



CROSSFIRE ORKTOBER BRAWL 2023 – INCURSION KING OF DA HILL

The Arch Overfiend of the Serifsorc sector has issued a challenge! All the Warbosses in the sector have been called to fight for the right to be his General and lead the next WAAAAAGHH! out to krump the stars. Many have heard his call but only 4 remain. The most Brutal & Kunnin' Orkz must now do battle to decide the winner.

Mission Rules

This battle will involve 4 players fighting individually to be crowned Orktober Warboss. Players will gather a force of 1250 points from the Ork faction and each deploy in a separate deployment zone. Once the battlefield is created, players roll off for their choice of deployment zone (highest roll chooses first). At the start of each battle round, players will roll off and starting with the lowest roll, each player must declare if they are calling the Waaagh!.

Mission Objectives

DA BRUTAL ONE (Progressive Objective)

- Orks need enemies ta fight like they need meat ta eat an' grog ta drink.

Players will score;

- 5 pts for every unit they destroy.
- 15 pts for killing an opposing Warlord.

DA KUNNIN' ONE (Progressive Objective)

- Just cos we is fightin don't mean we aint getting da loot too.

At the end of each player's command phase the active player will score;

- 5 pts for holding their home objective.
- 15 pts for holding the no-man's land objective.

In the last round the final player will score at the end of their turn.

Victory Conditions

- Da Warlord stands victorious while his boyz and da gitz wot waz fightin dem all cheer da new boss. Da rest of da dakka getz shot in the air and all da ladz slap each other on the back in celebration of da best krumpin dey av seen all year.

If only one player remains and the other armies have been destroyed, the player controlling the remaining force is the victor.

Otherwise, the player with the most "Kunnin" Victory Points will face off against the player with the most "Brutal" victory points to determine the victor.

The duel is determined by both Warlord models, who are returned to full health, fighting in singular combat.

There will be a roll off to decide who attacks first. The duel consists of 1 round of shooting where the combatants are considered to be 6" apart with no cover. If neither model has been destroyed, both models will then fight in melee as if they have charged during a WAAAGHH! turn. If neither model

is destroyed in the first melee round then they will continue to take it in turns to fight, without the WAAAGHH! & charge bonuses, until there is a victor.

Trophy award

If one player remains and the other armies have been destroyed the Orktober Brawl trophy and bonus prize will be awarded to the victorious player.

If the match is decided by duel the victor will be awarded the trophy and the runner up will receive the bonus prize.

Deployment

