

The Bokur Brawl Bounty System

“Without a Korune to swear loyalty to, many young Ogrun look towards the challenges of man to showcase their martial abilities and draw the attention of a worthy lord”

This year we are showcasing our Bounty System! There are several achievements listed below. If you meet the criteria during your Bokur Big Base Brawl or Warmachine Weekend Wildcard Event simply record your “Bounty” on your sheet and claim it after you report your game.

General Rules:

- 1) Only one bounty can be claimed per game & Player’s opponents must confirm
- 2) There are a limited number of bounties per tier – once they are gone, the bounty is claimed!
- 3) If there are no more bounties at your tier you can claim a prize from the next level down.

Tier 1 Bounties (6 available)

Turn 2 Assassination	Win By 3rd Tiebreaker (army points)	Score 5 CP’s in one turn	Ogrun Bokur Assassinate the Caster
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Tier 2 Bounties (15 Available)

Kill 2 Colossals in 1 game	Score 15 Control Points in 1 game	Kill 7 or Models models with a Trample Power attack	Score all scenario elements in one turn
Mag Hunter 0 = Kill the caster & no other models	Table your opponent (they have no models left)	Score all the Flags on one turn	Ogrun Bokur Kills 2 or more ‘jacks/Beasts

Tier 3 Bounties (20 available)

Complete all possible Power attacks in 1 turn (excluding huge base ones)	Kill 3 heavies in 1 turn	End you turn w/your caster in opponent’s deployment zone	Your Caster assassinates theirs
Dominate 2 Zones with a model	Beat a member of the winner Brawl Team	Slam model completely out of a zone	Ogrun Bokur Survives the game

Tier 4 (until the Dice, Widgets and Tokens run out!)

Roll triple 1	Kill your own model to score a zone	Kill box yourself	Don’t ambush a unit (with that ability) all game
Roll Triple 6	Don’t use your feat the entire game	Fail assassination by 1 box	Ogrun Bokur dies when Shield guarding