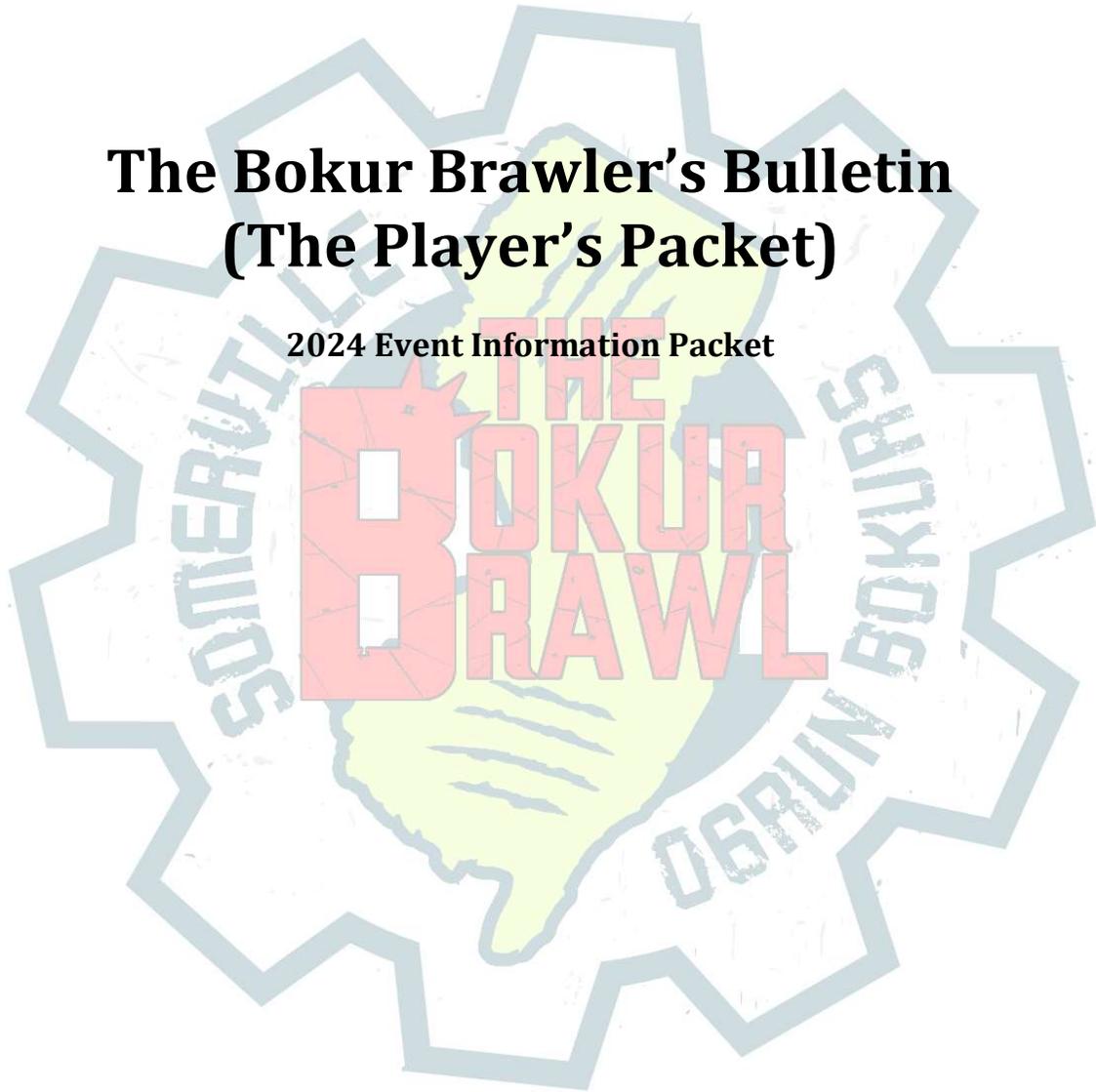


WARMACHINE

The Bokur Brawler's Bulletin (The Player's Packet)

2024 Event Information Packet



Welcome to the 7th Annual Bokur Brawl!

A weekend of premium tournaments, food, and
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, 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.

The BOKUR BRAWL is supported and acknowledged by Privateer Press, but 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

THE BOKUR BRAWL 2024

The 4th annual BOKUR BRAWL will be held the weekend of April 26, 2024.

The Event is Where?

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

The Hotel is where?

The Hilton Garden Inn
500 Promenade Blvd, Bridgewater NJ, 08807

We are back at the Hilton Garden Inn! They are less than 5 miles from the venue and an easy drive or Uber. Please use the booking link as the con gets credit for rooms and positively affects our rates.

2024's Booking Code and link

<https://www.hilton.com/en/book/reservation/deeplink/?ctyhocn=EWRBRGI&groupCode=BOBR24&arrivaldate=2024-04-25&departuredate=2024-04-27&cid=OM,WW,HILTONLINK,EN,DirectLink&fromId=HILTONLINKDIRECT>

Iron Gauntlet Qualifier Tournament Rules

Basic Tournament Rules

The Iron Gauntlet Qualifier is a Steamroller Event consisting of a maximum of 32 players

- The tournament will last until an undisputed winner can be declared.
- The tournament will use the most recent version Steamroller Packet from Privateer Press
- 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 is 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 players total time. These are corner-case scenarios but rounds must run on time and we want players to understand how we plan to handle these situations.
- The Players receive IG points as per the IG Invitational rules
- Lists will be copied from the Warmachine App and submitted through Longshanks. A link will be provided to registered players
- The tournament will require each player to bring at least 1 and no more than 2 lists of 100 points each. A player is not required to play both lists during the event.

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

Friday April 26, 2024

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.

The Bokur Big Base Brawl Tournament Rules (BBBB)

The BBBB is a Steamroller event with a cap of 32 players in 2 pods of 16

- The tournament will last until an undisputed winner can be declared in each pod.
- 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 and check their scenario elements and choose their lists. Players that have not started Games when the round begins may 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 extra large or huge bases - Top 16 players receive prizes
- Final standing using tiebreakers between the two heats will determine order of prize selection. IE: If the top player in Pod 1 has more control points than the top Player in Pod 2 then pod 1 first place picks first then pod 2 first place players picks and so on.
- Lists will be submitted through Longshanks, a link will be emailed to registered participants.
- The tournament will require each player to bring at least 1 and no more than 2 lists of 100 points each. A player is not required to play both lists during the event.

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

Friday April 26, 2024

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

The VFW Hall operates a Cash Kitchen on Friday Nights. Players are welcome to order once the kitchen opens.

BOKUR BRAWL Team Tournament Rules

Team rules

- A maximum of 32 teams is planned for the 2024 BOKUR BRAWL.
- The BOKUR BRAWL is a team event with each team composed of five (5) players. The team may also include a non-playing coach (see Coach Responsibilities below).
- An Alternate player must be willing to play one of the submitted lists if it is past list lock.
- 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.
- The tournament will require each player to bring at least 1 and no more than 2 lists of 100 points each. A player is not required to play both lists during the event.

The BOKUR BRAWL Team Event is run under the official WARMACHINE 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 (SR224) 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 at least 1 and no more than 2 lists of 100 points each as per SR '24 rules. A player is not required to play both lists during the event.
- 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.

The BOKUR BRAWL Team Event will be run on Saturday April 27 and Sunday April 28, 2024 consisting of 4 or 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. 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 Warmachine app or mobile phone failures/difficulties on site. As per Steamroller rules, if a player's Warmachine app device fails during a game and the information cannot be recovered in a timely manner, the player concedes that game.
- Chess clocks 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.
- 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

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

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 or challenging as the Captains choose.

BOKUR BRAWL 2024 Timeline

Team Line Up and List Submission (List Lock) : April 20 , 2024

- Team captains are required to confirm their team line ups by this date.
- Army lists for all players on the team are also due by this date.
- The entire team's lists will be submitted via Longshanks. A link/registration will be sent out to each team captain to submit lists.
- Lists are expected to be copied into Longshanks from the warmachine app
- 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.

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

Saturday April 27

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 -	hall close Open gaming, Board game library open

Sunday April 28

8:00	Doors open
9:30 - 12:00	Round 4
11:30 - 12:00	Lunch provided
1:00 - 3:30	Round 5
Awards after the final round	
Hall closed by 4:00	

Narrative Event

A Bridge Too Far.....

Far in the frozen north of Khador lies the town of Dobruk. The years after the Reaping have been kind to this remote logging town. Once a solitary outpost for fur traders, trappers, and lumberjacks, it has become a bustling hub of commerce with the Rhulic Lords using the deep river to float goods to and from Kursk. The people were happy, and entrepreneurs created ancillary businesses as the town prospered. The Gods clearly favored their town as the doom that had stalked most of Immoren left them more prosperous than they had ever been before. Soon, a Large Stone bridge, capable of holding the weight of Rhulic crawlers and colossals, was erected to enhance trade and facilitate Rhulic mercenary movement. Coffers swelled; life was good.

Then came the Great Invader. The main force was well away from the town, but a detachment came to their region with deadly purpose: take the town, use the river to supply their troops downstream, stop the Rhulic mercenaries from hiring their services to the Immorese alliances needing support, and collect souls for the Felgoeth. Not only was the Orgoth push into Khador was relentless and brutal but it also made the townspeople of Dobruk question their faith: where were the Gods now? Why build up Dobruk only to abandon her when she needed them most?

The Rhulic response was swift: Engineers dammed the river near its secret source in the Rhulic lands making it too far for the Orgoth to attack directly. The river had become a muddy quagmire which no heavy equipment could traverse with regular snowfall keeping the river bed wet. The bridge became an even more important strategic resource without the river to send fresh supplies south, the Orgoth advance would not stretch past the supply lines from the shores. The Orgoth and their allies must take that bridge if the advance is to continue and the Felgoeth paid their bloody price. Khador and her allies must stop the Orgoth from taking the bridge, even if it means ultimately destroying it, if all is lost!

A Bridge Too Far is a narrative campaign that will be played over the weekend of the Bokur Brawl. Up to four (4) players will take part in each session, with attackers facing off against defenders. There will be a gamemaster for the round who will have access to special events and weapons that could turn the tide! Can you stop the Orgoth advance or will you harvest the souls and provide the fodder so that the Orgoth can deliver the death blow? The decision is in your hands.....

We will run 3 sessions a day for Friday and Saturday:

50-75 Points (gm at the table will adjust as necessary)

Friday & Saturday Session 1: 12-2 pm

Session 2: 3-5pm

Session 3: 6-8pm

Sunday:

Session 1: 10 am-12 pm

Players will get a unique participation objective marker as well as a chance to choose something from the Bokur Bounty Table

Campaign in a Day!

Players in this event will be participating the Black Tide Season 3 Part 1

We will do our best to place people into attacker and defender teams but ultimately we need an even number on each side, so things happen.

We will provide Boats and tents for scenario 1.

You provide 1 or 2 army lists of 100 points

We will use Steamroller sheets for this event as we have to track warchest points

The schedule will be the same as the BBBB except it stops after round 3

Players get to access to the Bounty table

NOT PLAYING IN A TOURNAMENT Get A Guest Pass

A Guest Pass is \$35 a day and gets you access to the hall for the day including bar, vendors,

A weekend pass is \$60 and gets you access to the hall for the weekend including Meals, bar & vendors

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 as long as the hall is open

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

The Bokur Bazaar!

Saturday Night, April 27th, at around 7:00

We set up tables and invite any and all Brawlers to display anything they have for sale or trade! The Bokur Brawl is only providing the space and cannot take any responsibility for individual items, deals etc. Last year, many armies were swapped, painted and unpainted models traded and whole lots sold to make room in cars for the trip home. If you got models, we've got space!



2024 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 2024 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 2024 Bokur Brawl
- All entries must be submitted in person by Saturday, April 27, 2024 at 7pm

- Entrants must pick up their entries on Sunday, April 28, 2024 before 3pm
 - 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 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,
- 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.
- **Bokur or objective Single Figure** – An Ogrun Bokur, Hutchuk Ogrun Bounty Hunter, Gudrun the Wanderer may be entered in this category as well as any objective created for the Bokur Brawl (or even the Barbecue Brawl if are interested).

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.
- Scores will determine model placing in each category. In the event of a tie, the judge panel will determine final placing.

Unpleasant Minutia

The Bokur Brawl and NJ SOB’s are committed to providing a premium tournament experience for every player. All attendees must agree to the follow if they attend the event:

- 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 warnings 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 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
- No player should ever feel harassed or intimidated by other attendees
- The VFW bar operates outside of the Bokur Brawl's event. You must follow their rules and all NJ State laws regarding alcohol. If anyone is removed from the premises by the VFW, consider yourself removed from the event as well

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 event!

SEE YOU AT THE BRAWL!!!