

## The Head Honcho(s) Boss

## Phases: 3    Hero: Final Phase

## SPECIAL NOTES

Take adds out quickly.  
Kite mines.

### Interrupts - Goon's Pay Respect shield

## ABILITIES

➕ **Carnage/Destruction** – Swapping sides causes 6 seconds of large pulsing damage, then 2 minutes of light stacking damage.

**Avoid** aiming ice spears at friends.

### Phase 1B: Zee in Charge (Left Side)

**Nuke Adds** – Get Shocker to 80% to stun, then blast it.

## Final Phase: 40% Health

**Handle** both sets of mechanics at the same time.  
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Gains access to all abilities at the same time, and 30% Haste.

**Head Honcho** will only swap when *all* players are on the same side of the room. **Gaol cage** walls can only be broken by mines and ice spears. In order to remove your **slippery boots**, you must touch a fire puddle. Triggering a **mine** now one shots players, must use other mechanics to clear them. **Shockers** cannot be damaged until hit by tank frontal cone. *At 40% health, the arena is split into two by a beam that will one shot players.*