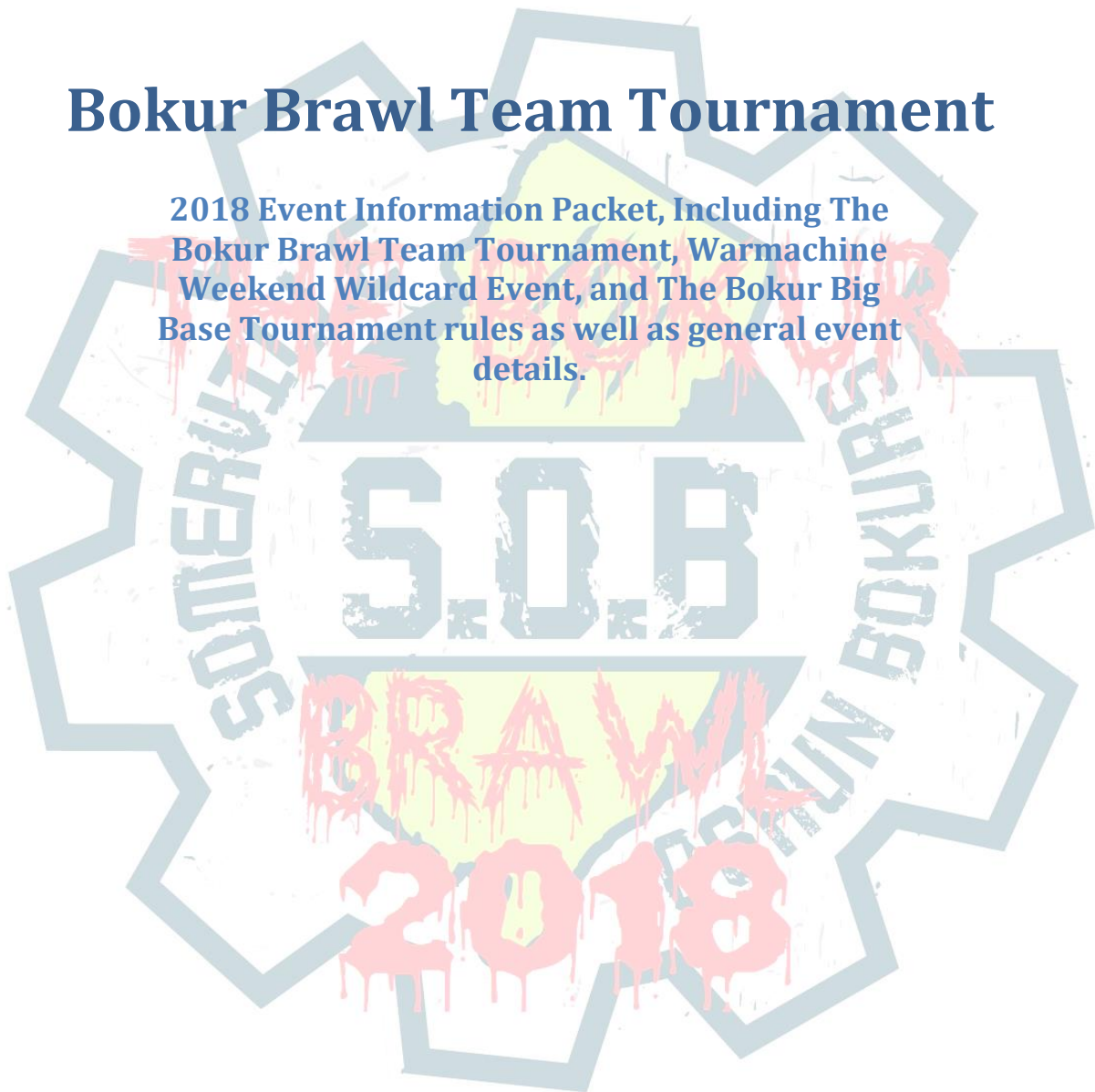


WARMACHINE AND HORDES

Bokur Brawl Team Tournament

2018 Event Information Packet, Including The Bokur Brawl Team Tournament, Warmachine Weekend Wildcard Event, and The Bokur Big Base Tournament rules as well as general event details.



Welcome to the 2nd Annual Bokur Brawl!

A weekend of premium tournaments, food & swag
that puts the player experience first!

The Bokur Brawl is a weekend of gaming that features the 5-person Bokur Brawl Team Championship, The Warmachine Weekend Wildcard Steamroller Tournament, The Bokur Big Base Brawl, open gaming and more!

Before we go any further, it would be prudent to let you know that the best place to keep up to date with the latest news and updates is our webpage: <http://thebokurbrawl.com>.

Additionally, we have set up social media that will be used by the BOKUR BRAWL Committee to broadcast information as it becomes available.

- Facebook: <https://www.facebook.com/thebokurbrawl/>

If you have any questions/comments/suggestions feel free to contact us via our Facebook page, or the email address: Questions@thebokurbrawl.com.

The BOKUR BRAWL is supported and acknowledged by Privateer Press, it is an independently run event and the BOKUR BRAWL Committee is not affiliated with Privateer Press in any way.

All the Best,
The BOKUR BRAWL Committee
Seth Cohen, Stephen Rabideau, Michael Wilcomb

BOKUR BRAWL 2018

The 2nd annual BOKUR BRAWL will be held the weekend of October 12, 2018.

Where?

Thomas J. Kavanaugh
VFW Post 2290
600 Washington Ave, Manville NJ 08835

BOKUR BRAWL Team Tournament Rules

Basic Tournament Rules

- The BOKUR BRAWL is a team event with each team comprised of five (5) players. The team may also include a non-playing coach (see Coach Responsibilities below).
- A maximum of 32 teams is planned for the 2018 BOKUR BRAWL.
- Alternates are allowed and encouraged for each team under the following conditions: Alternate team members must submit their lists at the same time as the core team does and specify which team members they would potentially replace OR an Alternate player must be willing to play one of the submitted lists.
- If one to two team members has a last minute crisis and cannot attend and there is no replacement willing to play the posted list, the team may participate with 3 or 4 players, taking an automatic loss for the missing spots – If more than 3 players from a single team cannot attend the team must forfeit.
- See “Alternates Event” section for more information.

Coach Responsibilities

- If a team decides to bring a coach, he/she is considered an additional part of the team and must pay an additional \$20 for the food and cash bar privileges the other players receive. Coaches do not receive player participation prizes.
- As all other participants, a coach is not allowed to interfere in a game in progress, with exceptions listed below. The only information to be given to a player during a game is the result of another game played in the Bokur Brawl.
- A coach is free to participate in the team pairing process, give hints, tactics and strategies to players before a game starts. The game is considered in progress once the player's clock is started. A coach can play as an alternate following the guidelines above.
- After a game's clock has started, the coach must approach a judge if they have concerns.
- The coach is expected to help the team with the logistics of a Bokur Brawl, i.e. collecting result sheet and help set up scenarios. Players may also ask a coach to look for a judge to come over while the game continues. Any requests made and agreed by both players do not count as interfering in a game.

Alternates Event

- If Registered alternates are not needed the day of the event, they may participate in the alternates steamroller tournament, held concurrently with the Team Event
- Lists need not be submitted ahead of time but must be legal in a steamroller 2018 event
- Scenarios will be the same as the team event
- Rounds will run on the same schedule or until a winner is determined
- All giveaways and provided meals are also provided to paid and registered alternates
- The cost of the Alternates Tournament is \$25
- If the Alternate does not want to play in the Alternate Tournament Event, they will have to purchase a day pass or a weekend pass.

The BOKUR BRAWL Team Event is run under the official WARMACHINE and HORDES game system as published by Privateer Press.

- The event will use the latest rules as published by Privateer Press.
- The most recent official Steamroller Rules (SR2018) published by Privateer Press will be enforced for the BOKUR BRAWL. All scenarios should be considered possible to be chosen for the event.
- The tournament will require each player to bring 2 lists of 75 points each (no specialists). There will be no character restrictions except for warcaster/warlock repetition across the team.
- A player is not required to play both lists during the event.
- Players should ensure that their lists clearly specify all bonds and clients and describe all theme force benefits.
- Across a team, no warcaster/warlock may be repeated.
- Round timings will use the Death Clock system.
- If an official rules errata is released prior to the event, the errata will be in effect at the event.
- Case-by-case changes will be made as necessary

The BOKUR BRAWL Team Event will be run on Friday October 12 through Saturday October 13, 2018, consisting of 4 to 5 rounds depending on the number of teams registering

Our policy on model conversions is that models must be easily identifiable on the table top i.e. your opponent should be able to easily recognize all the models in your army.

- Your best guide is the Steamroller conversion guidelines. The Committee requests that players submit pictures of any significantly converted models for approval by sending an email to questions@thebokurbrawl.com in advance of the event. Non-approved models found unacceptable on site will not be allowed to be used. We suggest bringing an official version just in case

Logistics

- Any unofficial templates, such as clouds or damage trackers, are subject to judge approval.
- The organizers take **no** responsibility for War Room app or device failures/difficulties on site. As per Steamroller rules, if a player's War Room device fails during a game and the information cannot be recovered in a timely manner, the player concedes that game. As such, we recommend you bring all model cards and theme force information in hard copy
- Chess clocks will be provided by the BOKUR BRAWL.
- Flags and objectives will be provided by the BOKUR BRAWL.

Round Timing

- Each round will last 2.5 hours from the time the pairings are announced
- Round timings will use the Death Clock system:
- Each player will have 60 minutes available to them to use during the game.
 - This includes deployment.
- If the round expires with players having more than 5 minutes left on their clock (between them) it will result in a double loss (tie for each player amounts to a loss for the teams).

Keeping Rounds and the Event On-Time

Judges must keep the event running on time. Players who are not ready to begin with the round timer or are not physically at their table may have to have his or her clock modified. The Bokur Brawl may use, but are not limited to the following strategies if players are not ready or an individual player is not available to begin his or her game:

- The Judge(s) may start the absent players clock
- The Judge(s) may subtract the time passed on the round timer from the overall game length
- The Judge(s) may advise of the double loss rule and allow game to start later

None of these strategies are intended to be draconian but only to ensure the event runs on time.

Round Pairings

The BOKUR BRAWL employs an interesting and challenging method for determining the pairings of players within opposing teams for each round.

- Teams will be paired off against each other in the first round and use the “Swiss Chess” system from the 2nd round onwards.
- A team will never be paired against the same team twice.
- The captains from each team will work together to determine the individual pairings of the players within their teams using the following method:
- Dice off until there is a winner. The winner gets to choose whether they are Team A, or Team B in the process.
 - Team B captain nominates his/her first player and presents both the player’s lists to the opposing captain.
 - Team A captain then nominates two (2) of his players that are potential opponents for the player. He provides all 4 lists for the 2 players.
 - Team B captain chooses which player from the 2 that will play against the player he first nominated. The one he does not choose remains on the table.
 - Team B captain will choose which table the match will be played on.
 - Once the first match is determined, Team B captain will nominate 2 of his remaining players, Team A captain will then choose one of those to face off against the player left on the table from the 1st round pairings.
 - Team B captain continues to choose the table for each match.
 - This process continues until all 5 pairings have been done.
- All players across the entire tournament will play the same SR2018 scenario for a given round. No scenario will be repeated.
- Table terrain will be set up following the requirements listed in Steamroller 2018.

Tournament Scoring

- The team that gains 3 or more victories from the 5 games in a round is declared the winner and receives 1 tournament point. The losing team receives 0 points.
 - Each player that wins their game in a round is awarded a “Player Tournament Point”.
- Each team’s strength of schedule will be calculated and will be used as the 1st tie-breaker.
- The total “Player Tournament Points” a team has accumulated will be used as the 2nd tie-breaker.
- The number of control points each team earns across all 5 games for a round is also recorded and is used as the 3rd tiebreaker.
- The number of army points each team destroys across all 5 games for a round is also recorded and is used as the 4th tiebreaker.

Awards

- 1st, 2nd and 3rd place
- Cheat to Win! Award
- All players will get participation prizes

BOKUR BRAWL 2018 Timeline

Team Registration: June 1st 2018

- Teams do not have to nominate the players at this time; they simply reserve a spot in the tournament for their team.
- A non-refundable \$50 deposit is required during the registration by purchasing a 'ticket' for the team tournament
- Payment information can be found on our webpage:
<http://thebokurbrawl.com/registration>

Team Confirmation and Final Payment: September 4th, 2018

- The final payment for all teams is required to be paid on or before this date (minus the deposit).
- The complete ticket cost is \$250 for the event. Additional costs can include: \$25 for an alternate who will participate in the Alternates event if not needed, \$20 for a coach.
- The final payment is non-refundable.
- If nominated teams fail to pay by this date their ticket will be made available to the next team on the waiting list.
- Teams do not have to nominate the players at this time; they merely confirm a spot in the tournament for their team.

Team Line Up and List Submission: September 10th, 2018

- Team captains are required to confirm their team line ups by this date.
- Any alternate players should be listed at this time.
- Army lists for all players (including Alternate players) on the team are due by this date.
- The entire team's lists will be submitted via Conflict Chamber. A link/registration will be sent out to each team captain to submit lists.
- All lists will be checked for legality and then published publically to the Conflict Chamber at the same time.

List and Scenario Publication: September 12th, 2018 (on or about)

- The official scenario & list for the BOKUR BRAWL Team Event will be published by the judging team.

Main Event: Friday October 12th, 2017

- The time for practice is over; the BOKUR BRAWL Team Event begins!

Event schedule (subject to change)

Friday October 12, 2018

- 12:00 Doors open
- 1-1:30 BOKUR BRAWL Introductions, Rules, Chest Thumping
- 1:30-4 Round 1
- 4-5 Dinner (provided)
- 5-7:30 Round 2
- 7:30-11:00 - Open gaming, Board game library open
Bar open

Saturday October 13, 2018

- 8:00 - Doors open
- 8:30 -10:30 Round 3
- 10:30-1:00 Round 4
- 1-1:30 - Lunch provided
- 1:30-4:00 - Round 5

4:00 - Awards - Team members, Coaches and Paid Alternates have access to the hall for the rest of the weekend.

Warmachine Weekend Wildcard Tournament Rules (WMWWC)

Basic Tournament Rules

The WMWWC is a standard Steamroller event consisting of 64 individual players

- The tournament will last 5 rounds or until an undisputed winner can be declared.
- The tournament will use strength of schedule as the first tie breaker then control points then army points.
- Round time will be two hours. Players will be given 10 minutes to move to their tables, unload their trays, check their scenario elements and choose their lists.

Keeping Rounds and the Event On-Time

Judges must keep the event running on time. Players who are not ready to begin with the round timer or are not physically at their table may have to have his or her clock modified. The Bokur Brawl may use, but are not limited to the following strategies if players are not ready or an individual player is not available to begin his or her game:

- The Judge(s) may start the absent players clock
- The Judge(s) may subtract the time passed on the round timer from the overall game length
- The Judge(s) may advise of the double loss rule and allow game to start later

None of these strategies are intended to be draconian but only to ensure the event runs on time.

WMWWC 2018 Timeline

Registration: June 1st 2018

- A non-refundable \$25 fee is due at registration

Players will be allowed to register until the tournament is filled, then a waiting list will be created

- Payment information can be found <http://thebokurbrawl.com/registration>

Event schedule (subject to change)

Saturday night 10/13/18

5:45- Welcome

6-8 - Round 1

8-10 Round 2

Sunday 10/14/18

Doors open at 8:00

9:30-11:30 Round 3

11:30-12:30 lunch

12:30-2:30 round 4

2:30-4:30 - Round 5

4:30-6:30 - Round 6

7:00 - Awards

Players in the WMWWC have access to the hall all day Saturday and Sunday

The Bokur Big Base Brawl Tournament Rules (BBBB)

Basic Tournament Rules

- The BBBB is a standard Steamroller event consisting of 64 individual players (The event may be split into 2 flights with equal prize support)
- The tournament will last 6 rounds or until an undisputed winner can be declared.
- The tournament will use strength of schedule as the first tie breaker then a control points then army points.
- Round time will be two hours. Players will be given 10 minutes to move to their tables, unload their trays and check their scenario elements and choose their lists.
- All prize support will consist of huge bases Top 10 players receive prizes

Keeping Rounds and the Event On-Time

Judges must keep the event running on time. Players who are not ready to begin with the round timer or are not physically at their table may have to have his or her clock modified. The Bokur Brawl may use, but are not limited to the following strategies if players are not ready or an individual player is not available to begin his or her game:

- The Judge(s) may start the absent players clock
- The Judge(s) may subtract the time passed on the round timer from the overall game length
- The Judge(s) may advise of the double loss rule and allow game to start later

None of these strategies are intended to be draconian but only to ensure the event runs on time.

BBBB 2018 Timeline

Registration: June 1st 2018

- A non-refundable \$25 fee is due at registration

Players will be allowed to register until the tournament is filled, then a waiting list will be created

- Payment information can be found <http://thebokurbrawl.com/registration>

Event Schedule (subject to change)

Saturday night 10/13/18

5:45 Welcome

6:00-8:00 Round 1

8:00-10:00 Round 2

Sunday 10/14/18

Doors open at 8:00

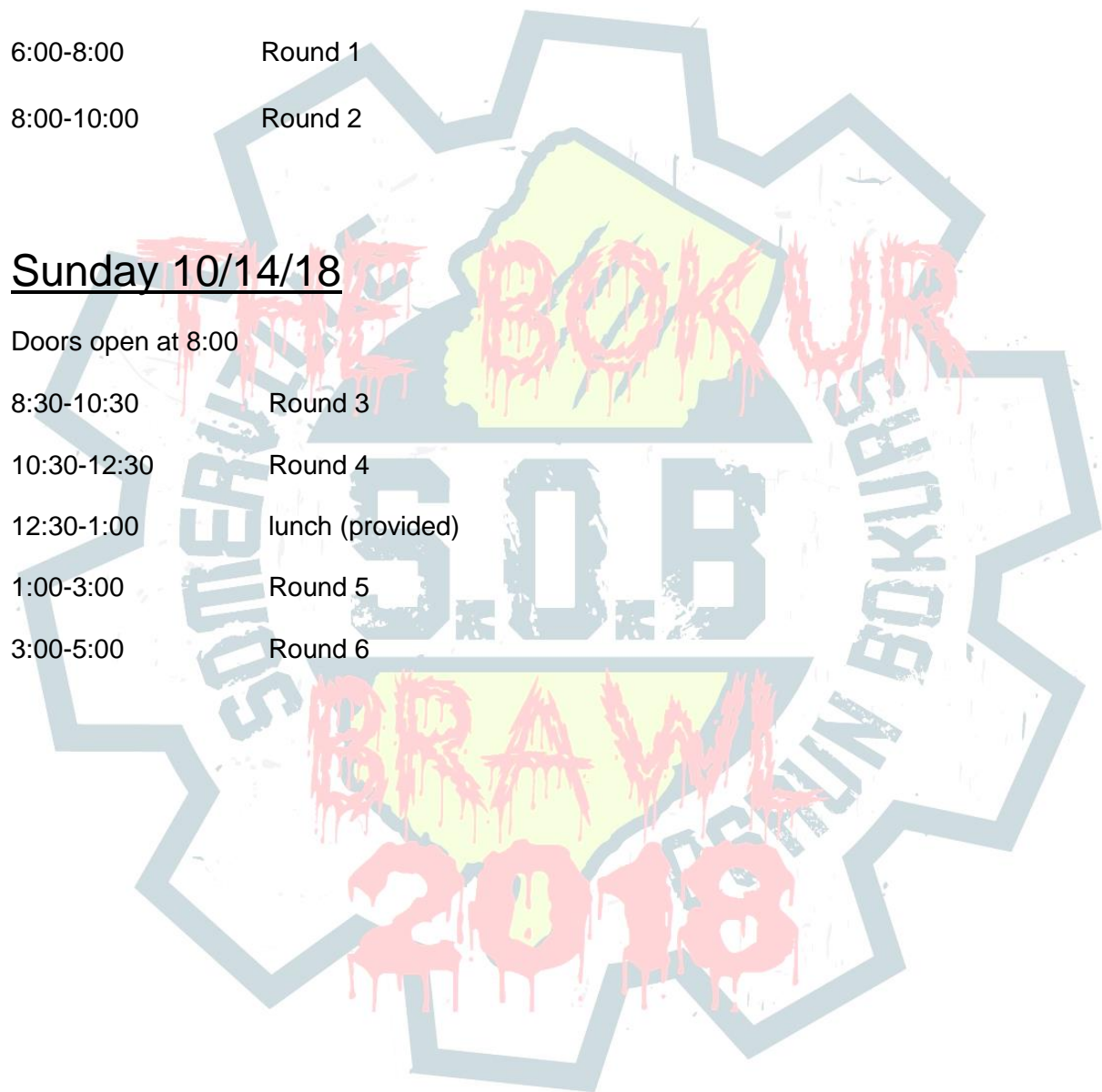
8:30-10:30 Round 3

10:30-12:30 Round 4

12:30-1:00 lunch (provided)

1:00-3:00 Round 5

3:00-5:00 Round 6



Sportsmanship Expectations

The Bokur Brawl and NJ SOB's are committed to providing a premium tournament experience for every player. Accordingly, we believe strongly in the social contract of the game.

- Players must be sure their opponents see all rolls and measurements. As a suggestion: self-narrate what you are doing (ie: "I am running Zaal 5 inches" or "my jack is 10" from your beast, do you agree?)
- Games are supposed to be fun! Trash talking or interactions that cross the line to abusive, degrading behavior etc. that creates negative play experiences, excessive arguing or behavior that interferes with judges ability to run the event, the use of improper models, dice, tools, widgets, etc. can result in a player being disqualified from a game and/or banned from the hall.
- A judge's ruling can be appealed to the Head-Judge. After the Head Judge has ruled the issue is considered resolved. Judges will be introduced at the beginning of each tournament.
- Players who ignore repeated warning about aspects of game play, for example a player who is told to measure from the front of a base but repeatedly does not, can be disqualified, issued a loss and/or banned from the event.
- The 15 second minimum turn is reportedly not to be used in Steamroller 2018. However, players are expected to communicate and complete the maintenance, control and activation phases. This is especially important when time is low on the clock. We want to avoid the clock getting 'slapped' back-and-forth in a close game. Players who cannot vocalize and/or successfully do this risk being issued a loss, disqualified and/or banned from the event.
- Dice rolls must be on the table or in a tray. Players need to agree on what constitutes a 'cracked die' if they cannot, they will leave it to the judge's discretion.

OPEN PLAY

The hall will be open and tables will be available for players to organize games for themselves.

We will provide:

- 1) tables & terrain and scenario elements (terrain for open play may not be 2d)
- 2) at least 1 Thunderdome table

You must provide:

- 1) good sportsmanship and a clock if you want to time your games

Open Play Tables are available from

Friday 12pm - 10 pm

Saturday 9 am - 10 pm

Sunday 9 am - 4 pm

Board game area

The Board Game Library -

Donated by TOGIT (The Only Game in Town)

- 1) Sign out games at the Judges area
- 2) Return games when finished
- 3) Players must return the games in the same condition
- 4) Missing and/or damaged piece will need to be replaced by the players - players who cannot risk being removed from the event and being held liable for the cost of replacing the game.

Need a Room?

A block of rooms has been reserved.

The Days in Hillsborough NJ (1.7 miles from the Venue)

118 US Route 206 South, Hillsborough, NJ, 08844

- 2 Double Beds
- Breakfast included
- \$76 (plus taxes) per night
- Players must CALL to make this reservation using code 5136B33803743
- Call 877-361-2506 to make your reservation

Where to From Here?

Keep track of announcements on our Facebook page as things get closer and prepare yourself for what is going to be an exciting WARMACHINE and HORDES event!