

MISSIONS: HERO MODE MARVEL ZOMBIES

MZ09 - GOOD EGG HUNTING

SPECIAL / 4 SUPER HEROES / 60 MINUTES

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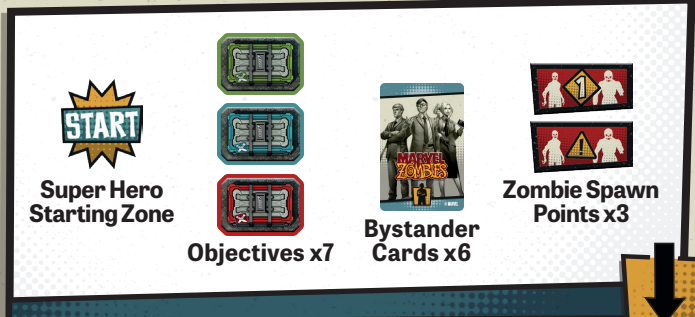
Professor Xavier had an Easter surprise for all of us: lots of Easter Eggs hidden throughout the mansion. Of course, the Zombies keep pestering us, but that won't stop us from having a small, friendly competition. So grab your partner and get ready for some egg hunting - but leave that golden egg to me, or we're gonna have some trouble!

13R	14R	15R
16R	17R	18R

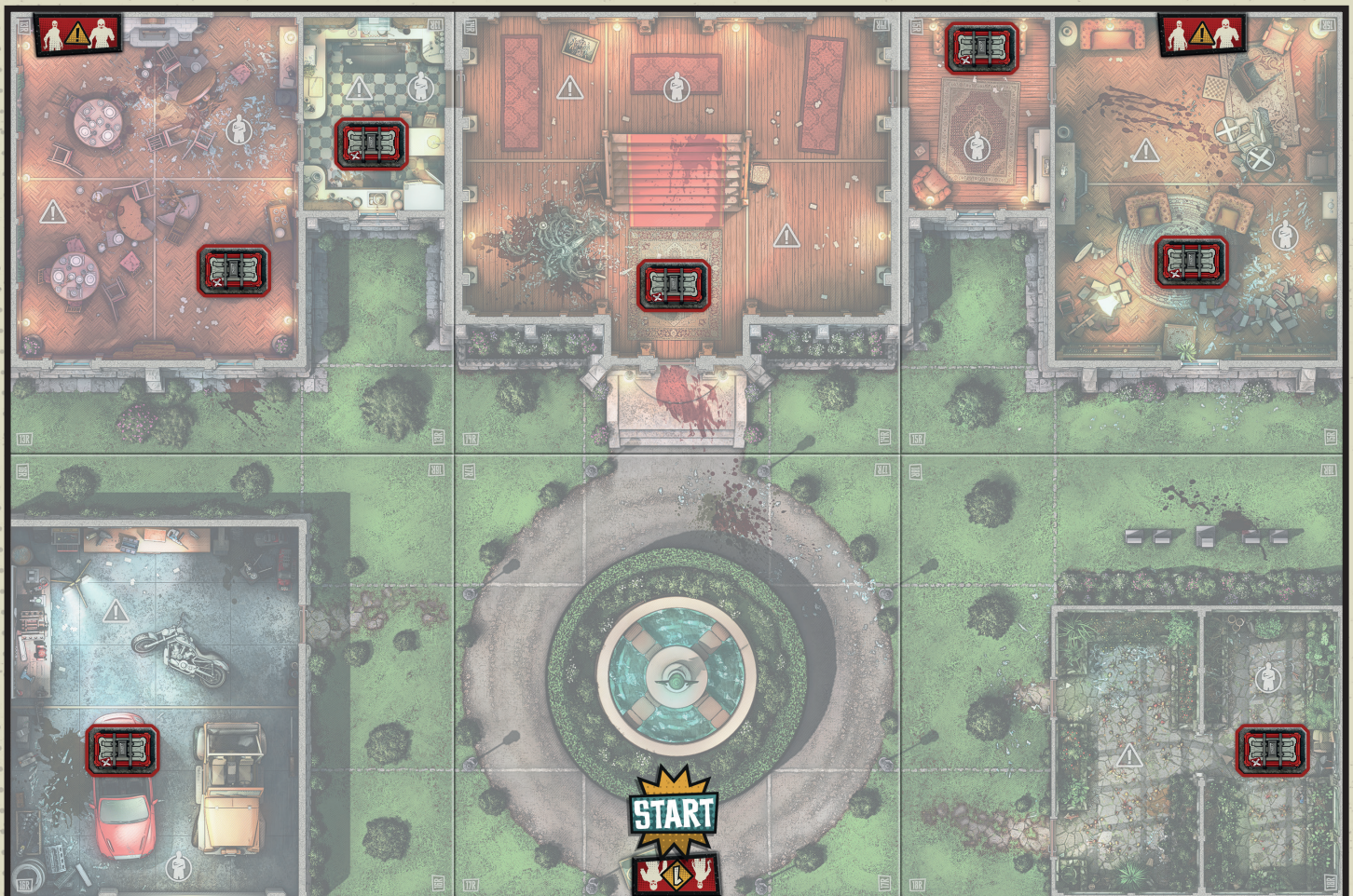
Material needed: **Marvel Zombies: X-Men Resistance**
 Tiles needed: **13R, 14R, 15R, 16R, 17R, & 18R.**

OBJECTIVES

The Greatest Egg Hunters! This is a competitive mission! Players are separated into 2 teams of 2 Super Heroes each and compete for the most points by the end of Round 8. Once Round 8 is over, players count how many points they have. The team with the most points wins the game.



START
Super Hero Starting Zone
Objectives x7
Bystander Cards x6
Zombie Spawn Points x3



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SPECIAL SETUP

- **Tag Team.** Each team controls 2 different Super Heroes.
- **Hidden Eggs.** Place the Green and Blue Objectives randomly among the Red Objectives, facedown.
- **Take the lead.** Each team rolls a die. The team that rolled the highest result decides which team receives the Sentinel Hand token and activates a Super Hero first in every round

SPECIAL RULES

- **Easter Eggs.** Objectives give 5 XP to the Super Heroes who takes it. Keep this Objective next to their dashboard. It doesn't take up a slot in the inventory and may be traded like an Equipment card.
- **Back and forth.** Every time a Super Hero ends their turn, the opposing team activates one of their Super Heroes. Repeat this process until all Heroes have been activated.

- **Countdown.** At the start of each Spawn Step, set aside the Spawn card drawn for the First Spawn token. This will act as the Round Counter. Once 8 cards are set aside this way, the game ends at the end of that round.
- **Egg thieves.** Super Heroes can attempt to steal an Objective from an opposing Super Hero in the same Zone. They spend 1 Action and any number of Power to roll a number of dice equal to 1 + the number of Power spent. If they roll at least one 5+, the attempt is successful. They take 1 Objective from the opposing Super Hero's dashboard and place it on theirs. (Note: Super Heroes do not gain XP by taking Objectives this way)
- **I just want to have fun.** If a Super Hero would be eliminated, they may instead place 1 Objective from their dashboard into their Zone to ignore the Wound(s) and set their HP to 1. If a Super Hero is eliminated, the game is not over. Instead, the Super Hero is removed from the game and their dashboard is set aside as it currently is for scoring at the end of the game. Then, resume the game.
- **The Great Egg Hunter.** After the end of Round 8, the game is over. Each team scores points based on the following:

Objectives:

- Green Objective: **3 points**
- Blue Objective: **2 points**
- Red Objective: **1 point each**

Bystanders: **1 point each**

Heroic Traits: **1 point** for every Super Hero with 2 Heroic Traits.

XP: Check for the Super Hero with the most XP. In case of a tie, all tied Super Heroes earn the listed points.

- 1st place: **3 points**
- 2nd place: **2 points**
- 3rd place: **1 point**
- 4th place: **0 points**

