



THE HUNTRESS

M1 — DEFEND THE CLOCK TOWER

NIGHTMARE / 75 MINUTES

This Mission requires the rules and components found in the *DCeased: Gotham City Outbreak* core box.

With the Anti-Life Virus having fully taken over the city, all we can do now is hold out and await rescue. With most of our advanced tech unavailable, we're having to do this the old-fashioned way: An aerial pick-up from atop the Gotham Clock Tower. Our ride is inbound, but unless we can secure the tower, we're going to be overrun!

Tiles needed: 10V, 11V, 12V, 14V

OBJECTIVES

Secure the Clock Tower: Accomplish these objectives in order:

1. Take all Objectives.
2. End a Player Phase with all Super Heroes in the Starting Zone, while there are no Enemies in it.

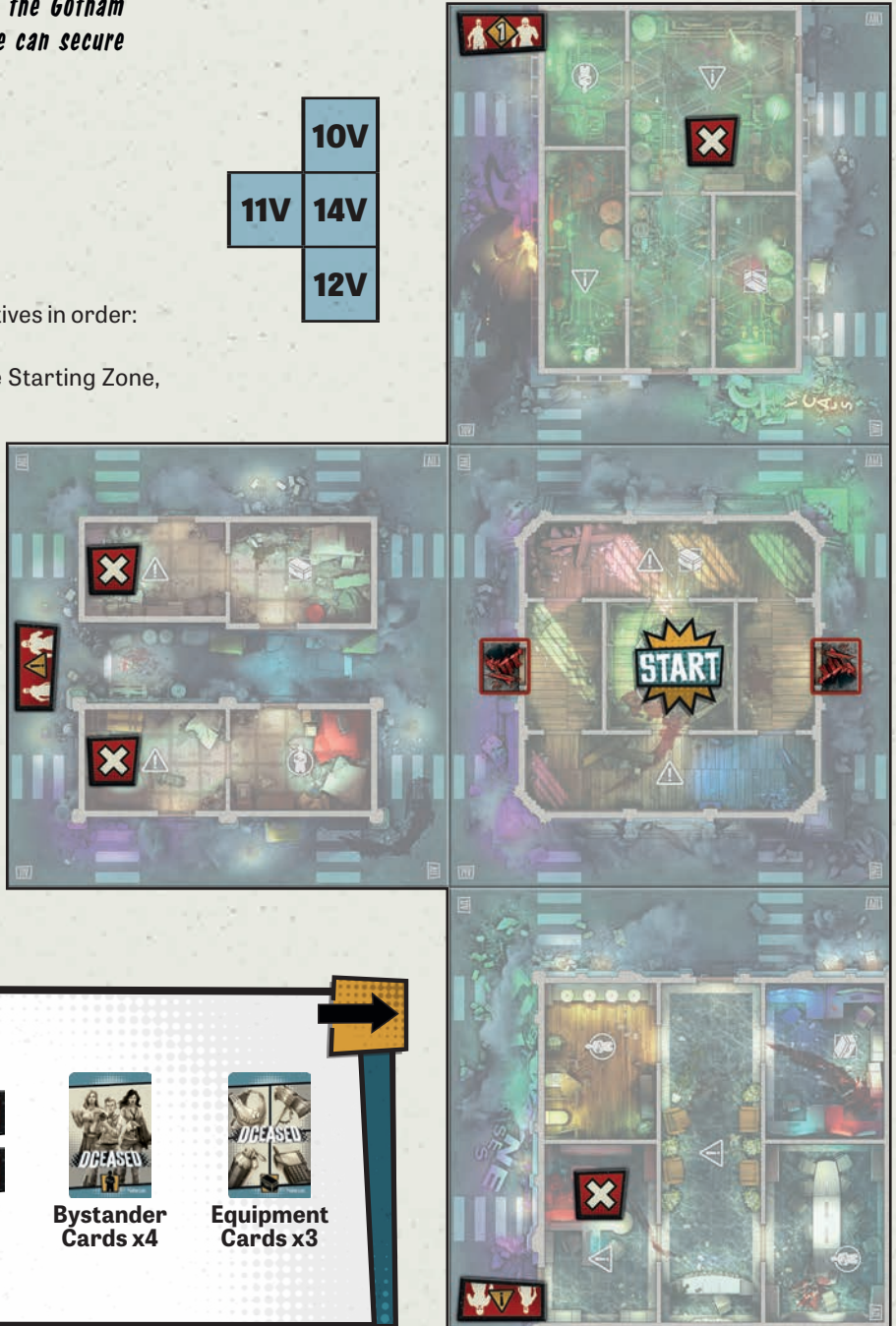
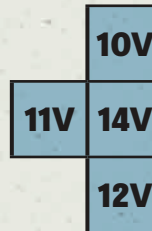
If ANY Super Hero is eliminated, the players immediately lose the game.


SPECIAL SETUP

- **Barren:** Do not draw Spawn cards or place a Bystander and Equipment cards in the Clock Tower building (the center tile).


SPECIAL RULES

- **Barricade Supplies:** Each Objective gives 5 XP to the Super Hero who takes it.
- **Growing Chaos:** At the start of each Player Phase, ALL Super Heroes gain 5 XP each.







Super Hero Starting Zone




Open Doors x2




2x Spawn Points




Bystander Cards x4



Equipment Cards x3





Objectives x4