

# FIGHT ARENA

## *Objectives*

- The goal of each team is to get 43 exp.

## *Special rules*

- When a player dies, it takes one turn to respawn
- The first round starts with the first team and the second round with the second team, etc.
- Scoring:
  - **Zombie Kill: 1 exp.**
  - **Necromancer/Monster Kill: 3 exp.**
  - **Goal: 5 exp.**
  - **Player:**
    - **1 hit 5 exp.**
    - **More mornings 3 exp.**
    - **The whole team 10 exp.**

## *Preparation*

- Games: **Zombicide 2nd edition**
1. Put together a 3R, 6R, 8R, 9R game plan
  2. Prepare tokens ( spawn doors, etc.)
  3. Arrange the crates of cuddly toys according to the plan

