

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

