective and eliminate Hawkeye.
- 2. Valley of the Broken Gods.** Kate Bishop and Riri Williams must take an objective. Then, all Super Heroes must 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.
- 3. S.H.I.E.L.D. Base.** Take the Red Objective. Then, detonate the Explosive Canister.

## SPECIAL SETUP

- **Surviving youth.** This mission must be played with Ms Marvel, Kate Bishop (Hawkeye), Riri Williams (Dr. Doom), and F.R.I.D.A.Y. (Iron Man). They start on Tile 2R.
- **Additional cast.** Set aside the character IDs and figures for Blade, Yelena (Black Widow), and Red Guardian (Colossus).
- **Zombie role models.** Set aside the spawn card and figure for Hawkeye and Ghost (Loki). Spawn Captain Marvel on Tile 29R. Spawn Captain America on Tile 27V.
- **Unknown shrunken object.** Shuffle the Blue Objective among the Red Objectives placed face down in New York City.
- **No one left.** Do not place any bystander cards.

## SPECIAL RULES

- **Not there yet.** Locations without Super Heroes do not activate during the enemy phase.
- **New York City.**
  - **Canned goods and trick arrows.** Each Red Objective gives 5 XP to the Super Hero that takes it.
  - **A S.H.I.E.L.D. beacon?** When the Blue Objective is taken, spawn Hawkeye on the first spawn point.
- **Valley of the Broken Gods.** Once Objective 1 is completed, place all Super Heroes in the Starting Zone on Tile 29R. Remove any enemies on the former location. Draw and spawn for each spawn point. The Green spawn point is active from the start.
  - **Indestructible.** When Captain Marvel is eliminated, spawn her on the Green spawn point during the next end phase.
  - **Experimental dose.** When Riri Williams takes an objective, she may heal 1 Wound.
  - **Trick arrow time.** Once Kate Bishop has taken an objective, Captain Marvel does not respawn after being eliminated.
- **S.H.I.E.L.D. Base.** Once Objective 2 is completed, place all Super Heroes in the Starting Zone on Tile 26V. Remove any enemies on the former location. Replace Kate Bishop with Blade, Riri Williams with Yelena, and F.R.I.D.A.Y. with Red Guardian. Do not change anything on their dashboards except the character ID cards. Spawn 2 walkers in each zone on Tiles 28V/27V.
  - **Get this beacon to space!** The Red Objective gives 5 XP to all Super Heroes when taken.
  - **Invisible attack.** Ghost's spawn card is active once the Red Objective has been taken.



# MISSION HERO MODE

2R	7R	8R
29R	30R	32R
26V	28V	27V



**START**

Super Hero Starting Zone



Objectives x6



**EXIT**

Exit Zone



Explosive Canister



Spawn Points x4



**M**

Captain Marvel



**A**

Captain America

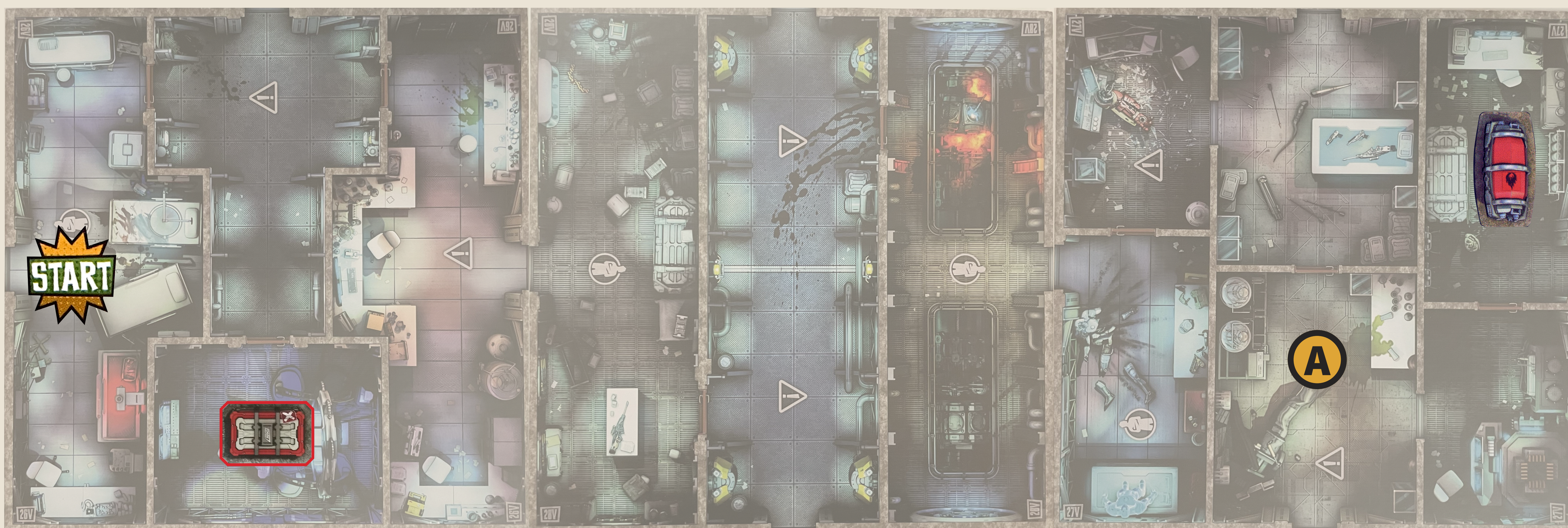
NYC



VBG



SB





# MISSION HERO MODE

## MARVEL ZOMBIES EP.2

### MEDIUM / 4 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance
- MZ Clash of the Sinister Six
- MZ Hydra Resurrection
- MZ Fantastic 4: Under Siege
- MZ Guardians of the Galaxy
- MZ Promo Box

Designed by: **LibraSeth**

**It's lucky for Shang-Chi that the Ten Rings have arrived in San Fran as the city is overrun by the zombie plague. With the power of the rings on their side, they actually have a shot at survival. Perhaps they could even find sanctuary.**

Tiles needed: **1R, 4R, 7R, 24R, 25R, 28R, 29R, 31R, 32R**

## OBJECTIVES

Accomplish these objectives in this order:

1. **San Francisco.** Rescue Jimmy Woo. Then, have Shang-Chi and Wenwu in the same zone without any enemies.
2. **Convoy to New Orleans.** 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.
3. **City on the Sea.** Take all Red Objectives. Then, take the Blue Objective.

## SPECIAL SETUP

- **The Mandarin's dynasty.** This mission must be played with Shang-Chi, Katy (Mantis), Wenwu (Gambit), and Death Dealer (Bullseye). Shang-Chi and Katy start on Tile 7R. Wenwu and Death Dealer start on Tile 1R.
- **Additional cast.** Set aside the character IDs and figures for Convoy Member (Crossbones) and Baron Zemo. Players may choose to include Ms Marvel, Blade, and Red Guardian (Colossus) at a later point.
- **Zombie obstacles.** Set aside the spawn card and figure for Namor. Spawn Super Skrull on Tiles 29R/31R.
- **The outbreak.** Shuffle Jimmy Woo among the bystander cards to be placed. They are only placed in San Francisco. Draw and spawn for each spawn point in San Francisco.

## SPECIAL RULES

- **Not there yet.** Locations without Super Heroes do not activate during the enemy phase.
- **San Francisco.**
  - **Evacuating survivors.** Bystander cards are not revealed until a Super Hero enters their zone. A Super Hero gains 5 XP for rescuing a bystander.
- **Convoy to New Orleans.** Once Objective 1 is completed, place all Super Heroes in the Starting Zone on Tile 29R. Remove any enemies on the former location. Replace Wenwu with Convoy Member. Do not change anything on their dashboard except the character ID cards. Draw and spawn for each spawn point. The Green spawn point is active from the start.
  - **Mad Max Skrulls.** When Super Skrull is eliminated, spawn him on the Green spawn point during the next end phase.
- **City on the Sea.** Once Objective 2 is completed, place all Super Heroes in the Starting Zone on Tile 24R. Remove any enemies on the former location. Replace Convoy Member with Baron Zemo. Players may choose to replace any other characters with Ms Marvel, Blade, and Red Guardian. Do not change anything on their dashboards except the character ID cards.
  - **Invasion from zombie Talokan!** When the Green Door is opened, immediately open all Red Doors. Draw and spawn for each spawn point. The Blue spawn point is active from the start.
  - **The Raft's evac protocols.** Each Red Objective gives 5 XP to the Super Hero that takes it. Once both are taken, spawn Namor on the Blue spawn point.
  - **The last escape pod.** The Blue Objective cannot be taken unless all Super Heroes are in its zone with no enemies.



# MISSION HERO MODE

1R	4R	7R
29R	31R	32R
24R	28R	25R



**Super Hero Starting Zone**



**Bystander Cards x3**



**Super Skrull**



**Exit Zone**



**Objectives x3**



**Closed Doors x4**



**Spawn Points x8**

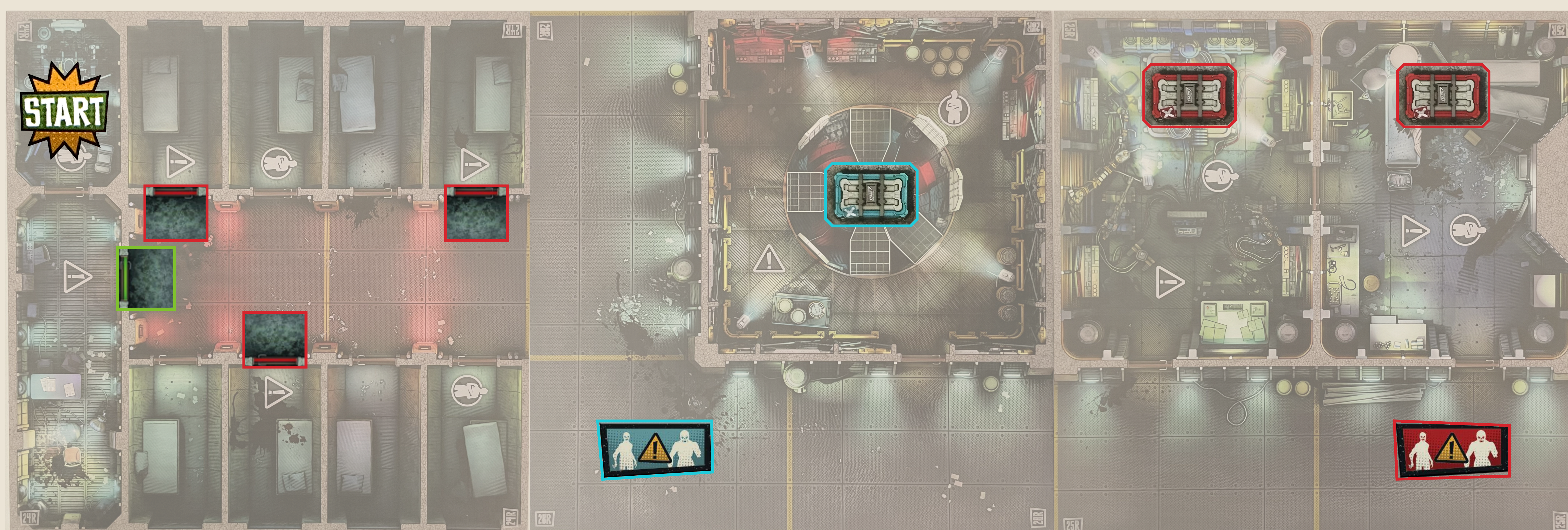
SF



CNO



CS





# MISSION HERO MODE

## MARVEL ZOMBIES EP.3

### MEDIUM / 4 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance
- MZ Hydra Resurrection
- MZ Fantastic 4: Under Siege
- MZ Guardians of the Galaxy
- MZ Promo Box

Designed by: **LibraSeth**

**5 years ago, Thanos arrived at our zombie-infected world to complete his gauntlet. A small team of heroes had to fight him for the sake of the universe.**

**Now, our band of surviving heroes have ventured to New Asgard. They seek a space ship to escape Earth's orbit and send an SOS message to the Nova Corp using their beacon.**

Tiles needed: **10R, 11V, 12V, 13R, 14R, 15V, 19R, 21R, 28V**

## OBJECTIVES

Accomplish these objectives in this order:

- 1. Ruins of Wakanda.** Eliminate Thanos.
- 2. New Asgard.** Take all objectives. Then, 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.
- 3. Asgard's Spaceship Hangar.** Completely use the Avengers Sign. Then, take the Blue Objective.

## SPECIAL SETUP

- **What if? Continued.** This mission must be played with Spider-Man, Black Panther, Thor, and Groot. They start on Tile 19R. Place the Mind Stone card on the bystander slot of Spider-Man's dashboard.
- **Additional cast.** Set aside the character IDs and figures for Ms Marvel, Blade, Shang-Chi, and Valkyrie (Gamora).
- **Villains revealed.** Set aside the spawn card and figure for Red Guardian (Colossus). Spawn Thanos on Tile 21R. Spawn Scarlet Witch on Tile 15V.
- **Unexpected twist.** Shuffle the Green Objective among the Red Objectives and place face down.
- **No one left.** Do not place any bystander cards.

## SPECIAL RULES

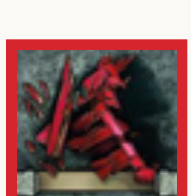
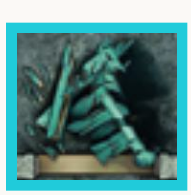
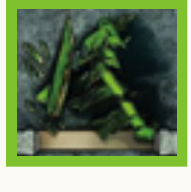
- **Not there yet.** Locations without Super Heroes do not activate during the enemy phase and Zombie Hero effects are inactive.
- **Ruins of Wakanda.**
  - **Zombie-weakened-mind.** Thanos's toughness is equal to the number of stones he possesses. A successful attach against him does not eliminate him, but moves him 1 zone away.
  - **Still powerful.** Thanos activates without needing a path to Super Heroes and can spend 1 action to open a door. That can cause rooms to spawn once he has a path to the Super Heroes.
  - **Vibranium molten core.** Thanos is eliminated when he moves through the open Green Door.
- **New Asgard.** Once Objective 1 is completed, place all Super Heroes in the Starting Zone on Tile 14R. Remove any enemies on the former location. Replace the Super Heroes with Ms Marvel, Blade, Shang-Chi, and Valkyrie. Do not change anything on their dashboard except the character ID cards.
  - **Safe haven.** Do not draw and spawn for any rooms at this location.
  - **Gifts from the Queen of Sokovia.** Each objective gives 5 XP to the Super Hero that takes it.
  - **Poisoned Asgardians.** Once the Green Objective has been taken, spawn 3 brutes in all zones inside the rooms connected by the open Blue Door. Spawn Red Guardian in the zone that contained the Green Objective.
- **Asgard's Spaceship Hangar.** Once Objective 2 is completed, place all Super Heroes in the Starting Zone on Tile 11V. Remove any enemies on the former location.
  - **Kamala Khan - Avenger.** Only Ms Marvel can use the Avengers Sign.
  - **Queen of the Dead.** When Scarlet Witch is eliminated, she immediately respawns at the nearest spawn point.
  - **Sakaaran spacecraft.** The Blue Objective cannot be taken unless all Super Heroes are in its zone with no enemies.



# MISSION HERO MODE

19R	28V	21R
10R	11V	12V
13R	14R	15V

  
Super Hero  
Starting Zone

  
  
  
Open Doors  
x6

  
Avengers  
Sign

  
Objectives x4

 **T** Thanos  
 **S** Scarlet  
Witch

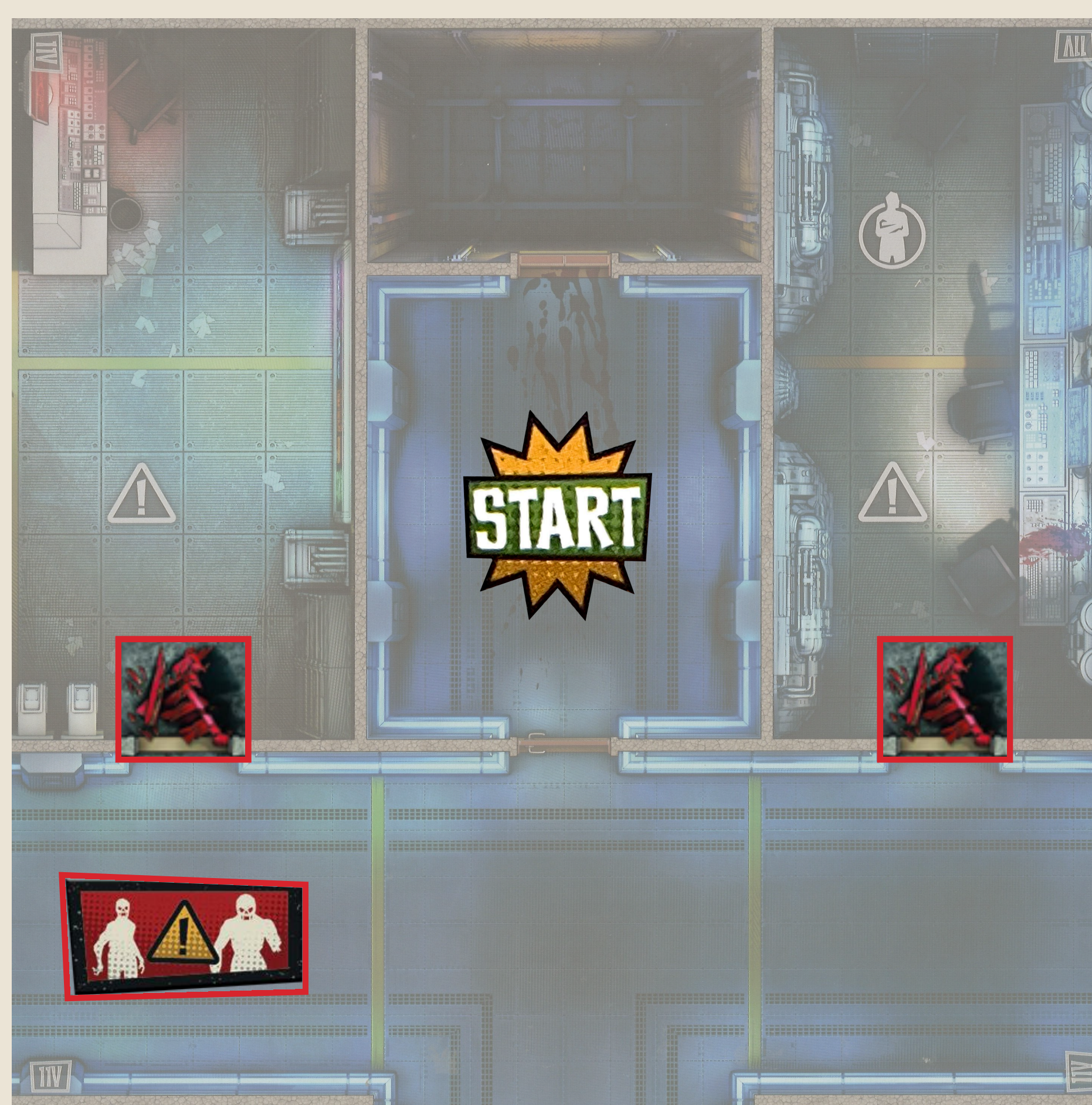
  
Spawn Points x6

  
Exit Zone

**RW**



**NA**



**ASH**



# MISSION HERO MODE

## MARVEL ZOMBIES EP.4

### HARD / 6 SUPER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance
- MZ Guardians of the Galaxy
- MZ Promo Box

Designed by: **LibraSeth**

**The Nova Corp will not help us. In fact, they're attacking us! Luckily, we've got some assistance from the remaining sorcerers of Kamar-Taj. They inform us that after Thanos's demise, the Hulk has taken on the unleashed power of the Infinity Stones.**

**Wanda Maximoff, Queen of the Dead, is finally ready to take on Infinity Hulk. She has amassed a powerful army and is heading his way. Who knows what she plans to do if she can get her zombie hands on him...**

Tiles needed: **29R, 30R, 31R, 32R**

## OBJECTIVES

Accomplish these objectives in this order:

- 1. Undead champions.** Eliminate all of the Scions of the Queen.
- 2. Change the world.** See *Special Rules* "Take my hand, Kamala."

## SPECIAL SETUP

- **The final Avengers.** This mission must be played with Ms Marvel, Blade, Shang-Chi, Spider-Man, Valkyrie (Gamora), and Infinity Hulk (Hulk). Infinity Hulk starts separately on Tile 31R.
- **Magical assist.** All Super Heroes start with 7 XP.
- **Nova on our tail.** Spawn Nova on Tile 32R.
- **Queen of the Dead.** Spawn Scarlet Witch on Tile 29R.
- **Scions of the Queen.** Set aside the spawn cards and figures for Abomination (Hulk), Janet Van Dyne (Wasp), Hope Van Dyne (Giant-Man), and Thor.
- **First wave.** Draw and spawn for all spawn points.

## SPECIAL RULES

- **Infinity Hulk.** Infinity Hulk cannot move from his location. All 3 zones around him are considered Range 0.
- **One touch is all she needs.** The mission is lost if Scarlet Witch attacks Infinity Hulk. She always moves towards his zones when moving.
- **Deadly risk.** The mission is not lost if any Super Heroes (besides Ms Marvel) are eliminated.
- **Too tough.** When Scarlet Witch is eliminated, she immediately respawns at the Green spawn point.
- **Hordes of heroes.** At the start of the first enemy phase, spawn Abomination at the Green spawn point. When he is eliminated, immediately spawn Janet Van Dyne. When she is eliminated, immediately spawn Hope Van Dyne. When Hope Van Dyne is eliminated, immediately spawn Thor.
- **"Take my hand, Kamala."** Once Thor is eliminated, allow Scarlet Witch to attack Infinity Hulk while Ms Marvel is in the same zone as her. **To be continued...?**



# MISSION HERO MODE

30R	29R
32R	31R



Super Hero  
Starting Zone



Spawn Points x4



Nova



Scarlet  
Witch



Infinity Hulk

