
Battle for Antillia

Round 5 Report - The Lords are at War!

June 16, 2015

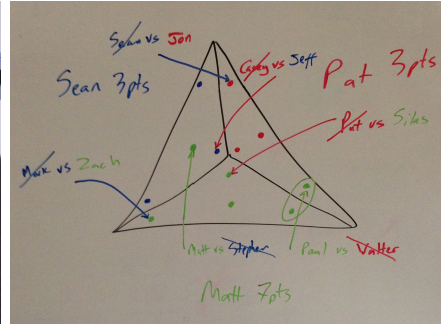


Round 5

Challenge order for round five was determined by the total points from round four. This lead to Sean issuing first to Pat and then Pat to Matt. The following challenges were issued in this order:

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

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



Results

The Snakes made a ballsy play for the center but were beaten back! The Meows stomped into the winners home town and marked it for themselves denying the winners any opportunity at bonuses for the round. A strong performance for the whole team moved them back into second place. The Snakes need to find more cowbell for the final round.

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

Score and Round 6 Bonuses

The successful attack of an outpost pair gave Paul a bonus for round 6 allowing him to take 10% of his forces from an ally book! For round 6 the Winners are team one, the Meows are team two and the Snakes are team three.

Current Scores:

The Lords of Snakes: 22 points

The Winners List: 27 points

Matt and the Three Meows: 23 points

Round 6 Setup

All End times rules through Archeon including end times magic are in effect! Formations are available. Note: only one player per team may make use of an end-times book (legion/host list, formation of end-times magic selection).

Round 6 Challenges

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

