THE ANTI-HUNGER DEVICE

HARD / 2 ZOMBIE HEROES / 45 MINUTES

This Mission requires the rules and components found in the *Marvel Zombies: A Zombicide* Game core box.

Design and Development: Rodrigo Sonnesso and Toi Von Glehn.

Tony Stark was able to put together a device that controls our relentless hunger. That could really make our undead lives a lot more bearable. Unfortunately, our resources have limited us to building only one such machine. To produce more of them, we need to strike the Oscorp building and gain access to its secret lab where we may find the specific equipment required.

Material needed: **Marvel Zombies**
Tiles needed: **1R, 3V, 4R.**

3V	4R	1R

Zombie Hero Starting Zone	**Spawn Zones x2**	**Inactive Spawn Zone**	**Bystander Cards x3**
Locked Doors x2		**Objectives x4**	**Exit Zone**

OBJECTIVES

Hurry, our hunger is increasing! Accomplish the objectives in this order:

1. Devour all Bystanders. The game is lost if any Bystander escapes.
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.

SPECIAL SETUP

- **2-Player mode.** This Mission must be played with only 2 Zombie Heroes.
- **Not many left.** Remove both Escorted Bystander cards from the Spawn deck.
- **I'm not hungry yet.** The Avengers Sign token represents the Anti-Hunger Device. Place it next to either Zombie Hero's Dashboard to indicate they start the game with it.
- **Hidden Oscorp labs key card.** Place the Green Objective randomly among the Red Objectives, facedown.

SPECIAL RULES

- **Useful equipment.** Each Red Objective gives 5 XP to the Zombie Hero who takes it.
- **The Anti-Hunger Device.** The Zombie Hero in possession of the Anti-Hunger Device (Avengers Sign token) ignores all Ravenous effects. During each End Phase, the token passes to the other Zombie Hero.
- **Oscorp invasion.** The Blue door cannot be opened until the Blue Objective has been taken. The Green door cannot be opened until the Green Objective has been taken.
- **Dangerous alleys.** The Green Spawn Point is active from the start of the game. When the Blue Door is opened, remove the Green Spawn Point from the game and the Blue Spawn Point becomes active.