

# MISSIONS: HERO MODE MARVEL ZOMBIES

## MH1 - THE CAPTAIN HUNT

**HARD/4 SUPER HEROES / 60 MINUTES**

This Mission requires the rules and components found in the *Marvel Zombies: Heroes' Resistance* core box.

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*Living or dead, Captain America is indeed a formidable opponent. Not only did he somehow find a Vibranium source to strengthen his shield, but he also managed to capture two of our team members. We need to rescue our friends before they become Cap's main course. Only then, with our full team assembled, can we hope to break through Captain America's defenses. Assemble!*

Tiles needed: 1R, 2R, 3V, 4V.

1R	2R
3V	4V

### OBJECTIVES

**Rescue and hunt!** Accomplish the objectives in this order:

1. Find and rescue both Captured Heroes (see Special Rules).
2. Eliminate Captain America.

### SPECIAL SETUP

- **America's hunger.** Set aside Captain America with his Zombie Hero card faceup next to the board.
- **Super Heroes in danger.** Set aside 2 Super Hero game pieces not being used by any player, as well as their ID cards that are. They are considered Captured Heroes (see Special Rules).
- **They are here somewhere!** Place the Blue and Green Objectives randomly among the Red Objectives, facedown.



### SPECIAL RULES

- **Looking for our squad.** Each Red Objective gives 5 XP to the Super Hero who takes it.
- **To the rescue.** The Blue and Green Objectives each gives 5 XP to ALL Super Heroes when taken. When the Blue or Green Objective is taken, place 1 Captured Hero in its Zone and their ID card next to that of the Super Hero who found the Objective. They are now referred to as Savior Hero. Captured Heroes aren't considered playable Super Heroes. They cannot be attacked and always move together with their Savior Hero (benefitting from any Move-related Skill of the Savior Hero).
- **A little help from my super friend.** A Savior Hero can perform 1 free Attack Action per Turn, using the Unique Attack of their Captured Hero. If a Savior Hero has both Captured Heroes, they can perform 1 free Attack with each of them. These Attacks can't benefit from the Savior Hero's Skills, abilities, or bonus dice.
- **And the Captain came!** The Blue Spawn point becomes active once both the Blue and Green Objectives have been taken. When that happens, immediately spawn Captain America on the Blue Spawn Point.
- **Tougher than tough.** Captain America has +6 Toughness (for a total of Toughness 9). However, he suffers -1 Toughness for each Super Hero and Captured Hero in his Zone.



**MARVEL  
ZOMBIES**  
HEROES' RESISTANCE





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Super Hero Starting Zone



Bystander Cards x4



Spawn Zones x2



Inactive Spawn Zone



Closed Doors x3



Objectives x4

