

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 again using our Bokur Bounty System for the WFW Qualifier and BBBB! There are several achievements listed below. If you meet the criteria for the “Bounty” on your sheet, claim it and your prize after you report your game. Prizes are models and swag ranked in tiers. pick what you want from the tier when you claim your bounty! May be modified if PP Changes rules.

General Rules:

- 1) Only 1 bounty can be claimed per game & Player's opponent must confirm, Each Bounty achievement can be claimed once
- 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

Win with Turn 1 Assassination	Win By 3rd Tiebreaker (army points)	Win by scoring 5 cp's in one turn	Ogrun Bokur Assassinates the opposing 'caster
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Tier 2 Bounties

Kill 2 Colossals in 1 game	Score 15 Control Points in 1 game	Kill 7 models with a Trample Power attack	Win & Score all scenario elements in one turn
Mag Hunter 0 = Kill the caster & no other models	Table your opponent (they have no models left)	Win & Score all the Flags on one turn	Ogrun Bokur Kills 2 or more 'jacks/Beasts
Kill 3 solos with Spells in one game	Clear and score a flag with a non-power attack slam	Assassinate the caster through an arc node	Win a game in one tournament with 2 fully painted lists

Tier 3 Bounties

Large/Med sized Beast/Jack does all Power attacks in one game	Kill 3 heavies in 1 turn	End your turn w/your 'caster in opponent's deployment zone	Your 'caster assassinates their 'caster
Score 2 Zones with a model	Beat someone from the 2018 winning Brawl Team	Slam model completely out of a zone	Ogrun Bokur Survives the game
Win a game with a fully painted list.	Throw or slam a model into an obstruction	Score the far zone in SR: Spread the Net	Destroy the opponents Objective on the bottom of turn 2

Tier 4 Bounties

Roll triple 1	Kill your own model to score a zone/flag	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
Miss a to hit roll on the same model 3 times in a row	Don't break armor on the same model 3 times in a row	Fail to score the closest zone in Bunkers on the bottom of turn 2	Leave the objective on 1 box