

# Hot Summer

A CAMPAIGN OF  
COASTAL CHAOS  
FOR THE  
CRACKING CREW  
AT  
CROSSFIRE

(a space gits campaign, that is)

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OI OI OI! LISSEN UP, LADZ!  
WEZ BACK FROM DA BIG WAR  
N' READY TA SELLERBATE-  
SELLYBATE- SILL- UH, ENJOY  
DOIN' WELL AN' GETTIN' TO  
FIGHT A WHOLE LOT! OUR  
POCKETS IZ FULL OF NEW  
TEEF, BOOZE N' SHINIES AND  
DA BIG BOSS IZ WELL  
CHUFFED WIV US SO HE'S  
LETTIN' US GO ON OLIDAY!  
SUN, SEA, SAND, SHOOTIN',  
SPEWIN' N' SCRAPPIN' AWAITZ ON  
DA SPRING BREAK! GRAB YER  
FAVRITE BOYZ N' GET READY  
FOR A WEEK AT DA BEACH  
OTSPOT OF FLAWRIDDA! SHOW  
ALL DEM UVVER GITZ DAT  
YOU'Z, DA BEST AT SWIGGIN'  
AN' SMACKIN', N' TAKE OME DA  
TITLE OF TOP SPRING  
BREAKER!

# WELCOME TO A HOT GIT SUMMER!!

**HOT GIT SUMMER** is Crossfire's first (and hopefully not last) campaign for Space Gits! It's a raucous, riotous game of drunken orks causing chaos and we need you! If you're in the market for something that prioritises fun above all else, something where winning isn't as important as the moments you make during the game, something that will have you laughing every time you play, then Space Gits is for you.

## WOT DO I NEED?

### ORKS!

A handful of good boys.  
No vehicles this time  
around, though - their  
time will come!

### DICE!

A load of D6s and  
some polyhedrals  
(the funny shaped  
ones D&D nerds  
use)

### TIME!

An entire **one** free  
night a month!

### MADNESS!

Eagerness to cause  
chaos, carnage, havoc,  
uproar, calamity,  
pandemonium and other  
synonyms!

### NO SWEAT!

A willingness to leave competitive  
attitudes at the door and embrace things  
going sideways on the regular!

# BUILDING A GANG

You get **50 caps** in your starting stash to build a roster with.

No vehicles allowed! You can take klankbots, but they can't be used during Phase 1 missions - gotta give folk a chance to get some beefier weapons before bringing in big chunky robots!

You can't give any git **more than 2 caps**' worth of weapons and gear upon creation (the below is an exception, because you're not paying for the gear).

At least one git has to be created using either the **Chef's Recommendation** or **Chaos Mode** rules! If you choose to go fully random with Chaos Mode, the resulting git gets to start with 2 Attitude instead of 1. You still have to pay for the git themselves, so roll this up first and see what kind of budget you're left with. Klankbots are excluded from this - if you roll a klankbot or vehicle, roll again.

You can pick a Faction if you want but don't have to. If you have a fun idea for a themed gang but there isn't really a matching Faction, chat to us and we'll try and come up with something. If you choose not to use a Faction, you get an **extra 10 caps** in your starting stash.

**ROLL DA DICE,  
GET SUMFIN' NICE!!**



# CAMPAIGN STRUCTURE

Our campaign will be divided into **Phases** and **Games**. There will be two unique missions per phase, and with how quick games are you should be able to play both in a single night. We're capping progression at **two Games per phase**. Once you've played the two missions, you can still play more if you want, but you won't earn any more caps or attitude (though you also won't be at risk of injury).

## HOW DO CAMPAIGNS WORK?

After every Game, you'll get the opportunity to pop to the shops and spend your teef with Keef, everyone's favourite gubbins dealer who has a strange tekky box that can build anything you desire, and/or pick up a new gang member! You'll also have to roll injuries for any gits who ended the game on their arse - will they lose an arm or wake up with wheels instead of legs? That's for Dok Schlock (and the dice) to decide! After each game you'll see if your gits have gotten an Attitude which can sometimes let them disregard damage during games! All these rules are found in the Space Gits rulebook. After each game you'll fill out a sheet similar to Crusade on 40K, to help us track all gangs and gits throughout the campaign.

How many caps your gang costs doesn't matter as much in campaigns as in standard games - you can always deploy 5/6 models in every game, and Reputation is what matters. That's the sum total of your entire roster's Attitude (even gits not being used in a given game) and if you go up against a player with higher Reputation you'll get extra caps for it! Again, all in the book.

At the start of each Phase everyone will get a lump sum of caps (with players who are ahead getting less and people who are behind getting more, based on total caps earned throughout the campaign) and can make three rolls on the loot table, along with being able to make up to three purchases of your choice from the loot table (so you could buy one item three times, buy three different items, it's up to you!). We'll be keeping track of weapons/gear, Reputation, Attitude, Injuries and how many caps you've earned for all gangs throughout the campaign to keep an eye on balance and know where each player is at so that we can offer a helping hand to anyone who falls behind.

# SPEAKING OF FALLING BEHIND...

You're wondering what happens if you miss your games for a phase, yeah? No worries, life gets in the way, stuff comes up, we get that! If you miss your games for a phase we'll give you a set amount of caps based on an average amount earned by all players during that phase's games in addition to the usual lump sum everyone gets, and let you do more loot table rolls to make up for missing the opportunity to pop to the shops after games. On a similar note, anyone who wants to join in after the campaign has started is more than welcome to! We'll average out the total caps earned by all gangs throughout the campaign up to this point and give you that many caps to work with.

## SO IS IT JUST ONE WINNER THEN?

Everyone who plays Space Gits is a winner in our eyes! But no, we're not just gonna have a single winner and that's it. We're gonna have a few awards to give out because awards are nice and we want people to have more of them.

### DA SPRING BREAKKA

The player who won the most games during the campaign

### PROPPA MAD LAD

The player with the highest Reputation at the end of the campaign

### DA HIGHEST ROLLA

The player who earned the most caps throughout the campaign

### DA JONNY KNOCKSVIL

#### MEMORIAL AWARD

The player who suffered the most injuries

### DA SPACIEST GIT

The player who embodied the spirit of carnage and Orkiness best

### DA DERK ZOOLANDA AWARD

Your favourite gang - not necessarily the best-painted or best-converted, just the one that made you smile the most



**February 5th:** Roster/gang submission

**February 19th:** Kitbash/build/hobby night! Gather at the club for a big swap shop and bash together your gits for the campaign in a collaborative hobby night to get in the swing of things!

**March 5th:** Campaign kickoff! Phase 1 begins

**April 1st:** Phase 2 begins

**May 1st:** Phase 3 begins

**June 1st:** Phase 4 begins

**June 24th:** Last day before the summer holidays - final multiplayer battle using all the fun stuff you've earned, and awards presentation!

time don't go in lines,  
it goez in circlez! dat's  
why clocks iz round!

# ANYFING ELSE TO KNOW?

## HOUSE RULES!

If both of you throw a pinch during a fight, roll a D6 each - whoever rolls highest wins the pinch, the other player's pinch is cancelled out.

Any caps left on the table at the end of the game are distributed evenly between players - if there's an odd amount, the winner takes the extra cap.

You don't have to model gear, weapons or injuries on your models if you don't want to. Models should roughly be equipped with something representing their weapons and gear at the start but since this'll change over the campaign, you don't have to tear apart your models and convert them or build new ones each time. If you do choose to model them though, the git you've converted to match gets a free point of Attitude (they only get this bonus once, though).

Make all injury/loot and chef's recommendation or chaos mode rolls either on Discord or in front of your opponent. If you get something proper rubbish we might let you reroll it if everyone else is getting rocket launchers and you've got a sandwich.

Unlike the official rules, don't stop when you bump into a cap, collect it and then finish the move.

## I AIN'T PLAYED BEFORE, CAN I ORK?

Of course you can! Drop us a line in the Space Gits channel of the Crossfire Discord to arrange an intro game and we'll get you sorted. If you don't have your own orks, no worries, the club has some you can use and if you need to use those for the campaign, we'll sort something out to allow that! We just want as many folk talking part as possible and we don't want cost to be a barrier to entry so if you're not in a position to run out and buy a whole gang for a campaign, don't worry about it - passion and enthusiasm are more important to us than anything else so if you've got the will but not the wallet, we'll help in what ways we can. We're blessed with an extremely giving and generous community, and we'll help you get shootin' and lootin' in no time!

## BEING SOUND!

Name every git. These are your lads and should be afforded the appropriate respect, and for orks that means calling your git by their guv'ment name, Doof Barfbucket.

Embrace chaos. If there's ever a situation where you're going "this is stupid, should I do it?" the answer is *always yes*.

Be a top git. This isn't meant to be a competitive campaign, and anyone trying to bring a competitive attitude to it is barking up the wrong tree. This bullet point also includes playing to frustrate and generally playing in a way that has people going "right, come on"; if that becomes a regular occurrence we'll have a word with you. Be gracious in victory and defeat, and try to leave every game with a smile on yours and your opponents' face.

If you intentionally knock over your own tower because it'd be advantageous to you then you're not being a top git - always make an earnest effort to play sincerely, fairly and to the best of your ability.

We will enforce consequences on anyone causing issues, at our discretion, and this may include removal from the campaign entirely - we really don't want to, so don't give us reason to, simple!



# DA MISSIONZ

PUT DA FUN IN FUNDRAISIN

SKOOTAHS DEFFO NOT LEGAL  
WAREHOUSE RAVE

PUB KRAWL

DA GREAT RUNT HUNT

IT CAME FROM BENEAF DA  
WAVES (AND MUNCHED ALL  
OUR STUFF)

MTV SPRING BREAKIN

BEACH GNAW-LLEYBALL

**TOP SEKRET!**

AND THE MOST IMPORTANT MISSION OF ALL:

HAVE A BLOODY GOOD LAUGH