

## **NecroRush**

### **Goals**

- Objectives must be completed in the following order
- 1. Collect all objectives
- 2. Kill the green and blue necromancer
- 3. All players must be in orange
- 4. Get to the exit

### **Special rules**

- Necromancer spawns work like normal necromancer spawns , except that orcs do not spawn game
- Blue and green doors can only be opened after both necromancers have been killed
- Necromancer cannot spawn naturally ( or remove their cards from the orc card deck )
- Keep the green and blue targets with you and use them to activate the necromancer
- The blue and green necromancer is activated by the player being on the green spawn and activating it with the target
- The necromancer goes to that colored spawn
- Each boss (monster and necromancer ) have double life and damage
- You can only be in the shield for a maximum of the round , if you no longer have actions , you must come out of it and the start of the next round
- That pass through the bush , the player rolls (1 - failed , 2-5 - passed , 6 - passed + spawns an orc walker in that zone )

### **Preparation**

- Games .
- 1. Set up a game plan 16V , 20V, 17V, 13V, 18V, 12V, 19V, 15V
- 2. Prepare tokens ( spawn doors etc. )
- 3. Prepare rattle
- 4. Shuffle and prepare targets (1 blue + 1 green + 3 red )

