

BOSS FIGHT

Objectives

- The objectives must be completed in the following order
 1. Collect all targets
 - Kill the green and blue necromancer
 - Kill the monster
 2. Destroy all spawns
 3. At least one player must be in red and the others in orange

Special rules

- For each objective, the survivor scores 5 exp. points
- You roll a die when destroying a spawn (1-3 hit, 4-6 miss)
- The monster can never disappear (always spawns on center when killed)
- Necromancer spawns work like normal necromancer spawns except they don't spawn zombies
- The blue and green doors can only be opened after killing two necromancers
- Necromancer cannot spawn naturally (or remove his cards from the zombie card deck)
- Picking up a blue/green target automatically spawns a blue/green necromancer in the given necromancer spawn (the necromancer goes into the given color zombie spawn)
- Every boss (monster and necromancer) have double health and damage

Preparation

- Games: Zombicide Black Plague, Zombicide Green Horde
 - 1) Put together a 12V, 5R, 8V, 4R, 6R, 7R, 17V game plan. 9V, 13R
 - 2) Prepare tokens (spawny doors, etc.)
 - 3) Prepare the monster and trebuchet
 - 4) Shuffle and prepare targets (1 blue 1 green+3 red)

