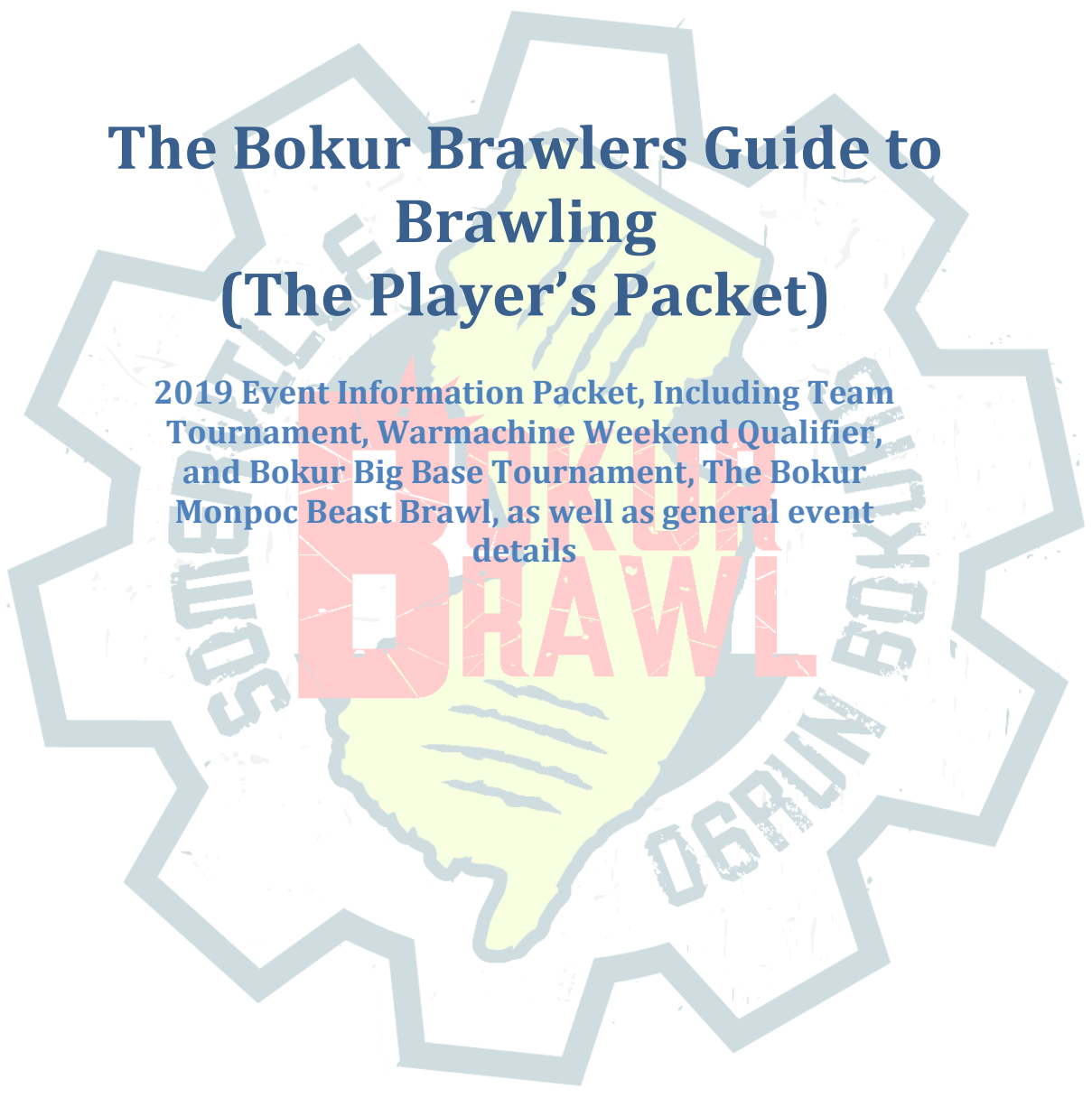


# WARMACHINE AND HORDES

## The Bokur Brawlers Guide to Brawling (The Player's Packet)

2019 Event Information Packet, Including Team  
Tournament, Warmachine Weekend Qualifier,  
and Bokur Big Base Tournament, The Bokur  
Monpoc Beast Brawl, as well as general event  
details



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# Welcome to the 3rd 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 Qualifier Tournament, The Bokur Big Base Brawl, open gaming, Scramblers, Blood Bowl and more!

Before we go any further, we want you to 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 comes to hand.

- 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](mailto: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, Thomas Hoffmann

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# BOKUR BRAWL 2019

The 3rd annual BOKUR BRAWL will be held the weekend of October 4th, 2019.

## Where?

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

## Warfaire Weekend QUALIFIER Tournament Rules (WFWQ)

### Basic Tournament Rules

The WFWQ is a Masters Event consisting of a Maximum of 64 players

- The tournament will last until an undisputed winner can be declared. If there are more than 64 players, the top 8 may play round 6 the next morning.
- 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, check their scenario elements and choose their lists. Players that have not started Games when the round begins may have the first player's clock started for them. This is intended to keep the event on schedule and not penalize a specific player. The Judges reserve the right to start a player's clock if a specific pair are having difficulty getting started and /or have not begun when the round timer is started. Judges may ask the players to roll off for first and then start the first player clock. Another solution may be to subtract the round timer from the layers total time. These are corner-case scenario but rounds must run on time and we want players to understand how we plan to handle these situations.
- The First Place Winner receives a spot in the Warfaire Weekend Invitational

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# WFWQ 2019 Timeline

Registration: June 1<sup>st</sup> 2019

- A non-refundable \$35 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>

**Event schedule (subject to change depending on registration, start time will not change)**

Friday October 4, 2019

8:00:	Hall opens
8:45:	Welcome
9:00 - 11:00	Round 1
11:15 - 1:15	Round 2
1:15 - 1:45	LUNCH BREAK (provided)
1:45 - 3:45	Round 3
4:00 - 6:00	Round 4
6:00 - 6:30	Dinner Break (on own, but see below)*
6:30 - 8:30	Round 5

**IF THERE ARE MORE THAN 32 PLAYERS WE CUT TO TOP 8 AFTER ROUND 5. ROUND 6 MAY TAKE PLACE BEFORE THE TEAM EVENT ON SATURDAY AM.**

\*The VFW Hall Operates a Cash Kitchen on Friday Nights. Players are Welcome to order once the Kitchen opens. We have also made arrangements with a local restaurant to order food and have it delivered.

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# The Bokur Big Base Brawl Tournament Rules (BBBB)

## Basic Tournament Rules

- The BBBB is a standard Steamroller event with a cap of 32 players
- The tournament will last 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. Players that have not started Games when the round begins may be have the first players clock started for them. This is intended to keep the event on schedule and not penalize a specific player.
- All prizes will consist of huge bases - Top 15 players receive prizes
- If the numbers warrant we will open a second concurrent tournament

## BBBB 2019 Timeline

Registration: June 1<sup>st</sup> 2019

- A non-refundable \$35 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>

**Event schedule (subject to change depending on registration, start time will not change)**

Friday October 4, 2019

8:00:	Hall opens
8:45:	Welcome
9:00 - 11:00	Round 1
11:15 - 1:15	Round 2
1:15 - 1:45	LUNCH BREAK (provided)
1:45 - 3:45	Round 3
4:00 - 6:00	Round 4
6:00 - 6:30	Dinner Break *(on own, but see below)
6:30 - 8:30	Round 5

The VFW Hall Operates a Cash Kitchen on Friday Nights. Players are Welcome to order once the Kitchen opens. We have also made arrangements with a local restaurant to order food and have it delivered.

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# BOKUR BRAWL Team Tournament Rules

## Basic Tournament Rules

### Team 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 2019 BOKUR BRAWL.
- Alternate 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.

OR

- An Alternate player must be willing to play one of the submitted lists.
- If one to two team members has some sort of 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.

### 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 \$25. Coaches receive access to the food the other players receive.
- 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, and give hints, tactics and strategies to players before a game starts. The game is considered in progress once the player's clock is started.
- 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.

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## Alternates Event

- If Registered alternates are not needed, they may participate in the alternates scrambler tournament, held concurrently with the Team Event
- Lists need not be submitted ahead of time but must be legal in a steamroller 2019 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 Scrambler Tournament is \$35

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 (SR2019) 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.

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The BOKUR BRAWL Team Event will be run on Saturday October 5 through Sunday October 6, 2019, consisting of 4 to 6 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](mailto:questions@thebokurbrawl.com) in advance of the event. Non-approved models found unacceptable on site will not be allowed to be used. We suggest bring an official version just in case. The Committee reserves the right to allow individuals to alternate models on a case-by-case basis. For example, in past years when a model for submitted lists broke in transit, a proxy was used. We will make these decisions as needed.

## 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 mobile phone 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 2.30 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.
  - Deployment comes out of this time.
- 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).
- At the 2 hour mark the judge will start the round timer. The Judges reserve the right to start a player's clock if the team or specific pair are having difficulty getting started and /or have not begun when the round timer is started. Judges may ask the players to roll off for first and then start the first player clock. This is a corner-case scenario but rounds must run on time and we want players to understand how we plan to handle these situations

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# Round Pairings

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

- Team will be paired off against each other randomly 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 SR2019 scenario for a given round. No scenario will be repeated.
- Table terrain will be set up following the requirements listed in Steamroller 2019 with the following exception: The Bokur Brawl wants table selection to be meaningful. Therefore, some tables may have fewer LoS blocking pieces or more walls etc. The goal is to make an army list’s use of a table specifically beneficial challenging as the Captains choose.

## 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.

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# Awards

- 1st, 2nd and 3rd place
- Cheat to Win! Award

## BOKUR BRAWL 2019 Timeline

### Team Registration: June 1<sup>st</sup> 2019

- Teams do not have to nominate the players at this time; they merely reserve a spot in the tournament for their team.
- A non-refundable \$55 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>

### Team Confirmation and Final Payment: September 13th, 2019

- The final payment for all teams is required to be paid at or before this date (minus the deposit).
- The complete ticket cost is \$275 for the event. Additional costs can include: \$25 for an alternate who will participate in the Alternates event if not needed, \$25 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 that wants to attend.
- 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 (List Lock) : September 15<sup>th</sup> , 2019

- Team captains are required to confirm their team line ups by this date.
- Any Alternate players should be listed at this time as well.
- Army lists for all players (including Alternate players) on the team are also 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.
- After list lock if a team needs to replace a player, someone else can play a submitted list (lists are locked players are not). However this does not mean teams can shuffle players after list lock.

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## List and Scenario Publication: September 20th, 2019 (on or about)

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

## Main Event: Saturday October 5<sup>th</sup> 2019

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

## Event schedule (subject to change depending on the size of Singles Events and Number of Teams Registered)

### Saturday October 5, 2019

9:00 -	Hall Opens
10:00 - 10:15	Bar Open, BOKUR BRAWL Introductions, Rules, Round 1
11:45 - 12:15	Lunch (provided)
12:15 - 2:30	Round 2
2:30 - 4:45	Round 3
4:45 - 5:15	Dinner (provided)

7:00-11:00 - Open gaming, Board game library open  
Bar open

### Sunday October 6

8:00	Doors open
10:00	Bar Opens
9:30 - 12:00	Round 4
11:30 -12:00	Lunch provided
1-1:30	Round 5

2:00 Awards

Team members, Coaches and Paid Alternates have access to the hall all weekend

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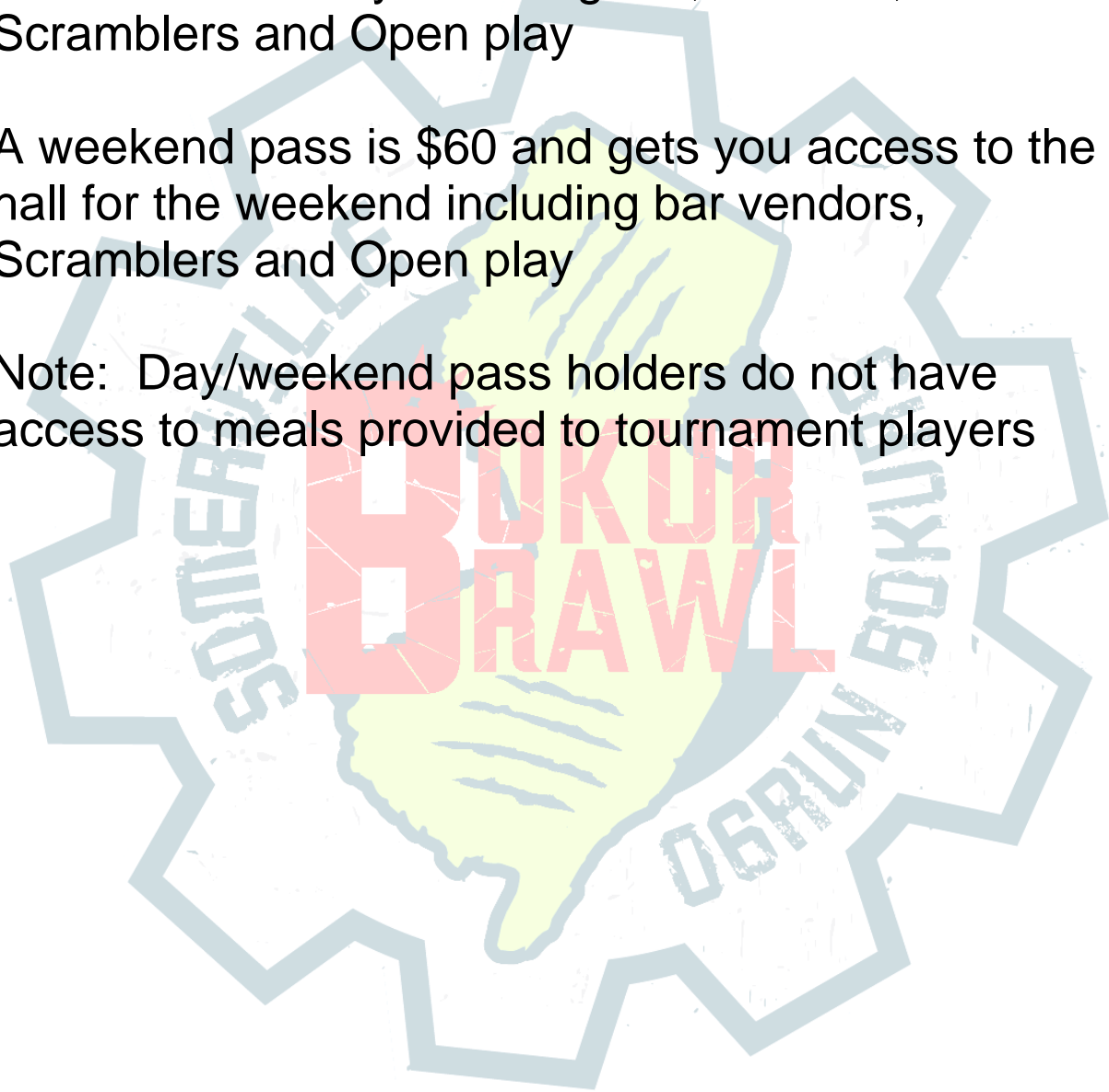


## NOT PLAYING IN A TOURNAMENT Get A Scrambler Pass (Day Pass)?

A Scrambler Pass is \$35 and gets you access to the hall for the day including bar, vendors, Scramblers and Open play

A weekend pass is \$60 and gets you access to the hall for the weekend including bar vendors, Scramblers and Open play

Note: Day/weekend pass holders do not have access to meals provided to tournament players



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# Scramblers

Players can play in a three round tournament that uses the Bokur Benefits System (separate prize pool) If 8 players can be found and tables are available.

- 1) Scramblers have access to the tier 3 and 4 prizes of the Bokur Bounty System
- 2) As soon as 8 players can be found and a set of tables cleared a scrambler will start
- 3) Scramblers be a 75 point standard steamroller 2019 rules
- 4) The Bokur Boss (volunteer) running the Scrambler is also the head judge although other judges may be asked their opinions.
- 5) Scrambler players must purchase a Scrambler Pass for the day unless they have a Team Tournament ticket or Weekend Pass

## *Best in Brawl Awards*

**This year we are keeping track of each player's win record within a faction. After the team event on Sunday we will total most wins by a player per faction. This player will receive a "Best in Brawl" token for his or her faction. All wins on any WM tournament count toward the "Best in Brawl." Steamroller tie breaks will be used.**

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## The Bokur Brawl Manville Massacre 3 days -3 events

- Friday: 3 – Mod Format ! - See below
- Saturday: Two Monster event
- Sunday: Single monster format
- PARTICIPTION SWAG: Each paid player will receive custom Manville Massacre Dice for each event.
- Players are responsible to bring their own models, dice, tokens, maps and any other gaming aides required. Map choices are
  - Calamity Park
  - Isle of Annihilation
  - Construction Junction
  - Any additional official map release
- No proxy bases, No Pre-2018 Monpoc models, No painting requirement
- Death clock timing as per the Crush Hour Rules Packet (if another Organized Play packet is released Before the Manville Massacre, that rules set will be used)
- Prizes for the winner of each event –Win all three events get crowned King or Queen of the Brawl!

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## 3 Mod Event

Welcome to the Manville Massacre 3-Monster event! The list construction and pre-game setup have been altered slightly to create a new format where players are permitted to create a custom loadout for each game.

- 1) Lists are built using 12 Buildings as normal, but only 10 Units!
- 2) You then complete your list by selecting 3 Monsters, each with a 5 Unit retinue that is permanently attached to them.
- 3) After determining which player is going first, the first player selects one Monster and the accompanying retinue. Then, the second player chooses one Monster with their retinue.
- 4) First player then picks their second monster and retinue which gives them a complete list of 2 Monsters and 20 Units.
- 5) The second player completes their list, giving them a slight advantage due to the ability to counter-pick the first player's Monsters.

Once lists are created, a standard 2v2 Monster game is played as normal.

### Friday October 4<sup>th</sup>, 2019 3 Mod

5:00 pm	Intro & Round 1
6:30 pm	Round 2
7:00 pm	Round 3
9:30 pm	Round 4 (if necessary)

Attendees have access to open play, the vendors and the bar for the day.

### Saturday October 5th, 2019, 2 Monster Event

2:00 pm	Intro & Round 1
3:45 pm	Round 2
5:30 pm	Round 3
7:00 pm	Round 4 (if necessary)

**WE WILL RUN A SECOND HEAT SATURDAY NIGHT FOR TEAM PLAYERS WHO WISH TO PLAY AS WELL. IT WILL BEGIN AFTER THE TEAM EVENT**

Attendees have access to open play, the vendors and the bar for the day.

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Sunday October 5th, 2019 Single Monster

10:00 - 11:00 - Intro & Round 1

11:00 - 12:00 - Round 2

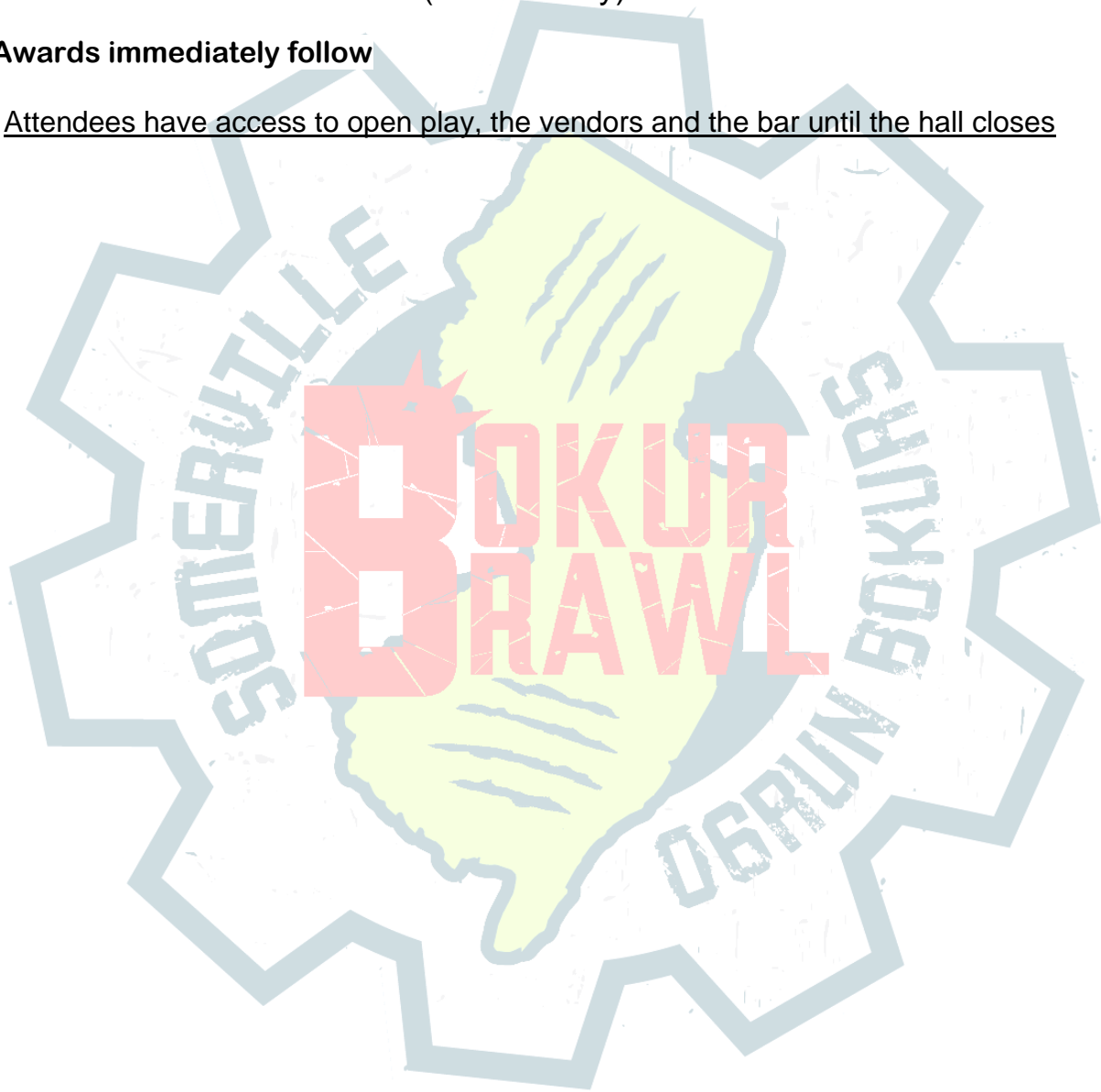
Lunch (On Own)

12:30 - 1:00 - Round 3

1:00 - 2:00 - Round 4 (if necessary)

**Awards immediately follow**

Attendees have access to open play, the vendors and the bar until the hall closes



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# 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

**You must provide:**

- 1) Good sportsmanship, clock if you want to time your games

Open Play Tables are available from

Friday 12 pm - 2 am

Saturday 9 am - 2 am

Sunday 9 am - 2 pm

## Bokur Board Game Bibliotheca

Donated by TOGIT and the Bokur Boss (The Only Game in Town 5 Minutes away from Venue if you want to purchase any games)

- 1) Sign out games at the Bokur Base
- 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

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# 2019 Bokur Brush Painting Contest

All Good Bokurs appreciate a good paint job. A signature paint job can increase visibility on a busy battlefield and help secure future clients. Accordingly we are going to host the Bokur Brush Painting Competition! Entry is open to any attendee of The 2019 Bokur Brawl wishing to submit a model he/she has painted. Models can be miniatures from the specific categories below. The rules and judging this year are based generally on the Crystal Brush format by Cool Mini or Not.

## Rules & Procedures

### Rules

- Entrants must be paid attendees of the 2019 Bokur Brawl
- All entries must be submitted in person by the person who painted the entry between 1pm and 6pm Friday, October 4th, 2019 or between 11am and 4pm on Saturday, October 5th, 2019
- Entrants must pick up their entries on Sunday, October 6th, 2019 between 10am and 2pm. The Bokur Brawl Board cannot be responsible for storage or shipping of entries not picked up on time.
- Entries must not have been winners or placed at "honorable mention" or above in any previous publicized painting competition nor published in any commercial or professional media in print, video, or online including but not limited to hobby magazines, manufacturer catalogs, advertisements, box art, or gaming materials such as character cards and rule books.
- Entrants may enter no more than one entry per category.
- Entrants are responsible for the transportation of entries to and from the competition. No storage space for transportation materials will be provided.
- Only one person may be listed and credited as the entrant on any joint effort entries. While painters may work on original sculpts or conversions by other artists, and more than one artist may contribute to an entry if desired, there will be no co-credit given or division or duplication of prizes.
- Entrants must remain available for judging, queries, and prize awards during the competition.
- Entrants agree to provide all entries, at their own risk to The Bokur Brawl for the duration of the competition for the purpose of display, photography, and

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judging. The Bokur Brawl Board accepts no responsibility for damage to or loss of entries during the competition.

- Entrants agree to have their entries photographed, videoed, or otherwise recorded by The Bokur Brawl Board, and such recordings shall be the property of The Bokur Brawl (LLC pending) and shall be used in whatever manner the Bokur Brawl Board sees fit without further reference or payment to the entrant.
- Entry into the competition is consent to use your name and/or your photo on our web page, Facebook page, or Twitter account for promotion or other purposes.

#### Entry Procedure and Timeline

- All entries must be submitted in person by the person who painted the entry between 1pm and 6pm Friday, October 4th, 2019 or between 11am and 4pm on Saturday, October 5th, 2019
  - Judging will take place Saturday, October 5, 2019 with awards presented at as soon after that as possible depending on time to judge and photograph. Entries may be picked up after the awards presentation.
  - Entrants must pick up entries on Sunday, October 6, 2019 between 10am and 2pm. The Bokur Brawl Board cannot be responsible for storage or shipping of entries not picked up on time.
  - All entrants will complete a registration form for each entry.
  - Entrants will be given a claim ticket with a unique ID matching the entry ID number. Entrants must present their claim ticket and a valid photo ID to prove ownership and pick up entries at the end of the contest.
  - Entries will be placed in the display cases with a small ID card. Entrant information will not be visible during judging, each entry being identified only by ID number.

#### Categories

- **Single Figure** – A single model/group in 40mm scale or smaller, on a single base no larger than 50mm in diameter, with a total height of 75mm or less. This can include mounted models. Single figures must come from miniature games systems played at the Bokur Brawl Weekend.
- **Monster or Vehicle** – A single vehicle or large monster in 25 to 40mm scale, on a single base up to 300mm in diameter with a total height of 300mm or less. This category includes vehicles with riders and figures mounted on large animals such as horses. Single figures must come from miniature games systems played at the Bokur Brawl Weekend.
- **Young Blood** – Young artists (age 14 or under) may enter any of the main categories above as normal and compete for top prizes in them.
- **Bokur Single Figure** – An Ogrun Bokur, Hutchuk Ogrun Bounty Hunter, Gudrun the Wanderer may be entered in this category.

#### Judging

- All entries will be reviewed by the judges with no names attached, only ID numbers.
- The judges, as a group, will make a “first cut” for each category narrowing it down to a group of entries with the potential to place or win.
- All entries that make the first cut may be photographed for the Bokur Brawl website.
- Each judge will review the first cut entries individually and assign each a score on a scale of 1 to 10 on the categories of Technical Quality and Artistic Quality. Each criteria will be given equal weight.

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- An average score will be recorded for each entry.
- Scores will determine model placing in each category. In the event of a tie, the judge panel will determine final placing.

### Judging Criteria

#### Technical Quality

This includes all the skills used in constructing, painting, basing, and finishing the entry. This criteria includes model preparation (removing mold lines and flash, visible glue, gaps, grainy primer), conversion work (does it blend convincingly with the model), painting (consistency of style, smooth paint, consistent quality across all), and presentation (basing work, scenic elements, etc.).

#### Artistic Quality

This includes all the aesthetic and creative decisions made in creating the work. An entry should demonstrate that the entrant has thought seriously about how best to model it. This criteria includes painting (color palette, brushwork, contrast, blending, shading, etc.), composition and design ( focal point and color choice draw the eye, posing gives it movement and life, there is a sense of unity and coherence), presentation (there's a cohesive feel, the basing "frames" the model well, the piece is overall 'harmonious' and 'expressive'), and general effect/feel.

#### Not Included in Judging Criteria

Judges are not expected to be familiar with the background or subject matter of all possible game systems, model lines, etc. Therefore:

- Conversions of stock models or scratch sculpting of an entry will not be considered, beyond the technical and artistic quality of the work.
- Historical accuracy will not be considered.
- Adherence to game rules or canon (such as traditional faction colors or unit composition for wargame models) will not be considered.

### Scoring

Each entry is scored on a scale of 1 to 10. Equivalent scoring in a traditional gold/silver/bronze ranking are suggested as:

- 1-3 — This entry is fully painted and based at a basic level. Technical and artistic quality could be greatly improved.
- 4-6 — This entry shows basic to good artistic and technical quality, with some readily apparent flaws or lack of skill.
- 7-8 — This entry has good to very good artistic and/or technical quality, but lacks in some aspects.
- 9-10 — This entry exhibits virtually flawless technical quality and exceptionally high artistic quality.



## Unpleasant Minutia

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 and environment.

- 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, 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 the game, for example a player who is told to measure from the front of a base but repeatedly does not, can be disqualified and/or banned from the event. Excessive arguing or behavior that a judge feels is an attempt at intimidation are also behaviors that could result in a player being asked to leave a tournament or the event.
- Players are expected to communicate and complete the maintenance, control and activation phases, especially 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 or banned form 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

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Need a Room?

The Bokur Brawl is Very Happy to announce our **New** Hotel Room Block at The Clarion Hotel in Somerset New Jersey.

The hotel is pet friendly, has a bar and Hooters restaurant and is only 5 minutes from the VFW!

Call to make a reservation and say you are attending the Bokur Brawl and get the Special Brawler rate of \$90 with 2 double beds!!

**FOR RESERVATIONS  
The Clarion Hotel**

**Call:** (732) 560-9880 – Ask for the Bokur Brawl Block of rooms

**Address:** 60 Cottontail Ln, Somerset, NJ 08873

**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!

**SEE YOU AT THE BRAWL!!!**

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