



Crossfire ORKTOBER BRAWL 2024

King of Da Hill

The Arch Overfiend of the Serifsore sector has again issued his 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 come to answer his call but only the last few 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 1000 points from the Ork faction & 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).
- All players will gain 2CP at the start of each battle round and a max of 1 extra generated per turn via other means
- At the start of each battle round, players will roll off with the player with highest roll becoming the primary active player and taking first turn. The player deployed diagonally opposite of the primary active player will also begin their turn. For the purposes of rule interactions between these players, it is considered to be the primary active player's turn.
- Once both active players have completed their turns, the primary active player then moves clockwise round the table to the next player. This player then becomes the primary active player and begins their turn along with the player diagonally opposite.
- In the event that both active players charge the same unit the player who is considered to be the primary active player will have their charge bonus take priority.
- Once turn order is determined, players will roll off and starting with the lowest roll, each player must declare if they are calling the Waaagh! in that battle round.
- If there are only 3 players taking part in the battle turn order will be decided in a roll off with the highest, first, to lowest, last.

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;

- 1 point for every unit they destroy.
- 3 points for killing an opposing Warlord.

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 laz 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 both 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 WAAAGH! 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.



Da Kunnin' One (Progressive Objective)

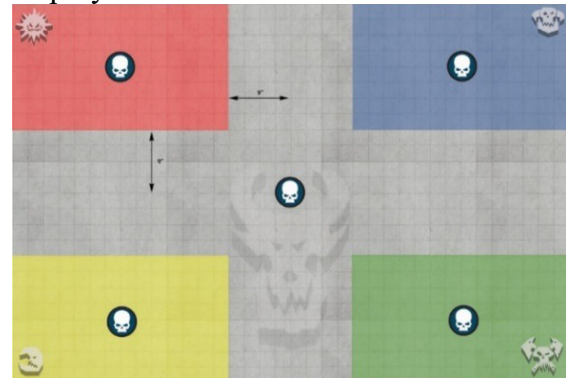
- Just cos we is fightin don't mean we aint getting da loot too.

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

- 1 points for holding their home objective.
- 3 points for holding the no-man's land objective.

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

Deployment



Trophy award

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

If there are multiple matches being played the overall victor is decided in a duel between the winners of the respective tables.

