*“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 |

**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 Scenario: Mirage | 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 standoff on the bottom of turn 2 | Leave the objective on 1 box |