

BOSS FIGHT

Goals

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

Special rules

- Survivor scores 5 hp points for each objective.
- When destroying a spawn you roll a die (1-3 hit, 4-6 miss)
- The monster can never disappear (it always spawns on center when killed)
- Necromancer spawns work like normal spawns on necromancers, except there are no zombies to spawn
- Blue and green doors can only be opened after killing two necromancers
- Necromancer cannot spawn naturally (or remove their cards from the zombie card deck)
- When a blue/green target is picked up, the blue/green necromancer in that necromancer spawn will automatically spawn (the necromancer goes to that colored zombie spawn)
- Each boss (monster and necromancer) have double life and damage

Preparation

- Games: zombicide black plague, zombicide green horde
 - 1) Assemble the game plan 12V, 5R, 8V, 4R, 6R, 7R, 17V. 9V, 13R
 - 2) Prepare tokens (spawn doors, etc.)
 - 3) Prepare monster and trebuchet
 - 4) Shuffle and prepare targets (1 blue 1 green + 3 red)

