

# The peasants are revolting!

Warband vs warband

Objective: escort your peasants to the village whilst killing the other team's peasants.

Warbands are split 50/50. Half are knights with 7 HP and half are unarmed peasants with 2 HP. Each peasant to 'buddy' with a knight.

Warbands start at opposite ends of the playing area. Warband that gets the most peasants to the other side wins.

If the peasant is killed their knight leaves the contest. If the knight is killed the peasant stays in the game and must try and get themselves to the other side.

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