TEAM EVENT SCENARIO
&
TERRAIN DOCUMENT 2019

Scenarios:

The Bokur Brawl Team Event will use the following scenarios (Order to be reported the day of the event).

Invasion

bunkers

Spread the Net

Recon II (Electric Boogaloo)

Anarchy

Singles event scenarios will be released at the event opening

Terrain – The following list should not be considered to be exhaustive or exclusive list of terrain the Bokur Brawl will be using this year. It will cover the most common and most used pieces.   As always players are expected to discuss terrain, but they may not alter published pieces. In other words players cannot decide that a piece listed here is an obstruction instead of rubble. If there is a question about terrain, please contact a judge. The chart on the next page is intended to be a reference and not a replacement for rules.

Removable 3D Terrain: This year the Bokur Brawl will be using 3D terrain on top of 2D terrain whenever possible. Walls will sit on top of wall templates, obstructions on top of obstructions, The Forests will have removable trees etc. We ask that you move terrain to the side of your table and treat it well as we spent many hours on creating it.

Picture	Title	Notes
	Obstruction: Volume 2.75	Block LoS Cover +2 Melee Def, +4 Ranged Def. Huge Bases can be seen over them
	Forest	Difficult Ter. LoS = 3 inch in/out. Concealment
	Obstacle (wall) Volume 1.75	Cover +2 Melee Def, +4 Ranged Def
	Clouds/fog	Blocks LoS, Concealment
	Obstruction: Volume 5"	Block LoS Cover +2 Melee Def, +4 Ranged Def. BLOCKS LoS TO HUGE BASE MODELS!!!
	Rubble	Rough Ter. Provides Cover
	Shallow Water	Rough Ter. Amphibious Benefit
	Trench	Cover, no blast from outside
	Hazard: acid	Rough Terr. Enter/end= Corrosion Cont. effect
	Hazard: Fire/burning earth	Any terrain can be 'lit' on fire. In addition to inherent terrain rules, model enter/end suffer cont. fire effect. Cloud effect