

Marvel Crisis Protocol: Marvel Zombies Ultimate Encounter

Adapted from "[All Will Be Metal](#)" Ultimate Encounter

Background: It started with a flash in the sky, and a ripple through the clouds. The Hunger is what brought it here- and feed it did, until the Marvel Heroes were no more.

They were replaced by soulless monsters, driven only by an insatiable hunger for human flesh.

This world has been overrun by the Hunger, a zombie virus that has infected Earth's Mightiest Heroes with an uncontrollable urge to feed on the living. The only escape is through a Portal to another dimension, created by the last bastion of human survivors under the protection of Earth's final guardians.

Unfortunately for our survivors, the zombies may be dead, but they do not rest, and upon discovering the existence of the Portal, they launch an attack to take control of it so that they may feast on the living of other dimensions.

Will our heroes evacuate the remaining humans to a safer dimension? Or will the undead prevail, and spread to infinite universes? Their fates are in your hands.

Squad Composition: Each squad has a maximum Threat Level of 15.

Mission Setup: Place 1 Portal Token (Target of Opportunity) in the center of the battlefield.

When creating the battlefield for this encounter, be sure to include thematic elements such as buildings, cars, and other city features that citizens could hide in. Feel free to change the placement of terrain to place the Portal at a vantage point or hide it from the Zombies.

Priority: The Non-Zombie Players start the game with Priority, and keep Priority for the entire game.

Deployment: The Non-Zombie Players deploy their squads within Range 3 of their Battlefield Edge. Then the Zombie Players deploy their squads within Range 3 of their Battlefield Edge.

Tokens:

Citizen (Civilian): The last remaining humans are attempting to flee to a safer dimension, but are under attack by super-powered undead.

Portal (Target of Opportunity): This Portal leads to a dimension untouched by the Hunger. A promise of safety for citizens, or an infinite source of food for the Zombies.

Evacuated (Target of Opportunity): Evacuated Tokens show that a Terrain Feature has already been searched this Round.

During the Cleanup Phase, remove all Evacuated Tokens from Terrain Features.

Scoring: The player who controls the Portal Token scores 1 VP during the Cleanup Phase.

Interact (Citizen): Pickup this Citizen. A character can only hold 1 Citizen at a time.

A character holding a Citizen can only make 1 move action per turn

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Flee!: During the Cleanup Phase, each of the Citizens may flee the Zombies. Starting with the Non-Zombie Players, Players alternate placing Citizen Tokens not picked up by a Character Range 2 of their current position. Each Citizen can only be placed this way once per turn. Citizens must be placed further from any and all Zombie Characters if possible.

Ultimate Encounter Rules:

Before Deployment, one squad and its player must become Zombies. This can be decided beforehand, or if two or more players want to be Zombies, then all players who want to be Zombies roll 8 dice. Whichever player rolls more Failures is the Zombie Player, and all characters in their squad are Zombies.

Find Civilians: Characters can interact with Terrain Features as if they were Objective Tokens.

Interact (Terrain Feature): If the Terrain Feature does not have an Evacuated token, roll dice equal to the size of the Terrain Feature. If one or more dice are Crit or Wild, the Character has found a Citizen and picks it up. If the Character finds a Citizen, add an Evacuated Token to the Terrain Feature.

Zombie Rules:

Bite: Zombie characters can use the [Bite](#) Attack.

Consume: While a Zombie character is holding a Citizen, they can perform the Consume action.

If they do, the Citizen token is removed from play. The Zombie player then scores 1 VP

Infection: During the Cleanup Phase, all characters that are Infected are turned into Zombies and join the Zombie players Squad.

Non-Zombie Rules:

Interact (Portal): Characters do not have to spend power to interact with the Portal. If the interacting Character is holding a Citizen, the Citizen is evacuated and the Non-Zombie Players score 1 VP.

End of the Crisis: The Crisis ends when one or more of the following conditions are met:

- When 1 Player scores a total of 12 VPs.
- If all Terrain Features have an Evacuated Token and no Citizen Tokens are on the battlefield or are being held by a Character. In this event, the Players with the most VPs win.
- If there are no Non-Zombie Characters on the Battlefield. In this event, the Zombie Player wins.
- If there are no Zombie Characters on the Battlefield. In this event, the Non-Zombie Players win.

UPDATE: V 1.1:

ADD THE FOLLOWING RULES TO THE “ZOMBIE RULES” SECTION:

Affiliation of Zombies: The Zombie Player’s squad always uses the Zombie affiliation, which all characters in the Zombie Player’s squad have. If a character has a Leadership Ability, you can replace it with the [Undead Resilience](#) Leadership Ability.

Decomposing Bodies: Zombie Characters cannot remove damage from themselves in any way. When a character’s stat card is flipped to the Injured side, that character’s movement is reduced to Short.

UPDATE: V 1.2:

ADD THE FOLLOWING RULES TO THE “ZOMBIE RULES” SECTION:

Ignore the Meatless Ones: The following characters cannot be part of the Zombie Players’ squad or become Infected:

ARNIM ZOLA

KLAW

SENTINEL MK 4

SENTINEL MK 4 PRIME

ULTRON

ULTRON, METAL TYRANT

VISION

The Living Dead: Zombie characters gain the following Superpower: Immunity [Bleed, Poison].