

MISSION HERO MODE

THE ORIGINAL GREEN WITCH

HARD / 4 SUPER HEROES

This Mission requires the rules and components found in

- MZ X-Men Resistance
- MZ Fantastic 4: Under Siege

Designed by: **LibraSeth**

Zombies are a violation of the natural order. Since she herself cannot kill, Death has gathered a coven to walk the Witches' Road. Once they've completed all the trials, they shall have enough power to reverse the zombie virus. They only question is if they can all survive until the end.

Tiles needed: **14R, 19V, 20V, 21V**

OBJECTIVES

Accomplish these objectives in this order:

1. **Water phase.** Take the objective on Tile 14R.
2. **Fire phase.** Take all objectives on Tile 20V during the same phase.
3. **Air phase.** Each Super Hero must take a trait card while on Tile 19V.
4. **Earth phase.** Reveal *Secret Mission #1* and *#2*.
5. **Claim your prize.** 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

- **Death.** This mission must be played with Death. Use any Super Hero figure for her to embody. See special rules for her skills and restrictions.
- **Cover the bases.** Along with Death, this mission must be played with 3 Super Heroes who among them have: a skill that involves trait cards, a skill that avoids taking Wounds, a skill that eliminates enemies outside of an attack action.
- **Former lovers.** Death starts with the Agatha Harkness bystander card.
- **The Road.** Shuffle the Blue Objective among the Red Objectives and place them face down. Shuffle and place the *Secret Mission #1* and *#2* bystander cards on Tile 21V.

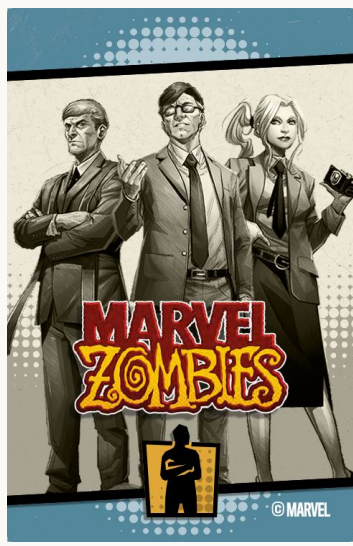
SPECIAL RULES

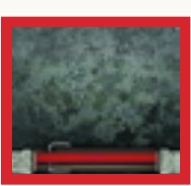
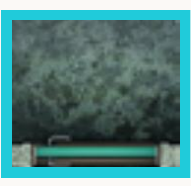
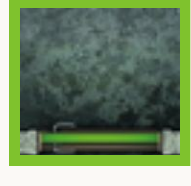
- **Trial 1, Potions - zombie hallucination cure.** The Green spawn point is the only one active at the start. It spawns 1 Zombie Hero each enemy phase. The Green Door cannot be opened until the Green Objective has been taken. The Green Objective can only be taken if the Super Hero taking it discards a trait card and spends 4 power. That Super Hero gains 5 XP and may immediately eliminate 1 Zombie Hero on the board for free.
- **Trial 2, Protection - curse breaking.** The first spawn point is active once the Green Door is open. Each objective gives 5 XP to the Super Hero that takes it. Objectives on Tile 20V can only be successfully taken if they are all taken by a different Super Hero during the same player phase. If this fails, place them back down and do not gain the XP. The Blue Objective gives +5 XP and allows the Blue Door to be opened,
- **Trial 3, Divination - tarot cards.** The Blue spawn point is active once the Blue Door is opened. While on tile 19V, Super Heroes must roll a die before taking a trait card. They successfully gain a card if they roll a 6. This can be attempted multiple times per turn. Once all Super Heroes have completed this, the Red Door immediately opens.
- **Trial 4, Growth - facing death.** When *Secret Mission #1* is revealed, spawn a Zombie Hero in each zone that contains a Super Hero. When *Secret Mission #2* is revealed, place the Exit token in that zone.
- **Death's ID card.** Death does not have an attack action or power, and cannot be allocated Wounds. She gains an equal amount of XP when other Super Heroes eliminate enemies.
 - **Rapid Decomposition** - Enemies within range 1 suffer -1 toughness (to a minimum of 1).
 - **+1 Action**
 - **Guide of the Deceased** - You ignore enemies when moving. You may spend 1 action to move enemies within range 1 into an adjacent zone. This may be done repeatedly.
 - **Rejuvenation** - Once you reach the Red Danger Level, heal the Wounds of all Super Heroes.

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		21V
14R	20V	19V


Super Hero
Starting Zone


Bystander
Cards x6




Closed
Doors x3



Objectives x5




Spawn Points x3

