

That's gotta hurt

Warbands have been separated from their cleric and must fight their way through a set area to get healing. Players reduced to 0 HP are removed from the game.

Objective: get at least one survivor to the cleric. 2 warbands will be competing against each other. 15 minute time limit.

Special conditions: played in a swamp. Warband members cannot run unless on pre designated dry ground.

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