

# **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

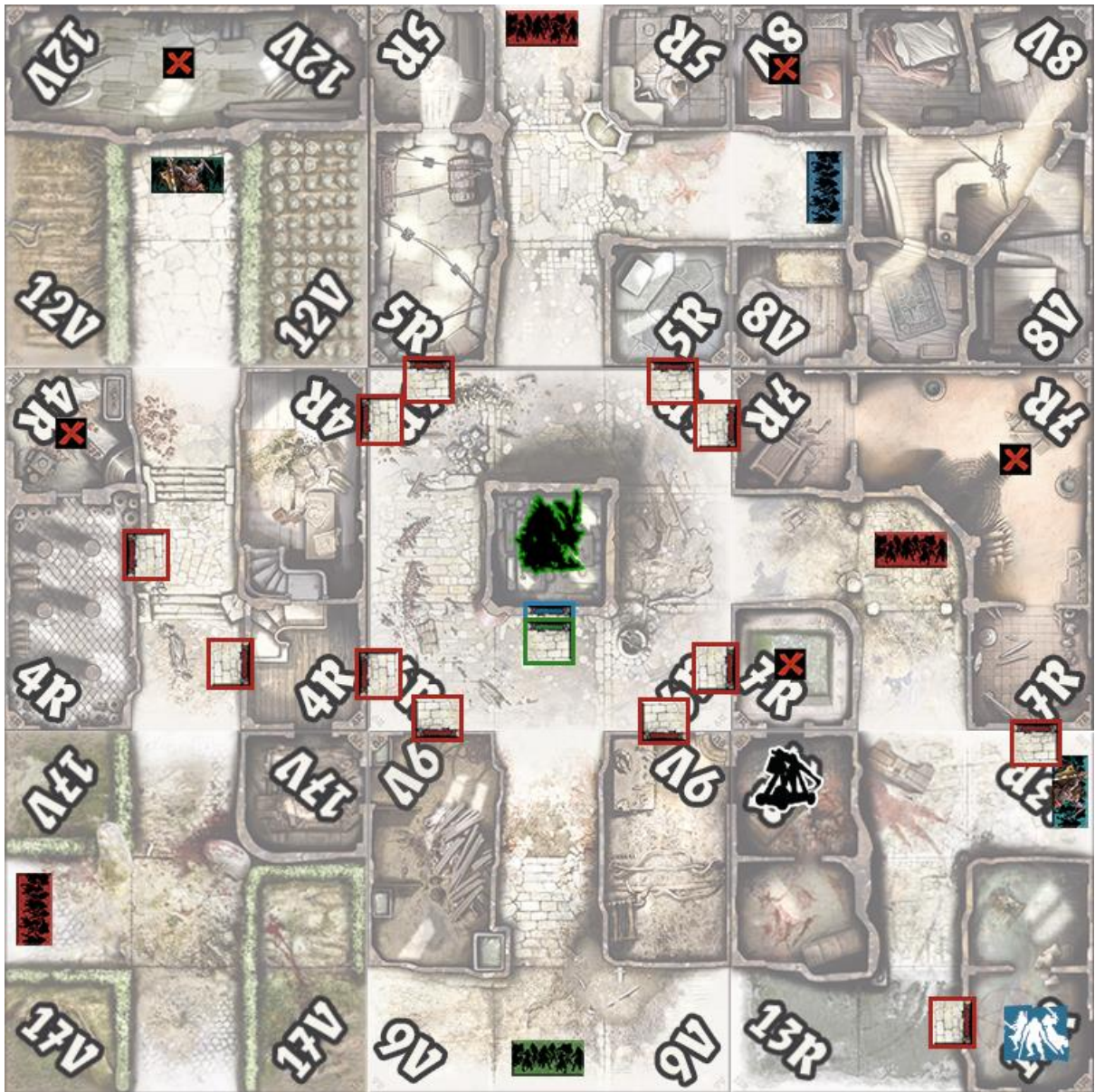
3. At least one player must be in red the others in orange

## ***Special rules***

- Survivor scores 5 hp points for each objective .
- When destroying and spawning you roll and die (1-3 hit, 4-6 miss)
- The monster can't believe 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. Layout 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 )



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