



MARVEL ZOMBIES

CLASH OF
THE SINISTER SIX

MARVEL



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A

ZOMBICIDE

GAME

RULES CLASH OF THE SINISTER SIX

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GAME COMPONENTS

14 GAME PIECES

6 SUPER HEROES



Venom



Mysterio



Black Cat



Kraven



Scorpion



Sandman

6 ZOMBIE HEROES



Green Goblin



Lizard



Vulture



Electro



Doctor Octopus



Rhino

2 BYSTANDERS



Gwen Stacy



Flash Thompson

6 TOKENS

3 ZOMBIE TEAM BASE TOKENS



3 LIVING TEAM BASE TOKENS



52 CARDS



12 ZOMBIE TEAM CARDS



12 LIVING TEAM CARDS



HERO MODE CONTENT

These cards are used when playing in Hero Mode. The *Marvel Zombies: X-Men Resistance* core box is needed to play in Hero Mode.



2 BYSTANDER CARDS



6 ZOMBIE HERO CARDS



6 SUPER HERO ID CARDS



ZOMBIE MODE CONTENT

These cards are used when playing in Zombie Mode. The *Marvel Zombies: X-Men Resistance* core box is needed to play in Zombie Mode.



2 BYSTANDER CARDS



6 SUPER HERO CARDS



6 ZOMBIE HERO ID CARDS

INTRODUCTION

Over the years, there have been many versions of the infamous Super Villain group known as the Sinister Six, formed by outcasts whose only common traits seem to be a casual disregard for law and order as well as a general hatred of Spider-Man. With half of them now turned into zombies, however, their dynamics have changed considerably. As the war between the living and the dead escalates, these villains find themselves forced to ally with former opponents sharing their condition.

Clash of the Sinister Six is an expansion for *Marvel Zombies* that brings an exciting rogues' gallery into the fray, with former Super Villains joining either side of the battles raging across New York City, from the greens of Central Park to a dingy subway station. This expansion also introduces the Team vs Team mode, where players can face each other, controlling both sides of the epic clash between the zombies and the living!

This expansion contains both Missions for both Hero and Zombie Modes, as well as special Missions to be played with the new Team vs Team Mode.

CREDITS

GAME DESIGN

Michael SHINALL and Fábio CURY

BASED ON ORIGINAL DESIGN BY

Raphaël GUITON, Jean-Baptiste LULLIEN, Nicolas RAOULT, and David PRETI

DEVELOPMENT

Fel BARROS, Fabio TOLA, Rodrigo SONNESSO, and Toi VON GLEHN

LEAD PRODUCER

Thiago ARANHA

EXECUTIVE PRODUCER AND LICENSE COORDINATOR

Mike BISOGNO

PRODUCTION

Marcela FABRETI, Vincent FONTAINE, Guilherme GOULART, Rebecca HO, Isadora LEITE, Thiago MEYER, Shafiq RIZWAN, Kenneth TAN, and Gregory VARGHESE

ART DIRECTOR

Mathieu HARLAUT

LEAD ARTIST

Marco CHECCHETTO

ART

Giorgia LANZA, Henning LUDVIGSEN, Tarek MOUTRAN, and Simon TESSUTO

LEAD GRAPHIC DESIGN

Marc BROUILLON

GRAPHIC DESIGN

Gabriel BURGHI, Fabio DE CASTRO, Louise COMBAL, Max DUARTE, and Júlia FERRARI

SCULPTING

BigChild Creatives, Studio McVey, Olivier BOUCHET, Emanuele GIOVAGNONI, Arnaud BOUDOIRON, Aragorn MARKS, and Edgar RAMOS

RENDERING

Edgar RAMOS

PROOFREADING

Hervé DAUBET and Jason KOEPP

PUBLISHER

David PRETI

PLAYTESTERS

Leandro "Zombie" AGUIAR, Leo ALMEIDA, Rafael ASSAF, Davi AUGUSTO, Patrick FERNANDES, Felipe GALENO, Brett LANPHER, Chase du PONT, Euclides RIBEIRO, Elton SOARES, Roberto TOLEDO, Simon SWAN, and Guilherme VASCONCELOS

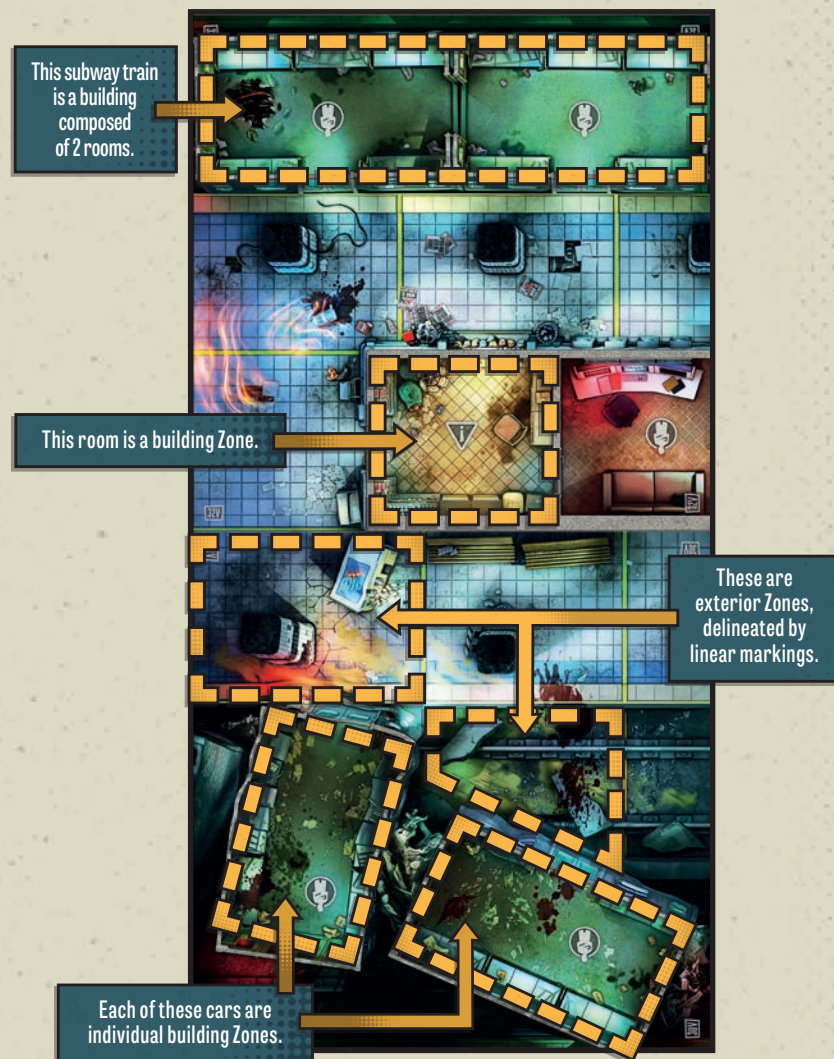
Special thanks to Brian NG at Marvel, this would not have been possible without you.

NEW TILES

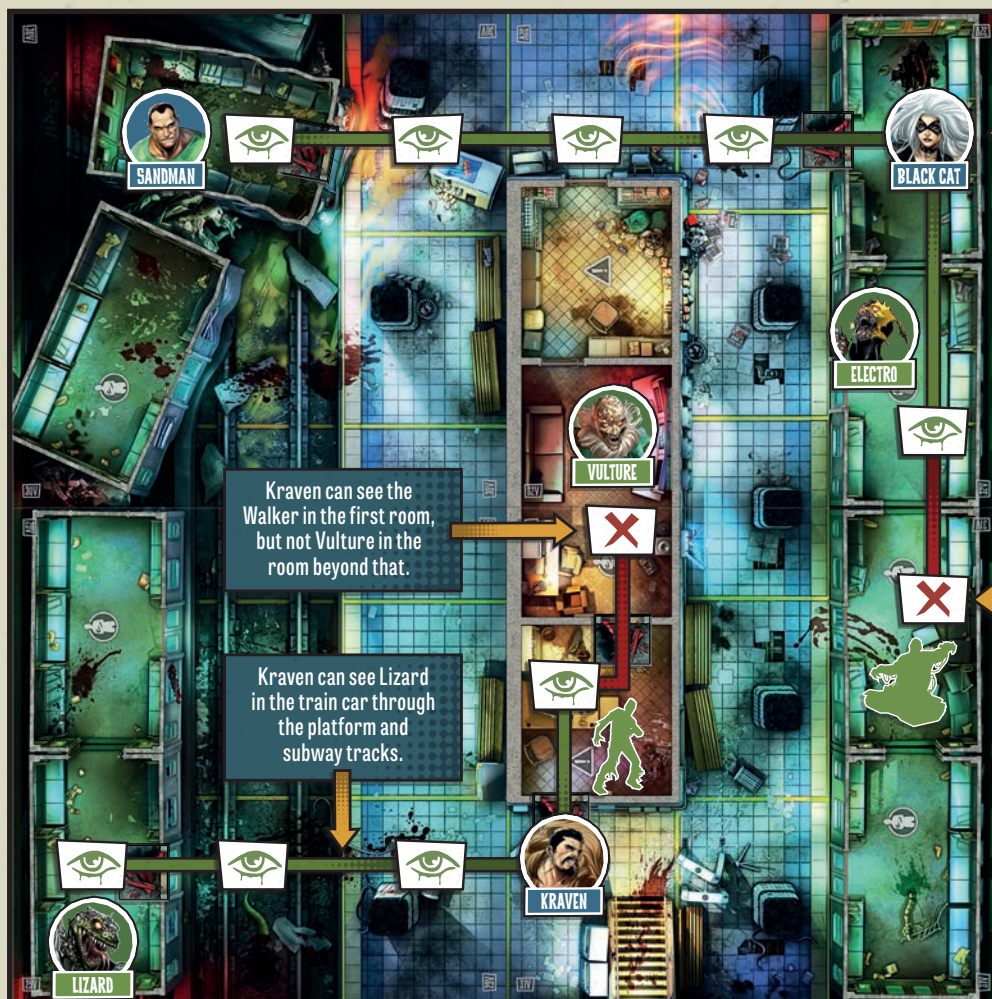
SUBWAY STATION

One side of the tiles included in this expansion depicts a New York subway station, with a platform, offices, shop, subway tracks, and train cars.

- The offices, shop, and train cars are building Zones, with each Zone counting as a room.
- The station and subway tracks are considered exterior Zones, following the same rules as street Zones. The Zones are divided by linear markings on the ground.



RULES CLASH OF THE SINISTER SIX



From her train car, Black Cat can see Sandman in the train car across the platform.

Black Cat can see Electro in the next car, but not the Brute in the car beyond that.

Kraven can see the Walker in the first room, but not Vulture in the room beyond that.

Kraven can see Lizard in the train car through the platform and subway tracks.

Venom can move and see into all Zones around him, though he cannot enter the Fountain Zone, and as always, no diagonals!

CENTRAL PARK

The other side of the tiles depict Central Park. All Zones in Central Park are considered street Zones.



Bandshell: The bandshell Zone is closed on the back and both sides. This means movement and Line of Sight are limited to the front opening of the bandshell.



Fountain: The fountain Zone cannot be entered. However, it does not block Line of Sight.



Venom has a Line of Sight through the Fountain to Rhino 5 Zones away.

Scorpion's Line of Sight and movement are limited to the open side of the bandshell.

TEAM VS TEAM MODE

In Team vs Team Mode, 2 to 8 players engage in a competitive game, divided into 2 opposing teams: A Living Team of 3 or 4 Super Heroes against a Zombie Team of 3 or 4 Zombie Heroes. These teams compete by attacking each other and holding objectives in order to score enough Victory Points to achieve victory.

The Team vs Team Mode requires components from both the *Marvel Zombies* core box and the *X-Men Resistance* core box. Each team uses the components and rules from their respective core box, with the exceptions detailed in the following sections.

- The Zombie Team uses the Zombie Mode rules and components from the *Marvel Zombies* box.
- The Living Team uses the Hero Mode rules and components from the *X-Men Resistance* box.


Each team also counts on the help of their own game-controlled **Minions**:

- **Zombie Team Minions:** Walkers, Runners, and Brutes.
- **Living Team Minions:** Troopers, Specialists, and Guards.



SETUP

1. Choose a Mission from the Team vs Team section of this rulebook. Each Mission indicates whether it should be played with 3 or 4 Heroes in each team, regardless of the number of players.
2. Place the tiles and tokens as indicated by the Mission map. Each team has their Team Base tokens, regular Spawn Points, and **Base Objectives** (colored Objective tokens placed during Setup) of their respective color: Blue for the Living Team and Green for the Zombie Team.

3. Place the Minions for each team in the indicated Zones on the map.
4. Place a random Bystander game piece on each  symbol on the tiles. Then, take the corresponding Zombie Mode and Hero Mode Bystander cards and keep them faceup next to the board, close to their respective teams. The remaining Bystander cards will not be used.

5. Take the following cards and shuffle them into their own decks, placing them facedown next to the board, close to their respective teams (blue cards with the Living Team and green cards with the Zombie Team). Remove the indicated cards from each deck before shuffling them:

- **Team Decks:** Each team draws 2 cards and keeps them facedown next to them.
- **Trait Decks:** Remove the *Ambush!* card from both decks.
- **Spawn Decks:** Use the Hero Mode *Zombie Hordes* Spawn deck for the Zombie Team and the Zombie Mode *S.H.I.E.L.D. Agents* Spawn deck for the Living Team.



Remove from the Zombie Mode deck:

- 6x *Super Hero!*
- 4x *Extra Activation!*
- 2x *Escorted Bystander!*
- 2x *Troopers Open Fire!*
- 2x *Specialist Airdrop!*



Remove from the Hero Mode deck:

- 6x *Zombie Hero!*
- 4x *Extra Activation!*
- 2x *Hidden Bystander!*
- 2x *Multiple Man Multiplication!*
- 2x *Overdrive!*

6. Each team chooses its own Zombie/Super Heroes and distributes them among players in any way they see fit. Each player takes the ID Card of their Heroes and places them on Dashboards, along with the usual tracker cubes, color base, and Activation token.
7. Set all Zombie/Super Heroes to 3 Health (ignore any Skills that say otherwise).
8. Place all Zombie/Super Heroes in their respective Team Base Zones, as indicated on the map. Players may freely choose how to distribute the Heroes among their own Team Bases.
9. Each team keeps an extra empty Dashboard next to them to use as their Victory Point tracker. Its Danger Bar will be used to track each team's Victory Points.
10. Flip the Avengers Sign token. If it lands on its Intact side, give it to the Living Team. If it lands on its Damaged side, give it to the Zombie Team. The team with the token will play first. Note that it may not be used as an Interactive Object during the Mission.

RULES CLASH OF THE SINISTER SIX

1. Living Team Base Line
2. Living Team Base
3. Living Team Base Objective
4. Living Team Spawn Point
5. Zombie Team Base Line
6. Zombie Team Spawn Point
7. Zombie Team Base Objective
8. Zombie Team Base



ROUND STRUCTURE

The Round structure differs from the basic game, featuring the following phases:

1. PLAYER PHASE

The Team with the Avengers Sign token plays first and activates any 1 of their Heroes. Then, the other Team chooses and activates any 1 of their Heroes. Both teams keep alternating turns activating Heroes until all Heroes are done. When all Heroes have been activated, the Minions Phase begins.

2. MINIONS PHASE

Teams activate all their Minions (S.H.I.E.L.D. Agents and Zombie Hordes), moving them towards the Enemy Base Line. Minions do not attack during their Activation.

NOTE: For all Skills and Abilities, consider the Enemy Phase as any moment when the Enemy Team is acting (activating or spawning Heroes or Minions).

3. SCORING PHASE

Teams determine who controls each Red Objective and scores Victory Points according to the scoring rules explained on page 8.

4. SPAWN PHASE

- Each Team spawns 1 Walker/Trooper on each of their Team Base tokens.
- Then, each Team draws 1 of their Spawn cards for each of their Spawn Points, starting with the colored Spawn Points (Blue for Living team and Green for Zombie Team) and proceeding in order with the Red ones.

5. END PHASE

- Each Team draws 2 Team cards.
- The Avengers Sign token passes to the other Team.
- A new Round begins.

BASIC RULES

Each Team uses the rules from their respective Game Mode, with the following changes:

WINNING AND LOSING

Both Teams fight each other, killing Enemy Heroes and Minions while trying to control the Objectives with their own game pieces to score Victory Points. The game is over when any Team reaches the last space of the Track on their scoring Dashboard (43 VP).

- **3 VP** - Controlling each Red Objective (see *Scoring Phase*).
- **1 VP** - Moving a Minion into the Enemy Base Line (see *Minions Phase*).
- **3 VP** - Eliminating an Enemy Hero (see *Combat*).

TEAM CARDS

Each team has a deck of Team cards they can use to surprise the enemy and adjust their strategies.

- Both Teams start the game with 2 Team cards, with 2 extra cards being drawn during each End Phase.
- Team cards belong to the whole team. They are kept facedown, hidden from the opposing team. All players in the team can consult them, as they can be used by any of their Heroes.
- Each Hero can only use 1 Team Card during their turn.
- A Team card gives +3 XP to the Hero who uses it.
- Zombie Heroes may use a Team card even while Ravenous.

HEROES

- Once during their Turn, a Hero in the Zone containing the opposing Team Base Objective (Blue or Green Objectives) may spend 1 Action and choose a single type of Minion from their own team: all Minions of that type perform an extra Activation, moving towards the Enemy Base Line. Team Base Objectives give no Victory Points and can never be taken.
- All Hero **Skills** can be used **only once per Round**. Whether they are used in that Hero's turn, outside of their turn, or as a consequence of another Minion/Hero's Action, they can be used only once during each Round.
- **A Hero can never have more than 3 Health.** This includes Zombie Heroes and Super Heroes with Skills that grant them extra Health.

BYSTANDERS

- All Bystanders start the game revealed.
- Bystanders never move.
- Combat Bystanders are treated as Non-Combat Bystanders, so they never attack nor defend.
- As an Action, a Zombie Hero may Devour a Bystander in their Zone, even if there are Enemies in the Zone, ignoring Target Priority. **This is not an Attack and no dice roll is required.**
- As an Action, a Super Hero may Rescue a Bystander in their Zone, even if there are Enemies in the Zone.
- Both Super Heroes and Zombie Heroes may discard their Bystander card to ignore 1 Wound they would suffer.
- Super Heroes are never affected by the Bystander Devoured! effect, even if they discard their Bystander to ignore 1 Wound.

COMBAT

Heroes' Attack Actions may only target the opposing team's Heroes or Minions. When a Hero attacks, Minions belonging to their team are always ignored. Remember that only Heroes attack. Minions never do.

Each Hero's Health point is considered to have Toughness 2. This means **2 Hits are needed to deal 1 Wound to a Hero.**

When attacking a Zone, players must choose, before rolling dice, whether they want to target the Minions or Heroes there. A single Attack can never affect both Minions and Heroes. If they decide to target the Minions, then follow the usual Target Priority order, ignoring Heroes (Brute > Walker > Runner) / (Guard > Trooper > Specialist). If they decide to target the Heroes, they can assign Hits among the Heroes as they choose.

Any Hero may discard a Bystander card they have to ignore 1 Wound they would suffer. This does not trigger the Bystander Devoured! effect, so Super Heroes don't lose Power nor discard any Traits.

When a Hero eliminates an Enemy Minion, they gain 1 XP. When a Hero eliminates an Enemy Hero, they gain **5 XP** and their Team earns **3 Victory Points**. Use the Victory Point track to keep score for each team.

When a Hero is eliminated, discard all Trait and Bystander cards on their Dashboard and set their Power/Hunger track to zero. The eliminated Hero chooses any of their Team Base tokens to be respawned on immediately. They restore their Health to 3, but keep their Activation token on the same side it was.

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PERMA-DEATH OPTIONAL RULE

Those experienced with the different Heroes and the Team vs Team mode can choose to add more variety to the game by using the Perma-Death rule. Whenever a Hero is eliminated, simply remove it from the game instead of respawning it. Choose another Hero and place their game piece on one of their Team Base tokens as usual. The new Hero **keeps the same XP** as the eliminated Hero and their Activation token remains on the same side it was.

MINIONS PHASE

- Minions do not attack Enemy Minions, Heroes, or Bystanders when they activate.
- A Minion's only possible Action is to move towards the enemy Base Line by taking the shortest open path.
- When moving, Minions ignore Bystanders and Enemy Minions or Heroes.
- Minions' movement is not hindered by Enemy Minions or Heroes in their Zone.
- Whenever a Minion reaches a Zone in the Enemy Base Line, they are immediately removed from the board and their team gains 1 Victory Point.

SCORING PHASE

Both teams use their Minions and Heroes to control the Red Objectives on the board (Objectives can never be taken). During the Scoring Phase of each Round, compare the total number of Minions and Heroes each team has on each Red Objective Zone.

- The team with the most game pieces controls that Objective and gains 3 Victory Points.
- If both teams are tied, they both control the Objective and both teams gain 3 Victory Points.
- If neither Team has any game piece in a Red Objective Zone, no one gains points for that Objective.



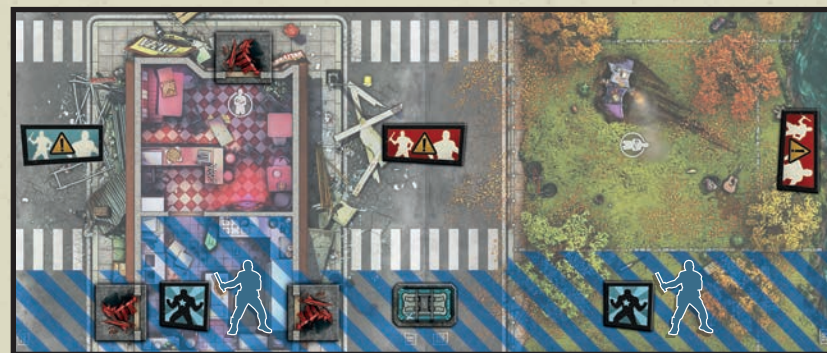
Example 1: During the Scoring Phase, the Living Team has 4 game pieces trying to control the central Red Objective and the Zombie Team has only 2 game pieces. The Living Team controls this Red Objective and gains 3 Victory Points.



Example 2: Both teams have 2 game pieces trying to control the central Red Objective, so both earn 3 Victory Points during the Scoring Phase.

SPAWN PHASE

- Both teams spawn 1 Walker/Trooper on each of their respective Team Base tokens. The Living Team spawns Troopers while the Zombie Team spawns Walkers.



- Both Teams draw 1 Spawn card from their respective decks for each of their Spawn Points (the ones closer to their Team Base Line), starting with the colored one and proceeding in order with the Red ones.

The more experienced a team is, the greater the reinforcements they are able to field against their opponents. For this reason, each team reads the line corresponding to the highest Danger Level among the Heroes **on their own team**, not the Enemy Heroes.



Example: Sandman is the most experienced living Hero, at the Orange Danger Level. So, when the Living Team draws this card, they spawn 8 Troopers on their own Spawn Point.

NOTE: Spawn symbols  on the tiles are not used in Team vs Team mode.

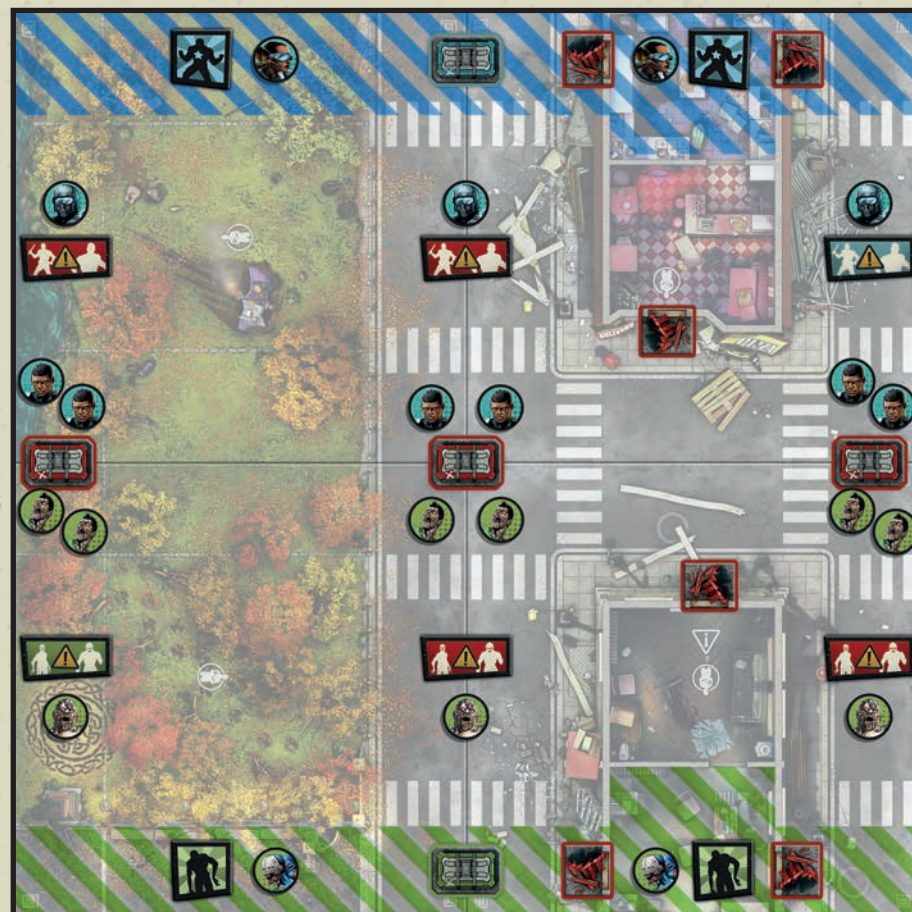
MISSIONS: TEAM VS TEAM

MTVT1 — RUMBLE IN THE PARK

HEROES: 3 VS 3

It has been rumored that, in the chaos of the zombie outbreak, an Infinity Stone has been lost somewhere in Central Park. Both the Super Heroes and Zombie Heroes could make good use of this precious item to either halt the zombies or devour even more! Control of Central Park is of the utmost importance so the dominating team can have time to search for the stone, unperturbed.

Tiles needed: 6R, 7R, 29R, 32R



32R	7R
29R	6R

 Living Team Spawn Points x3	 Zombie Team Spawn Points x3	 Open Doors x6
 Bystanders x4	 Objectives x3	 Zombie Team Base Objective
 Living Team Base Objective	 Living Team Base Line	
 Living Team Bases x2	 Troopers x6	 Specialists x2
 Guards x3	 Zombie Team Bases x2	 Walkers x6
 Runners x2	 Brutes x3	 Zombie Team Base Line

MISSIONS TEAM VS TEAM MODE

MTVT2 — SUBWAY CLASH

HEROES: 3 VS 3

Some stations of the New York subway system have become safe havens for the civilian population that has managed to survive this far. Other stations, however, have become infested with zombies. Both teams have hunkered down and now fight for the long-term goal of controlling the entire city's underground, so battles for control happen station by station.

Tiles needed: 29V, 30V, 31V, 32V

30V	32V
29V	31V



GREEN GOBLIN

➔

		
Living Team Spawn Points x3	Zombie Team Spawn Points x3	Open Doors x8
		
Bystanders x10	Objectives x3	Zombie Team Base Objective
		
Living Team Base	Troopers x6	Specialist
		
Guards x3	Living Team Base Line	
		
Zombie Team Base	Walkers x6	Runner
		
Brutes x3	Zombie Team Base Line	



MTVT3 — MEAN STREETS OF MANHATTAN

HEROES: 4 VS 4

Manhattan is a huge place where many people are still hiding away. Taking control of the streets will give the winning team time to find them (whether to protect them or to devour them). The big deal is that the island is huge! This is the ultimate showdown for control of the city!

Tiles needed: 1R, 4V, 5R, 6R, 7R, 9V

6R	7R
1R	5R
4V	9V



Bystanders
x6



Sealed Doors
x3



Living Team Spawn Points
x4



Living Team Base Objectives
x2



Objectives
x4



Open Doors
x18



Zombie Team Spawn Points
x4



Zombie Team Base Objectives
x2



Living Team Bases
x3



Troopers
x8



Specialists
x3



Guards
x4



Living Team Base Line



Zombie Team Bases
x3



Walkers
x8



Runners
x3



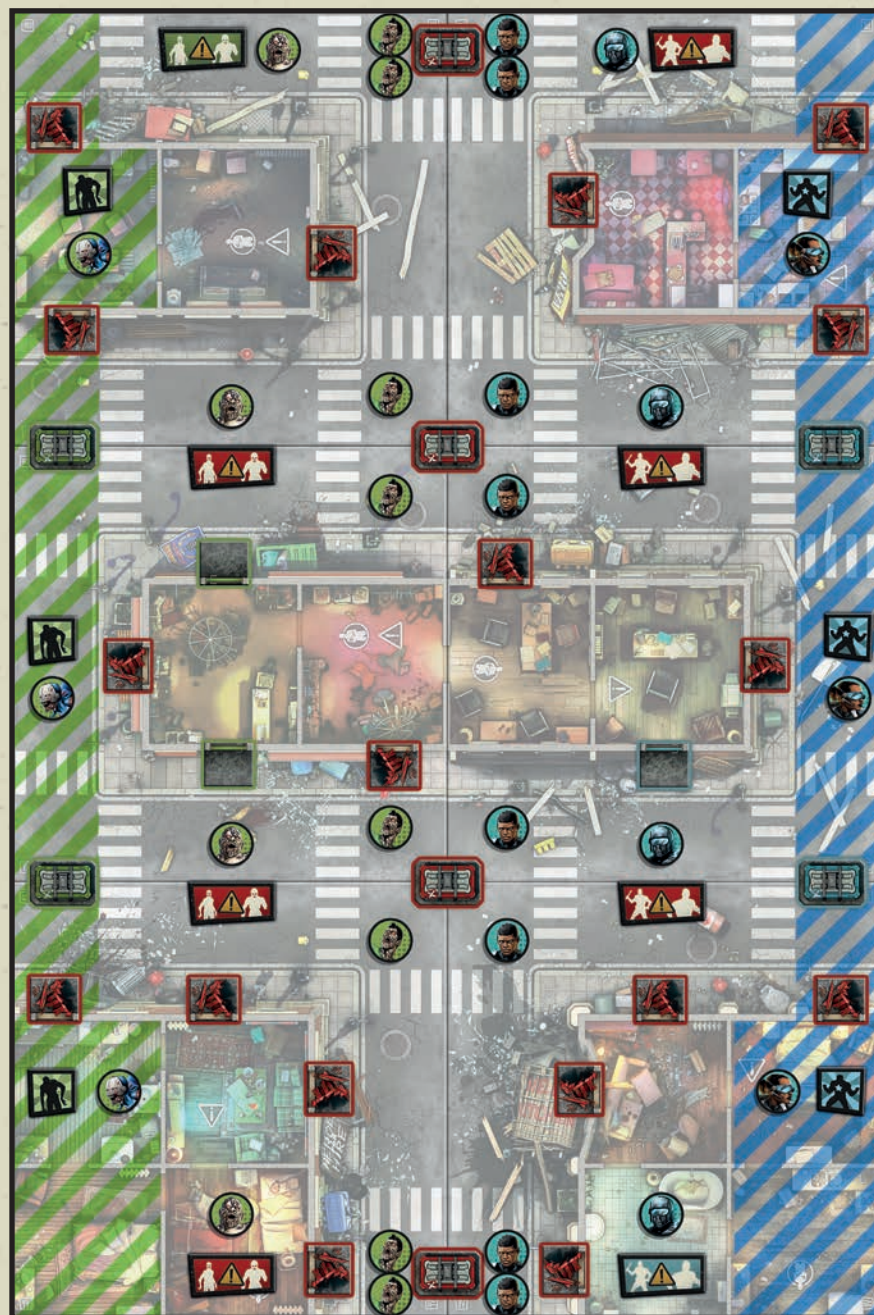
Brutes
x4



Zombie Team Base Line

SPECIAL RULES

- **Blocked.** Blue and Green doors cannot be opened.
- **Points of interest.** Each controlled Red Objective gives only **2 VP** instead of 3 VP during the Scoring Phase.



MISSIONS: HERO MODE

These Missions require the rules and components found in the *Marvel Zombies: X-Men Resistance* core box to be played.

MH1 — VIEW TO THE PARK

HARD / 120 MINUTES

The view of Central Park sure is lovely this time of year. Too bad it's filled with zombies! The subway might actually be a cleaner place to stay, though. Never thought I'd ever say that... Let's purge this park just enough so we can come back if we need to. Then, down the tube we go!

Tiles needed: **2V, 3R, 29R, 30R, 31R, 32R.**

OBJECTIVES

Clean the park. Accomplish these objectives in order:

1. Take both the Blue and Green Objectives.
2. Reach the Red Danger Level with all Super Heroes.
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.

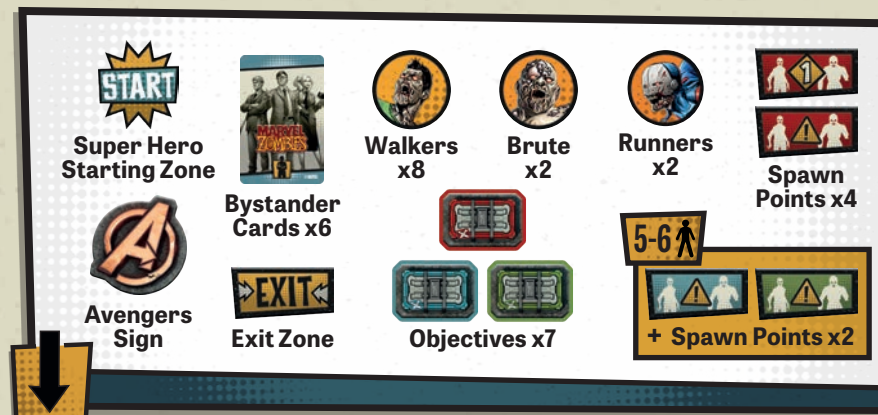
SPECIAL SETUP

- **Swarmed.** Place 8 Walkers, 2 Brutes, and 2 Runners as indicated on the map.
- **5-6 Super Heroes.** The Green and Blue Spawn Points are only used in games with 5 or 6 Super Heroes. They are active from the start of the game.

3R	30R	31R
2V	29R	32R

SPECIAL RULES

- **Bystanders hide and seek.** Bystanders are only revealed when a Super Hero enters their Zone.
- **Supplies to go.** Each Objective gives 5 XP to the Super Hero who takes it.
- **Experienced heroes.** The Green Objective can only be taken once any Super Hero has reached the Orange Danger level.
- **Veteran heroes.** The Blue Objective can only be taken once any Super Hero has reached the Red Danger level.



MH2 — DOWN WE GO

HARD / 30 MINUTES

We've made our way down, but the zombies have followed our scent. In the subway, we found many people in dire need of help. We must do our best to keep the few remnants of the living population safe.

Tiles needed: **29V, 30V, 31V, 32V.**

OBJECTIVES

Keep them hidden. Keep them safe. Accomplish these objectives in order:

1. Rescue 8 Bystanders (9 with 5-6 Super Heroes).
2. 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.

29V	30V
31V	32V



SPECIAL SETUP

- **Crowded sub-station.** All 10 Bystanders on the map start already revealed.
- **Ravenous villains.** Place Vulture and Green Goblin in the indicated Zones, with their Zombie Hero cards faceup next to the board.
- **You cannot escape!** Remove both *Hidden Bystander* cards from the Spawn deck.
- **5-6 Super Heroes.** The Green Spawn Point is only used in games with 5 or 6 Super Heroes. It is active from the start of the game.

SPECIAL RULES

- **Blocked doors.** The 4 Closed Red Doors cannot be opened. The Blue and Green Doors are only opened when the *Surprise!* Special Rule is triggered (see below).
- **Specific diet.** Vulture and Green Goblin always select Bystanders as their main targets, ignoring Super Heroes (they never attack Super Heroes). Whenever they enter a Zone with Super Heroes, each Super Hero there loses 1 .
- **Hard-headed villains.** When Vulture is eliminated, spawn him in the yellow highlighted Zone during the next End Phase. When Green Goblin is eliminated, spawn him in the red highlighted Zone during the next End Phase.
- **Surprise!** When a Bystander is rescued, roll a die. On a 1, immediately open the Blue and Green doors. When the only remaining Bystanders are the 2 in the central locked room, if the Blue and Green doors are not open yet, immediately open them.
- **Safe and sound.** Bystanders never move. Each Bystander gives 5 XP to the Super Hero who rescues them.
- **They keep coming!** During each End Phase, spawn 1 Walker in each highlighted Zone.
- **5-6 Super Heroes.** Super Heroes must Rescue 9 instead of 8 Bystanders to accomplish their objective.

Super Hero Starting Zone	Green Goblin	Vulture	Bystanders x10	Spawn Points x2
Open Doors x10	Walkers x4	Runners x2	Exit Zone	
Locked Doors x2	Sealed Doors x4	Respawn Zones	+ 5-6 Super Heroes	Spawn Point

MISSIONS: ZOMBIE MODE

These Missions require the rules and components found in the *Marvel Zombies* – *A Zombicide Game* core box to be played.

MZ1 — SOCIAL HUB

MEDIUM / 90 MINUTES

The park is a great place for a picnic! On today's menu, we've got brains! But these pesky living beings are smarter than they look, and they've hidden themselves quite well as they await to be rescued. We need to discover their secret password to gain their trust and lure them out.

Tiles needed: 6V, 8V, 9V, 30R, 31R, 32R.

OBJECTIVES

Picnic in the park. Accomplish these objectives in order:

1. Find the Green Objective.
2. Each Zombie Hero must devour at least 1 Bystander.
3. 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.

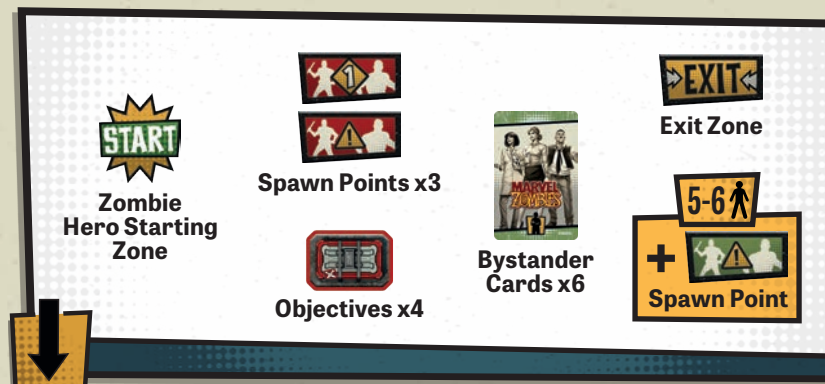
SPECIAL SETUP

- **Secret password.** Place the Green Objective randomly among the Red Objectives, facedown.
- **Super trap!** Place the *Secret Mission #1* Bystander card randomly among the 6 Bystander cards that start on the board.
- **Hiding.** Remove both *Rescued!* cards from the Bystander deck.
- **5-6 Zombie Heroes.** The Green Spawn Point is only used in games with 5 or 6 Zombie Heroes. It is active from the start of the game.

SPECIAL RULES

- **The secret words.** Each Objective gives 5 XP to the Zombie Hero who takes it.
- **What's the password?** Bystanders may only be revealed once the Green Objective has been taken. Then, Bystanders are only revealed when a Zombie Hero enters their Zone.
- **Calling for reinforcements!** When the *Secret Mission #1* Bystander card is revealed, immediately spawn 1 Super Hero on the First Spawn Point.
- **Crowded.** Each Bystander gives 5 XP to the Zombie Hero who devours them.

31R	32R	30R
6V	8V	9V



MZ2 — UNDERMINED EFFORTS

HARD / 60 MINUTES

We've got most of the living trapped in the subway. They have no way out! But just like a cornered animal, if there is nowhere to run, they'll fight! We must be careful to not let our guard down. The hunted might become the hunter.

Tiles needed: 29V, 30V, 31V, 32V.

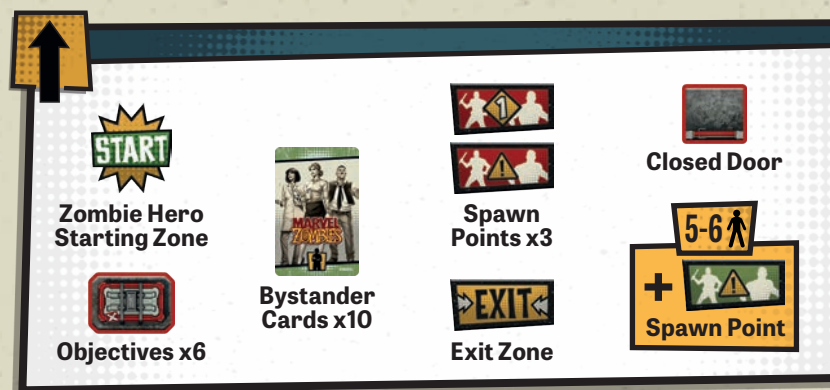
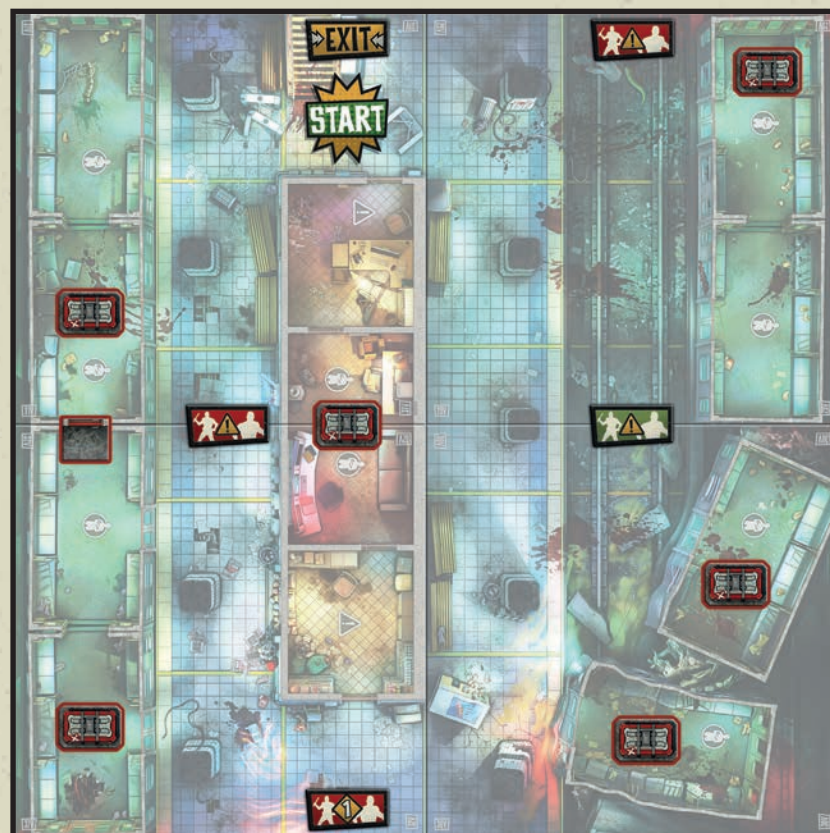
OBJECTIVES

The hunt. Accomplish these objectives in order:

1. Take all 6 Objectives.
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

- **5-6 Zombie Heroes.** The Green Spawn Point is only used in games with 5 or 6 Zombie Heroes. It is active from the start of the game.



SPECIAL RULES

- **Appetizers.** The Zombie Hero who takes an Objective gains 5 XP and reduces their Hunger by 1. When an Objective is taken, roll a die. On a 1 or 2, spawn 3 Troopers in that Zone.
- **Wrong person.** When a Bystander is revealed, roll a die. On a 1 or 2, do not place that Bystander. Instead, draw a Spawn card for that Zone.

TEAM VS TEAM RULES SUMMARY

SCORING: First team to 43 VP wins.

- **3 VP** - Controlling each Red Objective.
- **1 VP** - Moving a Minion into the Enemy Base Line.
- **3 VP** - Eliminating an Enemy Hero.

ROUND STRUCTURE

1. PLAYER PHASE

- Team with the Avengers Sign token activates 1 Hero.
- Teams alternate taking turns until all Heroes have activated.

2. MINIONS PHASE

- Activate all Minions, moving them towards the Enemy Base Line.
- Minions do not attack. They just move.
- If a Minion reaches the Enemy Base Line, they are removed and score 1 VP for their team.

3. SCORING PHASE

- The team with most game pieces on each Red Objective Zone gains 3 VP.
- If teams are tied, both gain 3 VP.

4. SPAWN PHASE

- Teams spawn 1 Walker/Trooper on each of their Team Base tokens.
- Teams draw 1 Spawn card for each of their Spawn Points (using their own Danger Level).

5. END PHASE

- Each team draws 2 Team cards.
- The Avengers Sign token passes to the other team.

BASIC RULES

TEAM CARDS

- Teams start with 2 Team cards.
- Each Hero can use 1 Team card per turn, gaining 3XP.
- Zombie Heroes can use Team cards while Ravenous.

HEROES

- Once per turn, spend 1 Action in the Enemy Team Base Objective to activate all Minions of a single type.
- All Hero Skills can only be used once per Round.
- A Hero can never have more than 3 Health.

BYSTANDERS

- Bystanders never move or attack.
- Bystanders can be Rescued/Devoured simply by spending 1 Action, even if there are Enemies in the Zone.
- All Heroes may discard their Bystander to ignore 1 Wound, with no consequence.

COMBAT

- It takes 2 Hits to deal 1 Wound to a Hero.
- Each Attack can target either the Minions or Heroes in a Zone, never both. Attacking Minions follows their Target Priority order.
- Eliminating an Enemy Hero grants 5 XP to the Hero and 3 VP for the team.
- Eliminated Heroes immediately respawn at their Team Base, with no Traits, Bystanders, or Power/Hunger.

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