

# MISSIONS: ZOMBIE MODE MARVEL ZOMBIES

## HUNTING JANE

**MEDIUM/ 4+ ZOMBIE HEROES / 60 MINUTES**

**Design and Development:** Rodrigo Sonnesso and Toi Von Glehn.

*Well, it's been a while since we last ate. Thor is a pain in the neck. Now, there is this Spider Kid roaming around, trying to stop us just because the main course is Mary Jane. We need some quiet for today. Maybe we can finally get some peace and quiet if we ate Spider Kid's girlfriend, killing two birds with one stone.*

Material needed: **Marvel Zombies**

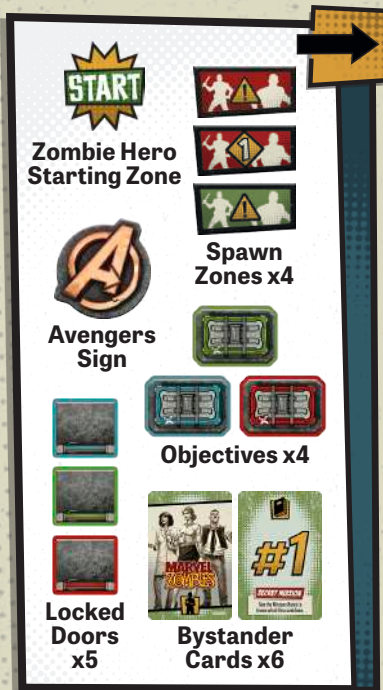
Tiles needed: **1R, 3V, 5R, 7V, 8V, & 9V.**

### OBJECTIVES

**Hurry! Our hunger is increasing!** Accomplish the Objectives in this order:

1. Devour all Bystanders. The game is lost if any Bystander escapes the map.
2. Escape via the Exit with all Zombie Heroes. Any Zombie Hero may leave through this Zone for free at the end of their Turn as long as there are no Enemies in it.

8V	1R	3V
9V	5R	7V



### SPECIAL SETUP

- **Love is in the air.** Set aside the Spider Man Super Hero game piece.
- **Lady in distress.** Place Mary Jane's Bystander card revealed in the indicated Zone.
- **Free Lunch.** Remove all Escorted Bystander cards from the Spawn deck.
- **Where do we go now?** Place the Secret Mission #1 Bystander card randomly among the 5 Bystander cards, facedown, that start on the game.
- **Key to Feast.** Place the Green and Blue Objectives randomly among the Red Objectives, facedown.
- **5-6 Zombie Heroes.** The Green Spawn Point is only used in games with 5 or 6 Zombie Heroes. It is active at the start of the game.

### SPECIAL RULES

- **Loot.** Red Objectives give 5 XP to the Zombie Hero who takes it.
- **Blocked.** Red Doors cannot be opened.
- **Keys!** The Blue and Green Objectives each give 5 XP to ALL Zombie Heroes when taken.
- **Locked Bystanders.** The Blue door cannot be opened until the Blue Objective is taken. The Green door cannot be opened until the Green Objective is taken.
- **Angry Spidey.** When Mary Jane is devoured, immediately place Spider-Man on the Green Spawn Point. Spider-Man will always move towards the Zombie Hero who devoured her.
- **A feast needs a good table.** When the Secret Mission #1 card is revealed, place the Exit token in its Zone.