

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.

From:

<https://curufea.com/> - **Curufea**

Permanent link:

https://curufea.com/doku.php?id=hundredswords:that_s_gotta_hurt

Last update: **2015/09/13 21:26**

