

WORK IN PROGRESS
EXCERPTS



MARVEL ZOMBIES

X-MEN RESISTANCE



A **ZOMBICIDE** GAME

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GAME COMPONENTS

87 GAME PIECES

6 SUPER HEROES



Wolverine Mystique Magneto Storm Colossus Rogue

6 ZOMBIE HEROES



Juggernaut Psylocke Dark Phoenix Cyclops Sabretooth Iceman

12 BYSTANDERS



Amanda Sefton Callisto Abigail Brand Ka-Zar Bolivar Trask Shanna Mariko Yashida Valerie Cooper Moira McTaggart William Stryker Senator Kelly Trish Tilby

63 ZOMBIES



35 Walkers (Multiple Man) 14 Brutes (Reavers) 14 Runners (Hellfire Soldiers)



9 DOUBLE-SIDED TILES

RULES MARVEL ZOMBIES

136 CARDS



6 ZOMBIE HERO ID CARDS



45 HEROIC TRAIT CARDS



42 SPAWN CARDS



12 BYSTANDER CARDS



6 ZOMBIE HERO CARDS



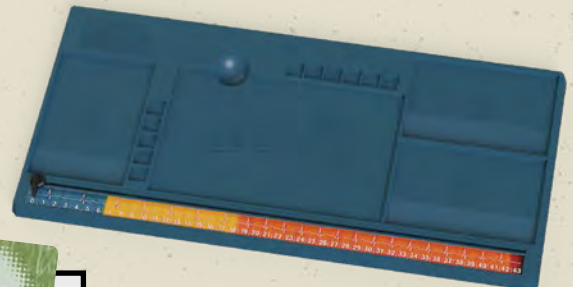
1 SENTINEL HAND REFERENCE CARD

51 TOKENS

- Elevator Token 1
- Sentinel Hand Token (charged/spent) 1
- Door Tokens (open/closed) 14
- Blue Door Token (open/closed) 1
- Green Door Token (open/closed) 1
- Destroyed Window Tokens 9
- Objective Tokens 7
- Blue Objective Token 1
- Green Objective Token 1
- First Spawn Point Token 1
- Spawn Point Tokens 5
- Blue Spawn Point Token 1
- Green Spawn Point Token 1
- Exit Token 1
- Activation Tokens 6



6 PLASTIC DASHBOARDS



6 COLOR BASES



6 DICE



12 TRACKER CUBES



ZOMBIE MODE CONTENT

This box also contains the cards needed to use its Heroes and Bystanders in Zombie Mode. The *Marvel Zombies* core box is needed to play in Zombie Mode.



6 ZOMBIE HERO ID CARDS

6 SUPER HERO CARDS

12 BYSTANDER CARDS



6 SUPER HERO CARDS



INTRODUCTION


WHEN THE ZOMBIE INVASION TOOK OVER THE WORLD'S MIGHTIEST HEROES, MOST ASSUMED EVERYTHING WAS LOST. WHAT HOPE COULD THERE BE FOR NORMAL PEOPLE TO SURVIVE THE RAVENOUS ONSLAUGHT OF THESE ZOMBIE HEROES? BUT SOME SUPER HEROES STILL REMAIN. HOLED UP IN XAVIER'S SCHOOL FOR GIFTED YOUNGSTERS, THE X-MEN ARE MOUNTING THEIR LAST STAND AGAINST THE UNDEAD. FORMER ENEMIES JOIN THEIR RANKS, AS THE DESPERATE BATTLE BETWEEN THE LIVING AND THE DEAD ESCALATES. OLD ALLIES WILL NEED TO BE PUT DOWN BEFORE THEY CAN DEVOUR EVERY SINGLE LAST PERSON ON THE PLANET. SO, ASSEMBLE YOUR SUPER HERO TEAM, MUSTER ALL THE POWER YOU CAN, AND BECOME HUMANITY'S LAST HOPE. THIS WILL NOT BE A WORLD OF MARVEL ZOMBIES AS LONG AS THE X-MEN RESISTANCE LIVES ON!

Marvel Zombies: A Zombicide Game – X-Men Resistance is a cooperative game where 1 to 6 players control the last surviving Super Heroes facing off against Zombie Heroes and the zombie hordes controlled by the game itself. The goal is to complete Mission Objectives, defeat your Enemies, and rescue endangered Bystanders. Eliminating Zombies gives you the experience needed to become an even more powerful Super Hero. But the stronger you are, the more Zombies appear to hunt you down and devour you! Only by working together and pushing their powers to the limit can the Super Heroes hope to put an end to the zombie apocalypse!



ROGUE

SETUP

1. Choose a **Mission**: Each Mission displays setups to be played with either 4 Super Heroes or 6 Super Heroes, controlled by 1-6 players. Any Mission may be played with less Super Heroes than the number listed but note that this may dramatically increase the difficulty of that Mission!
2. Place the **Tiles** as indicated on the Mission map.
3. Place any **Spawn Points** and other **Tokens**, and any **game pieces** as indicated by the Mission.
4. Randomly place 1 **Bystander Card** facedown on each Zone featuring the  Icon.



Bystander Icon

5. Take and separate the following card types, identified by their unique card backs. Shuffle each of these into their own deck, and place them facedown near the board:

- A. Spawn Deck:** These bring the Zombie hordes and Zombie Heroes you will face during the game.



This is a Spawn Card

! ATTENTION ZOMBICIDE VETERANS!

We highly recommend reading through ALL of these rules carefully, as there are many differences, both big and small, from classic *Zombicide* rules.

★ HERO MODE / 🦋 ZOMBIE MODE

The rules contained in this box are for **HERO MODE**, in which players control the last remaining Super Heroes against the ravenous Zombie Heroes. However, *Marvel Zombies* can also be played in **ZOMBIE MODE**, with those roles reversed, by using the contents and rules from the *Marvel Zombies* core box.



ENEMIES

There are 4 types of Enemies. Most Enemies have only a single Action they perform when they activate. The exceptions to this are Runners and Zombie Heroes, who each have 2 Actions per Activation. An Enemy is eliminated as soon as it is assigned enough Hits during a single Attack Action to match its Toughness value. **The Super Hero that eliminates the Enemy gains 1 Experience Point, except in the case of Zombie Heroes, which grant Experience equal to their Toughness value.**

WALKER — MULTIPLE MAN

James Madrox may not be the strongest or fastest of zombie mutants, but there's always more of him around. He may multiply when you least expect it, creating hordes of Multiple Man walkers.

- **Actions:** 1
- **Toughness:** 1
- **XP Reward:** 1



BRUTE - REAVER

Cybernetically enhanced zombies, Reavers are literal tanks, slow and tough. But these brutes' overdrive assault can overpower Super Heroes, depleting their Power.

- **Actions:** 1
- **Toughness:** 2
- **XP Reward:** 1



RUNNER — HELLFIRE SOLDIER

Trained by the Hellfire Club, these zombies are relentless and efficient assassins. These runners use their speed to charge at Super Heroes and chase Bystanders.


- **Actions:** 2
- **Toughness:** 1
- **XP Reward:** 1



ZOMBIE HERO

Each Zombie Hero is powerful and unique, but they are all taken over by the overpowering Hunger that drives them to devour Super Heroes and Bystanders.



- **Actions:** 2
- **Toughness:**  This is specific to each Zombie Hero, as indicated on their Zombie Hero Card (see page 17).



- **XP Reward:** Equal to their Toughness.
- Each Zombie Hero also has a unique Ability listed on their Zombie Hero Card, which is in effect as long as they are on the board.

PLAYER PHASE

During each Player Phase, the following steps must be taken, in order:

- 1. Gain Power:** All players increase their Power Track by 1.
- 2. Refresh Activation Tokens:** All players flip their Activation tokens to their green (Unactivated) side.
- 3. Activate Super Heroes:** All the Super Heroes are activated, one by one. Each Round, the players choose the order in which to activate each Super Hero. During their Turn, a Super Hero can **perform up to 3 Actions at the Blue Danger Level** (not counting any free Action their Blue Level Skill might give them). The Actions available to a Super Hero are as follows:

MOVE

The Super Hero moves from their Zone to the next (they cannot move through walls or closed doors).

- A Super Hero must spend 1 additional Action per Enemy standing in the Zone they're attempting to leave.

Example: Wolverine is in a Zone with 2 Walkers. To leave this Zone, he spends 1 Move Action + 2 additional Actions (1 per Walker), for a total of 3 Actions. If there had been 3 Enemies in the Zone, Wolverine would have needed 4 Actions (1+3) to move.

- Entering a Zone containing Enemies ends the Super Hero's Move Action (this is important for Skills or effects that allow Super Heroes to move multiple Zones per Move Action).

OPEN DOOR

The Super Hero breaks open a door in their Zone. Place a Door Token with its open side where the closed door was (or, in the case that there was already a Closed Door token there, simply flip it to its open side).



Closed and Open Door tokens

NOTE: Once opened, Doors cannot be closed again.

- Some Missions feature colored doors. Usually, these cannot be opened until some condition is met, like finding a specific Objective. Read the Mission description to learn more.



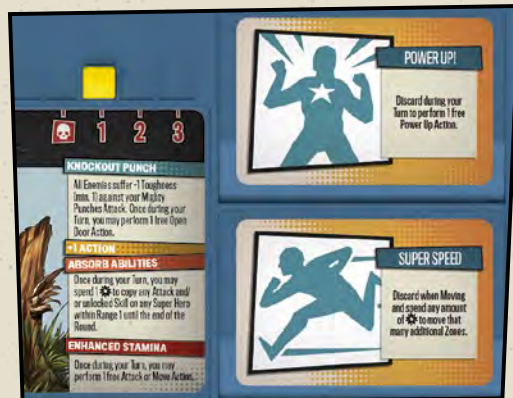
Blue and Green Door tokens

- Opening a building for the first time reveals all the Enemies and Bystanders waiting inside. This is explained in the Spawning in Buildings chapter, on page 18.**

GAIN TRAIT

The player draws the top card from the Heroic Trait deck and places it in one of the 2 Heroic Trait slots on that Super Hero's Dashboard. **A Super Hero can only perform a single Gain Trait Action per Turn**, though other effects might grant them extra Heroic Trait cards.

- Each Super Hero may only have up to 2 Heroic Traits at any time.** If they already have 2 when they draw a new one, they may discard the newly drawn Trait, or discard and replace one of the 2 on their Dashboard.
- If the Trait deck ever runs out, reshuffle all the discarded cards to make a new deck.
- Heroic Traits have powerful effects but are **discarded after a single use**. Each Heroic Trait is unique, with specific instructions for its effects, so read each one carefully!



ATTACK


The Super Hero attacks an Enemy they are able to target. Combat is explained in detail on page 19.





RESCUE BYSTANDER

If they are in the same Zone as a Bystander, **and there are no Enemies in that Zone**, the Super Hero may Rescue that Bystander. The Bystander game piece is removed from the board and the Super Hero gains their unique Bystander Card, placing it in the left slot on their Dashboard.

- A Super Hero may only have 1 Bystander card at any time. Should they Rescue another Bystander, they may replace the old card with the new one or discard the new one.
- When a Super Hero Rescues a Bystander, they immediately **fill their Power Track to its maximum** (whether they keep their card or not).
- Rescuing a Bystander typically does not award any Experience, but many Missions might modify this.
- Unlike Heroic Traits, Bystander cards are typically not discarded upon use, but instead offer a permanent ability for the Super Hero.
- Any time a Super Hero would suffer Wounds, they may **discard their Bystander card to prevent 1 Wound**. This should not be done lightly, though, as it triggers **Bystander Devoured** (see page 20)!

POWER UP

While Super Heroes automatically gain 1 Power  at the start of each Round, they may also, during their Turn, perform a Power Up Action in order to increase their Power Track by 2. This can be done more than once per Turn.

- A Super Hero can only have 4  at most. Any  gained beyond that is simply ignored.
- Many Skills and Traits require the spending of  to utilize various effects, as described on their text.
-  is also generally used to gain extra Dice when a Super Hero performs an Attack (see Power on page 20).

INTERACT WITH OBJECTIVE

The Zombie Hero takes and/or activates an Objective in their Zone. The specific effects of doing this will be detailed in the Mission description.



Objective tokens



END OF TURN

A Super Hero does not need to perform all their Actions if they wish and may forfeit any remaining Actions and end their Turn.

Once a Super Hero has completed all their Actions (or forfeited any remaining ones) their Turn ends. **Flip their Activation token to its red (Activated) side to indicate this.**



Activation token

ENEMY PHASE

Once all players have activated their Super Heroes, the Player Phase ends, and the Enemy Phase begins. No single player controls them, they do it themselves, performing the following steps, in order:

- 1. Activate Enemies:** All Enemies on the board activate and spend their Actions to either Attack a Super Hero or Bystander in their Zone or Move toward the closest Zombie Hero or Bystander if not currently in a Zone with one.
- 2. Spawn Enemies:** Once all Enemies have performed their Actions, new Enemies appear in all active Spawn Zones on the board.



1. ACTIVATE ENEMIES

ATTACK

Each Enemy in the same Zone as a Super Hero or a Bystander spends their Action to perform an Attack. An Enemy's Attack is always successful, does not require any dice rolls, and inflicts 1 Wound.

The Super Heroes and Bystanders in the Zone share the Wounds in any way the players prefer, even if it means inflicting them all onto a single Super Hero!

When a Super Hero is Wounded, their Wound Bar's tracker is moved 1 space to the left per Wound they receive. A Super Hero is eliminated as soon as their Wound Bar reaches 0. If this happens, the game will be lost during the next End Phase!



BYSTANDERS UNDER ATTACK

Bystanders are eliminated if they receive 1 Wound. This is a heavy failure for the Super Heroes, triggering the Bystander Devoured effects (page 20).

A Super Hero with a Bystander card on their dashboard may choose to discard it to ignore 1 Wound they would receive. This is a desperate act, which triggers the Bystander Devoured effects (page 20).

Enemies fight together. All Enemies activated in the same Zone as a Super Hero or Bystander join the Attack, even if there are so many Wounds being dealt that it would be overkill.

Example 1: A Walker in a Zone with 2 Super Heroes inflicts 1 Wound during its Activation. The players choose which Super Hero takes the Wound.

Example 2: A group of 4 Walkers activates in the same Zone as 2 Super Heroes. Since both Super Heroes have 3 Health, the players choose to deal 2 Wounds to each Super Hero.











BYSTANDERS







Bystanders represent key characters the Super Heroes should try to Rescue from the zombies. See page 14 for the full rules on Rescuing a Bystander. Besides that, Bystanders have numerous special rules that are outlined next.

POWER

Super Heroes draw Power from within themselves to accomplish amazing feats. But that Power is not an inexhaustible resource and must be generated through sheer force of will.


- The Power Track shows how much Power  that Hero currently has at their disposal.
- Each Super Hero's Power Track automatically increases by 1 at the start of every Player Phase.
- On their Turn, a Super Hero may perform a Power Up Action to gain 2  (see page 14).
- A Super Hero can only have 4  at most. Any  gained beyond that is simply ignored.
- Having 0  has no consequence, other than not being able to spend  to activate effects.
- Many Skills and Traits require the spending of  to utilize various effects, as described on their text.
- Each time a Super Hero performs an Attack, **before rolling dice**, they may decide to spend any amount of  they possess to add that many Dice to their Attack.

Example: At the start of the Round, Storm has 0 . The Player Phase starts, automatically giving her 1 . During her Turn, she performs a Power Up Action, increasing her Power by 2 to a total of 3. She then performs a Lightning Bolt Attack and decides to spend 2  on it, rolling a total of 4 dice (2 from the base Attack + 2 from Power). Afterwards, she decides to spend her last  to activate her Gust skill, moving all remaining Enemies out of her Zone.

BYSTANDER IN DANGER

When Enemies activate, they treat Bystanders as potential targets, just like Super Heroes. If a Bystander is their closest target, they will move towards it. If a Bystander is in their Zone, they will attack it. If different Bystanders or Super Heroes are equally eligible targets, the players decide who the Enemy targets.




Identified by a  symbol on their card, **Combat Bystanders** put up some resistance against the zombie hordes. Each time a Combat Bystander would suffer a Wound, they roll 1 die. On a 5+ they prevent that Wound.

- Bystanders are eliminated upon suffering 1 Wound. This triggers Bystander Devoured (see below).
- If a Super Hero has a rescued Bystander card on their dashboard, they may choose to discard it in order to prevent 1 Wound they would suffer. This should not be taken lightly, though, as it triggers Bystander Devoured (see below).
- Bystanders cannot be harmed by Super Heroes. They are simply ignored by Super Heroes' Attacks.

BYSTANDER DEVoured!

If a Bystander is eliminated, they are removed from the board. This is a heavy blow for all the Super Heroes, as they have failed their primary purpose of protecting the innocent. Each Bystander that gets eliminated immediately triggers both of these effects:

- ALL Super Heroes lose 1  (if they have any).
- ALL Super Heroes must discard 1 Heroic Trait (if they have any).

ACTIVATING BYSTANDER

During the Enemy Phase, Bystanders attempt to flee the zombie hordes and reach the Super Heroes in order to be rescued. At the end of the Activate Enemies step, but before the Spawn Enemies step, any Bystanders on the board are activated. They move 1 Zone towards the closest Zone with a Super Hero.

- If a Bystander has more than one closest Zone with Super Heroes, or more than one route of the same length to the closest Zone, the players decide which way the Bystander goes.
- If there are Enemies in their Zone, or in the Zone they would move into, the Bystander does not move.



INTERACTIVE OBJECTS

Missions might include Interactive Objects on the map. While in a Zone with an Interactive Object, Zombie Heroes may use them to perform a special Ranged Attack. Each Interactive Object is different, so see its associated Reference card. *Marvel Zombies: X-Men Resistance* features 1 Interactive Object, the severed Sentinel Hand, but expansions might feature others.

SENTINEL HAND



**SENTINEL HAND
PLASMA BLAST**

0-2 | 3 | 3+

Each Hit does 2 Damage to an Enemy.
Flip the token to its Spent side after this Attack.

The Sentinel Hand begins the game on its Charged side, allowing a Super Hero in its Zone to use its Plasma Blast Attack. This Attack may only be used once. After it's used, flip the token to its Spent side.



SENTINEL HAND - THROW

0-2 | * | 5+

Roll 1 Die for each Enemy in the targeted Zone. Heroes are ignored for this Attack.
Remove the token after this Attack.

The spent Sentinel Hand may still be thrown once. After this Attack is used, remove the token from the game gameboard.

ROUND SUMMARY HERO MODE





1. PLAYER PHASE

1. INCREASE POWER TRACKS

2. REFRESH ACTIVATION TOKENS

3. ACTIVATE SUPER HEROES

Super Heroes activate in any order. On their Turn, each Super Hero can perform 3 Actions.

- **MOVE:** Costs 1 extra Action per Enemy in your Zone.
- **OPEN A DOOR:** When a building is first opened, Spawn its  Zones and reveal Bystanders.
- **GAIN TRAIT:** Only once per Turn.
- **POWER UP:** Gain 2 .
- **RESCUE BYSTANDER:** No Enemies in your Zone. Fill your  track.
- **INTERACT WITH OBJECTIVE**
- **ATTACK:** Use your unique Attack.
 - May spend  to roll extra Dice.
 - Deal Hits equal to a target's Toughness to eliminate them, always following the Target Priority order.

2. ENEMY PHASE

1. ACTIVATE ENEMIES



Each Enemy activates and spends its Action on either an Attack or a Move, depending on the situation. Runners and Zombie Heroes get 2 Actions, so they can Attack twice, Attack and Move, Move and Attack, or Move twice.

- **ATTACK:** Each Enemy in the same Zone as a Super Hero or Bystander performs an Attack, dealing 1 Wound.
- **MOVE:** Enemies that have not Attacked use their Action to Move 1 Zone toward the closest Super Hero or Bystander.

2. SPAWN ENEMIES

Starting from the Starting Spawn Zone and going clockwise, draw and resolve 1 Spawn card for each Spawn Zone. Read the line corresponding to the highest Danger Level among Super Heroes.

BYSTANDERS: Are targeted like Super Heroes. Are eliminated with 1 Wound.

- **SACRIFICE:** Player may discard their Bystander to ignore 1 Wound.
-  **COMBAT BYSTANDER:** Ignore 1 Wound per 5+ rolled.
- **DEVOURED:** If a Bystander is eliminated, all Super Heroes lose 1  and 1 Heroic Trait.
- **ACTIVATION:** After Enemies, Move 1 Zone towards the closest Super Heroes (unless Enemies are present).

3. END PHASE

Perform any effects indicated to take place during the End Phase.

If any Zombie Heroes are eliminated, the players lose. Otherwise, start a new Round.

TARGET LIST

TARGET PRIORITY	NAME	ACTIONS	TOUGHNESS	XP REWARD
1	ZOMBIE HERO	2	See card	Equal to Toughness
2	BRUTE	1	2	1
3	WALKER	1	1	1
4	RUNNER	2	1	1