WHERE IS THE PROFESSOR?

MEDIUM/ 2 SUPER HEROES / 45 MINUTES

This Mission requires the rules and components found in the *Marvel Zombies: X-Men Resistance* core box.

Design and Development: Rodrigo SONNESSO and Toi VON GLEHN.

The zombies really did a number on us. Professor X is nowhere to be found and they've captured Magneto and Mystique. The plan is simple: We rescue them, Mystique shapeshifts into Professor X to get past Cerebro's security, and we use it to track him down.

Material needed: **X-Men Resistance**
Tiles needed: **10V, 11V, 13R, 14R, 16V, 17V.**

16V	17V
13R	14R
10V	11V

Super Hero Starting Zones · Open Door · Objectives x4
Exit Zone · Locked Door · Bystander Cards x8
Spawn Points x3 · Elevator

OBJECTIVES

Save and run! Accomplish these objectives in any order:
1. Find and rescue Mystique and Magneto (see below).
2. Find the keycard to Cerebro (Green Objective).

THEN

3. Escape via the Exit with all Super Heroes. Any Super 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 Super Heroes.
- **Split!** Each Super Hero starts the Mission in a different Starting Zone.
- **They are over here!** Place the *Secret Mission #1* and *#2* Bystander cards randomly among the 8 Bystander cards that start on the board.
- **Magneto kidnapped, really?** Set aside Mystique and Magneto's game pieces as well as their Super Hero ID Cards. They are considered Captured Heroes (see Special Rules).
- **Cerebro Access.** Place the Green Objective randomly among the Red Objectives, facedown.

SPECIAL RULES

- **Heroic Feats.** Each Objective gives 5 XP to the Super Hero who takes it.
- **Cerebro is well protected.** The Green Door cannot be opened until the Green Objective has been taken.
- **Captured Heroes.** When a *Secret Mission* card is revealed, place 1 random Captured Hero in its Zone. Captured Heroes do not have any Actions and cannot be targeted by Enemies until they are rescued. A Super Hero in their Zone may spend 1 Action to rescue them, from now on the rescued Super Hero enters the game with no XP and 1 Power.