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# Battle for Antillia

## Round 1 Report - The Lords of Snakes Rising

October 5th, 2014

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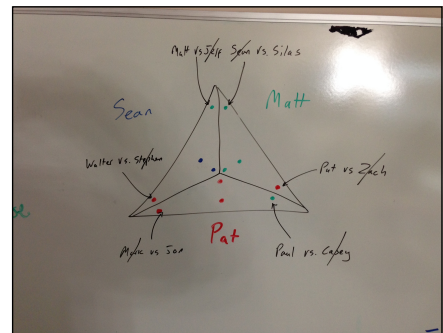
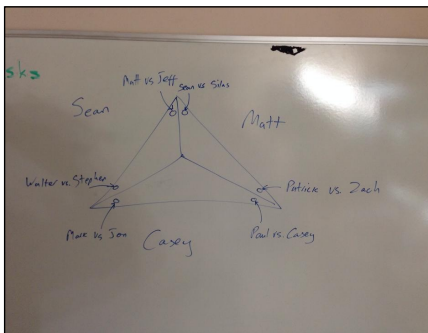


## Round 1

Challenge order for round one was determined by the result of the team captain's Triumph and Treachery game. This lead to Sean issuing first to Matt and then Matt to Pat. The the following challenges were issued in this order:

Sean->Matt, Matt->Pat, Pat->Sean, Pat->Matt, Matt->Sean, Sean->Pat.

Team Challenges		
The Winners List	Sean vs Silas	Mark vs Jon
Matt and the Three Meows	Matt vs Jeff	Paul vs Casey
The Lords of Snakes	Pat vs Zach	Walter vs Stephen



## Results

The fighting was bloody but decisive. By the end of the round the Meows and Snakes sat on three victories and one defeat and controlling an outpost pair each with the Winners List totally swept.

Battle	Result
Matt vs Jeff	Matt captured an outpost
Paul vs Casey	Paul captured an outpost
Pat vs Zach	Pat captured an outpost
Walter vs Stephen	Walter captured an outpost
Mark vs Jon	Jon defended an outpost
Sean vs Silas	Silas defended an outpost

## Score and Round 2 Bonuses

The successful attack and defenses of outpost pairs gave Walter and Matt a Bonus for round 2: Matt can chose 10% of his army from an army book on his team! Walter gets a 10% bonus to his round 2 army size. For round 2 the Snakes are team one, the Meows are team two and the List are team three.

Current Scores:

The Lords of Snakes:	6 points
Matt and the Three Meows:	6 points
The Winners List:	2 points

## Round 2 Setup

There are no rules changes for round 2.

### Round 2 Challenges

Team Challenges		
The Winners List	Stephen vs Zach	Jeff vs Walter
Matt and the Three Meows	Matt vs Sean	Silas vs Pat
The Lords of Snakes	Jon vs Paul	Casey vs Mark

