



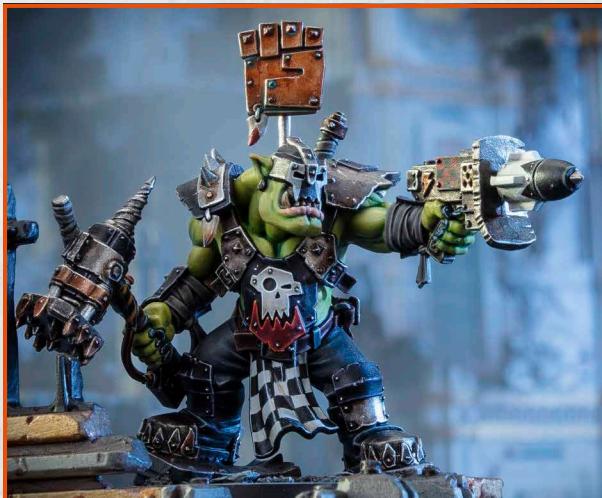
WRECKA KREW

ORK BREAKA BOYZ AND TANKBUSTAS MOB

WRECKA KREW OPERATIVES

BOSS NOB

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The biggest, strongest and nastiest Tankbusta or Breaka Boy will typically rise to lead a Wrecka Krew as its Boss Nob. It takes a Boss Nob of singular determination and force of will to keep his ladz in line and prevent them from simply tearing off after the biggest target of opportunity.

BOMB SQUIG



Orks breed all manner of squigs. The most iconic of these are spherical, bipedal creatures with a large number of teeth and an incredibly bad attitude. Wrecka Krews bring many of these creatures to battle, strapping explosives to them and herding them directly towards the enemy.

GUNNER



Armed with various forms of rokkit launcha, Tankbusta Gunners possess incredibly itchy trigger fingers. Their natural desire to chase and destroy armoured vehicles can only be reined in for so long. Thus, their Boss Nob must continually present them with opportunities to blow things up, lest they be distracted by bigger game.

**'LET'S GIVE 'EM ANUVVA VOLLEY, YA LAZY GITZ!
I CAN STILL SEE SUM HUMIES MOVIN' ABOUT
DOWN DERE!'**

- Wrecka Krew Gunner Lugga Grimgutz

DEMOLISHA



Demolishas aren't satisfied with simply swinging a hammer at their chosen target. Instead, they strap explosive rockets to the heads of their weapons before swinging them in anger. Whilst the resultant explosions are potentially lethal to the Demolisha, they are almost certain to obliterate the target.

FIGHTER



Wreckas drawn from Breaka Boy mobs prefer to get up close and personal. Whilst they always try to take on the biggest and meanest foes, they are more than happy to pulp anything the boss points at. Their weapons – referred to simply as smash hammers – are simplistic in nature, but no less effective for it.

ROKKITEER



Unsatisfied with the amount of firepower of a simple rokkit launcher, Tankbusta Rokkiters have spent all their teef on additional explody gubbinz in the form of rokkit racks and pulsa rokkits. The latter is a particularly nasty weapon that knocks those caught in its blast radius from their feet, allowing the Orks to close in and club any survivors to death.

KRUSHA



Clad in bulky scrap metal armour, Breaka Boy Krushas often lead the Wrecka Krew's advance. Their pneumatic knucklebustas make them expert siege-breakers, providing them with a right hook powerful enough to cave in a bunker door, or punch a hole bigger than a Boss Nob's head in the armoured shell of a battle tank.

WRECKA KREW KILL TEAM



Below you will find a list of the operatives that make up a **WRECKA KREW** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ✓ 1 **WRECKA KREW** BOSS NOB operative with one of the following options:
 - Rokkit pistol; smash hammer
 - Two rokkit pistols; choppa
- ✓ 2 **WRECKA KREW** BOMB SQUIG operatives
- ✓ 5 **WRECKA KREW** operatives selected from the following list:
 - **BREAKA BOY DEMOLISHA**
 - **BREAKA BOY FIGHTER**
 - **BREAKA BOY KRUSHA**
 - **TANKBUSTA GUNNER** with one of the following options:
 - 'Eavy rokkit launcha; fists
 - Rokkit launcha; fists
 - **TANKBUSTA ROKKITEER** with one of the following options:
 - Rokkit launcha; pulsa rokkit; fists
 - Rokkit launcha; rokkit rack; fists

Other than **BOMB SQUIG**, **BREAKA BOY FIGHTER** and **TANKBUSTA GUNNER** operatives, your kill team can only include each operative on this list once.

ARCHETYPES



SECURITY



SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

BOSS NOB

Smash hammer

Rokkit pistol



Rokkit pistol

Choppa



TANKBUSTA ROKKITEER

Rokkit launcha

Rokkit rack

Pulsa rokkit





The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.

BREAKA BOY DEMOLISHA

Tankhammer



BREAKA BOY KRUSHA

Knucklebustas



BOMB SQUIG

Explosives



BREAKA BOY FIGHTER

Smash hammer



TANKBUSTA GUNNER

'Eavy rokkit launcha



Rokkit launcha



FACTION RULES

WRECKA RAMPAGE

The sound of explosions, the acrid stench of smoke and the screams of battle drive Wrecka Krews forwards to ever more destructive acts.

Whenever a friendly **WRECKA KREW** operative is shooting, fighting or retaliating, in the Roll Attack Dice step:

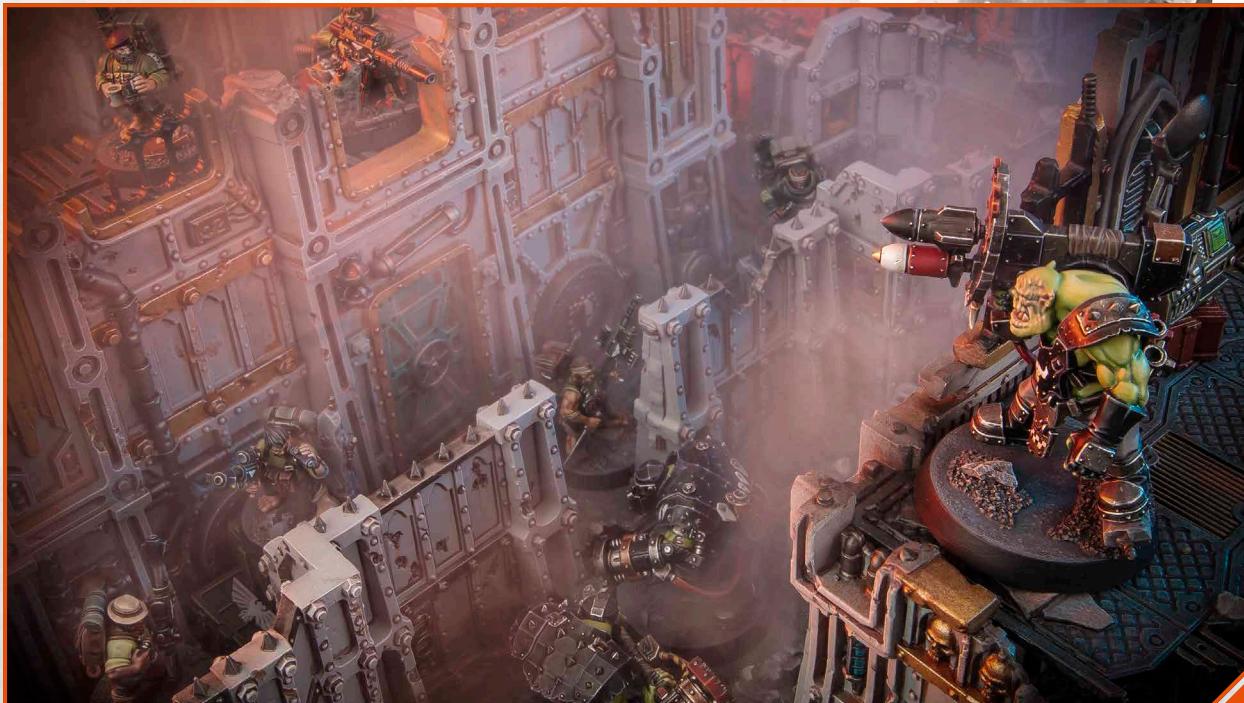
- For each attack dice result of 6 you retain, you gain one Wrecka point.
- You can spend up to 3 of your Wrecka points (unless it's a **BOMB SQUIG**, then you cannot spend any). For each point you spend this way, retain one of your fails as a normal success instead of discarding it.

You cannot have more than 6 Wrecka points at once. If you start an action with 6 Wrecka points, you cannot gain any more during that action.

TANKED UP

Wrecka Krews are empowered by the thrill of explosive combat, lending them fresh impetus as they undertake their murderous rampages.

Whenever a friendly **WRECKA KREW** operative (excluding **BOMB SQUIG**) that has an Engage order performs the **Shoot** or **Fight** action (excluding **Guard**), add 1 to its APL stat until the start of its next activation.



STRATEGY PLOYS

WAAAGH!

When the Wrecka Krew's violent rampage reaches its crescendo, a rage overcomes them. They bellow the infamous Ork battle cry as they set upon their enemies with hammer and fist.

Friendly **WRECKA KREW** operatives' melee weapons have the Balanced weapon rule.

TUFF GITZ

Wrecka Krews don't have time for mukkin' about. They'll gladly take a hit if it means they get to land a few of their own.

Whenever an operative is shooting a friendly **WRECKA KREW** operative that has an Engage order, you can re-roll one of your defence dice.

DESTRUCTION

If an enemy takes cover, this just provides Wrecka Krews with the opportunity to blow more stuff up.

Friendly **WRECKA KREW** operatives' ranged weapons have the Saturate weapon rule.

AMPED UP

Orks thrive in the chaos and cacophony of battle. The greater the explosions and destruction around them, the more their adrenaline kicks in. When whipped up into such a fury, they can fight on through injuries that would ordinarily lay them low.

Each friendly **WRECKA KREW** operative that has an Engage order can immediately regain up to D3+1 lost wounds (roll separately for each).

'THESE LITTLE RUNTZ IZ ASKIN' FER A KRUMPIN'. GET YERSLEVES UP AN' MOVIN' LADZ, WE'VE GOT SUM KRUSHIN' TA DO.'

- Wrecka Boss Nob Mugrott

FIREFIGHT PLOYS

JUST A SCRATCH

Orks have a remarkable ability to shrug off grievous damage that would incapacitate most other creatures.

Use this firefight ploy when an attack dice inflicts Normal Dmg on a friendly **WRECKA KREW** operative (excluding **BOMB SQUIG**). Ignore that inflicted damage.

DEMOLITION JOB

Should a prime target present itself, the Wrecka Krew will unleash their combined destructive might, demolishing anything in the vicinity.

Use this firefight ploy after a friendly **WRECKA KREW** operative performs the **Shoot** or **Fight** action, just before incapacitated operatives are removed (if any). Place one of your Demolition markers within the target's control range (if it's using a Blast weapon, the primary target). Whenever a friendly **WRECKA KREW** operative (excluding **BOMB SQUIG**) is shooting against, fighting against or retaliating against an operative that's within 3" of that marker, you can spend a Wrecka point for free (even if you have none). In the Ready step of the next Strategy phase, remove that marker.

PROPPA SCRAP

Orks like nothing better than a good scrap. With fist or hammer, they seek to demonstrate that might is right.

Use this firefight ploy during a friendly **WRECKA KREW**, **BREAKA BOY** or **WRECKA KREW**, **BOSS NOB** operative's activation. During that activation, that operative can perform two **Fight** actions.

KABOOM!

The more intense the dakka and the louder the boom of explosions, the more satisfying the carnage!

Use this firefight ploy when a friendly **WRECKA KREW** operative performs the **Shoot** action and a weapon with the Blast weapon rule is selected. Until the end of that action, add 1" to that weapon's Blast and it has the Severe weapon rule when shooting the primary target. You cannot use this ploy and the Drill Rokkits rule (see faction equipment) during the same action. Note that Severe doesn't generate a Wrecka point (as it's not a 6).

WRECKA BOSS NOB



APL	MOVE	SAVE	WOUNDS
2	6"	4+	14

NAME	ATK	HIT	DMG	WR
Rokkit pistol	6	5+	4/5	Range 8", Blast 1"
Two rokkit pistols (focused)	6	4+	4/5	Range 8", Blast 1", Ceaseless
Two rokkit pistols (salvo)	6	5+	4/5	Range 8", Blast 1", Salvo*
Choppa	4	3+	4/5	-
Smash hammer	4	3+	5/6	Brutal

Wrecka Boss: Whenever this operative performs the **Shoot** or **Fight** action (excluding **Guard**), you gain 1 Wrecka point.

***Salvo:** Select up to two valid targets. Shoot with this weapon against both primary targets in an order of your choice, then against all remaining secondary targets in the same manner (roll each sequence separately). Each target (primary and secondary) cannot be shot more than once during the action.

WRECKA KREW, ORK, LEADER, BOSS NOB

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WRECKA BOMB SQUIG



APL	MOVE	SAVE	WOUNDS
2	6"	5+	5

NAME	ATK	HIT	DMG	WR
Explosives	6	4+	4/5	Blast 1", Limited 1, Explosive*
Bite	3	4+	4/5	-

***Explosive:** This operative can perform the **Shoot** action with this weapon while within control range of an enemy operative. Don't select a valid target. Instead, this operative is always the primary target and cannot be in cover or obscured.

Stoopid: In the Firefight phase, whenever you determine this operative's order, you cannot select Conceal. This operative cannot perform any actions other than **Charge**, **Dash**, **Fight**, **Reposition** and **Shoot**. It cannot use any weapons that aren't on its datacard.

Boom!: If this operative is incapacitated during a battle in which it hasn't used its explosives, roll one D6, or two D6 if you wish. If any result is a 4+, this operative performs a free **Shoot** action with its explosives before it's removed from the killzone.

Expendable: This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions that require operatives to 'escape', 'survive' or be incapacitated (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

WRECKA KREW, ORK, BOMB SQUIG

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BREAKA BOY DEMOLISHA



APL	MOVE	SAVE	WOUNDS
2	6"	4+	12

NAME	ATK	HIT	DMG	WR
→ Tankhammer (bash)	4	3+	4/5	-
→ Tankhammer (detonate)	4	3+	*	Lethal 5+, Limited 1, Detonate*

Reckless Temperament: Normal Dmg of 4 or more inflicts 1 less damage on this operative; if this operative has an Engage order, Critical Dmg of 4 or more also inflicts 1 less damage on this operative.

***Detonate:** The first time you would inflict damage on an enemy operative with this weapon profile during the battle, inflict D6+6 damage on that enemy operative and each other operative within its control range if it's a normal success, or 2D6+6 damage if it's a critical success (roll separately for each). Then the action ends and you gain 1 Wrecka point, plus 1 for each operative that was incapacitated during that action.

WRECKA KREW, ORK, BREAKA BOY, DEMOLISHA

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BREAKA BOY FIGHTER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	12

NAME	ATK	HIT	DMG	WR
→ Smash hammer	4	3+	5/6	Brutal

BREAK STUFF

1AP

► Select a terrain feature within this operative's control range. If it's equipment terrain, remove it. Otherwise, place one of your Breach markers within this operative's control range as close as possible to that terrain feature. Whenever an operative is within 1" of that marker, it treats parts of that terrain feature that are no more than 1" thick as Accessible terrain.

◆ This operative cannot perform this action while within control range of an enemy operative, or if a terrain feature isn't within its control range.

WRECKA KREW, ORK, BREAKA BOY, FIGHTER

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BREAKA BOY KRUSHA

APL	MOVE	SAVE	WOUNDS
2	6"	4+	12

NAME	ATK	HIT	DMG	WR
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Knucklebustas	4	3+	5/6	Brutal, Shock, Smash*
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*Smash: Whenever you strike, you can move the enemy operative in a straight line increment of up to 1". If you do, it must end the move further away from this operative and in a location it can be placed. Then move this operative in a straight line increment of up to 1", but it must end that move within that enemy operative's control range (if either isn't possible, you cannot move them).

Armoured Up: Whenever an enemy operative is shooting this operative, or this operative is fighting or retaliating, your opponent cannot retain attack dice results of less than 6 as critical successes (e.g. as a result of the Lethal, Rending or Severe weapon rules).

WRECKA KREW, ORK, BREAKA BOY, KRUSHA

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TANKBUSTA GUNNER

APL	MOVE	SAVE	WOUNDS
2	6"	4+	12

NAME	ATK	HIT	DMG	WR
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'Eavy rokkit launcha	6	4+	4/5	Blast 1", Heavy (Dash only)
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Rokkit launcha	6	5+	4/5	Blast 1"
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Fists	3	3+	3/4	-
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Kompetitive Streak: Once per **Shoot** action, if this operative shoots an enemy operative that another friendly operative has already shot during this turning point, you gain 1 Wrecka point. Determine this when you select a valid target, but you can include any secondary targets when doing so (e.g. from the Blast weapon rule).

WRECKA KREW, ORK, TANKBUSTA, GUNNER

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NAME	ATK	HIT	DMG	WR
Pulsa rokkit	6	5+	-	Heavy (Reposition only), Limited 1, Pulsa*
Rokkit laucha	6	5+	4/5	Blast 1"
Rokkit rack	6	5+	4/5	Blast 2", Heavy (Reposition only), Limited 1, Relentless
Fists	3	3+	3/4	-

*Pulsa: Don't select a valid target. Instead, place your Pulsa marker visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. That marker gains 1 Pulsa point, then roll attack dice: it gains 1 additional Pulsa point for each success (to a maximum of 3 additional points). Separately inflict D3 damage on each operative wholly within x" of that marker, where x is that marker's Pulsa points. Then the action ends.

Shokkwave: Whenever an operative is within x" of your Pulsa marker (see left), worsen the Hit stat of its weapons by 1 and subtract 2" from its Move stat. This is cumulative with being injured. X is that marker's Pulsa points. In the Ready step of each Strategy phase, subtract 1 from your Pulsa marker's points. If a Pulsa marker ever has 0 points, remove it.



FACTION EQUIPMENT

The following equipment options are available to **WRECKA KREW** kill teams, alongside the universal equipment online. You cannot select each option more than once per battle.

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WRECKA KREW ▾ FACTION EQUIPMENT ▾ MARKER/TOKEN GUIDE

DRILL ROKKITS

Mek ingenuity knows few bounds. Drill rokkits are designed to strike a target and bore through thick armour before exploding.

Once per turning point, when a friendly **WRECKA KREW** operative is performing the **Shoot** action and you select a rokkit launcha or 'eavy rokkit launcha, you can use this rule. If you do, until the end of that action, that weapon loses the Blast weapon rule but has the Piercing 1 weapon rule.

EXTRA ARMOUR

Scrap metal Ork armour may appear haphazard, but it is no less effective for its simple construction.

Subtract 1" from the Move stat of friendly **WRECKA KREW** operatives and add 1 to their Wounds stat. This excludes **BOMB SQUIG** operatives.

ENGINE OIL

Wrecka Krews are known to ingest the oils of vehicles they have destroyed. The intoxicating fluid bolsters their natural resilience.

Once per turning point, when a friendly **WRECKA KREW** operative (excluding **BOMB SQUIG**) is activated, you can use this rule. If you do, until the end of that activation, you can ignore any changes to that operative's stats from being injured (including its weapons' stats).

GLYPHS

Back-banners, crude markings and glyph-scratched armour proudly display the Wrecka Krew's favoured method of destruction.

When this item of equipment is selected, also select the Waaagh! or Destruction strategy ploy. The first time you would use that ploy during the battle, it costs 0CP; whenever you would use it thereafter, it costs 0CP if you have any Wrecka points.

MARKER/TOKEN GUIDE



WRECKA POINTS
(VALUES 1 & 2)



DEMOLITION MARKER



BREACH MARKER



PULSA POINT TOKEN



ENGINE OIL TOKEN



ROKKIT RACK TOKEN



TANKHAMMER TOKEN



EXPLOSIVES TOKEN



PULSA ROKKIT TOKEN

DESIGNER'S COMMENTARY

A Wrecka Krew is a kill team obsessed with one thing – destruction! Arguably the game's most aggressive team to date, these Orks like nothing better than an Engage order and an enemy operative in their sights.

A Wrecka Krew has three types of operative. The first type is Tankbustas – operatives equipped with rokkit launchas that provide a serious threat at range. They can be inaccurate (or slow if you take the 'eavy version), but the high Atk stats of their ranged weapons make their shots a frightening concept for your opponent. This is especially true in condensed environments such as Killzone: Gallowdark and against grouped up enemies. The second type is Breaka Boyz – operatives equipped with brutal, high damage melee weapons that can pulverise even the toughest enemy operatives. Some can even smash a hole in terrain, making it accessible for you to move through. The third type is Bomb Squigs – portable (and expendable) explosive devices that can charge headlong into the enemy to act as a deterrent to aggressive tactics, ensure the foe is cautious with their positioning, and cause as much damage as possible. These three types mean a Wrecka Krew can be very flexible, allowing you to change your approach depending on the mission, killzone and enemy kill team.

'SNEAKY LI'L GITZ KEEP HIDIN' FROM US. LETS GET SUM ROKKITS ON THOSE BUNKERS, LADZ. I DON'T WANNA SEE NUFFIN' LEFT STANDIN'!'

- Tankbusta Waznogg Runtstompa

The sights and sounds of explosions, carnage and vandalism drive a Wrecka Krew to even greater heights of violence. This is captured by the Wrecka Rampage faction rule. Whenever you roll a 6 on an attack dice, you get a Wrecka point. These points can then be spent to turn fails into successes, increasing the accuracy of your weapons when you really need it. Put simply, the more you attack, the more Wrecka points you generate, therefore the better your attacks become. This means a Wrecka Krew can build significant momentum as the battle progresses, and can reliably offset the inaccuracy of Ork shooting.

A word of caution though: at just 6 operatives (assuming the Bomb Squigs will be incapacitated at the first opportunity) this team is considered elite. If you are too aggressive, losing an operative or two can be a significant blow. There are ploys to improve their durability, but don't rely on this – think carefully about when and where your operatives engage, as teams with more operatives will gladly lose one of theirs to incapacitate yours.

This numbers game also concerns APL stats and action points. Unlike most other elite teams, a Wrecka Krew only has an APL stat of 2 as standard. This means you'll have a harder time controlling objectives, and will have to forgo the Fight and Shoot actions to safely perform mission actions on a Conceal order. However, if you're feeling brave, you can give your Wreckas fresh impetus with the Tanked Up faction rule! Whenever a friendly Wrecka Krew operative (excluding Bomb Squigs) performs the Shoot or Fight action, you add 1 to their APL stat until the start of their next activation. Their obsession with destruction gives them a renewed drive so you can engage the enemy, then perform those all important mission actions, better control markers or dash to safety. In-game, consider planning your angles of attack around markers to get the most out of this rule – keep the destruction going, but ensure you are controlling the necessary markers and scoring VPs in the process.

Overall, a Wrecka Krew is a team for someone who likes to play aggressively and roll 6s. If you play too cautiously with them, you won't get the most out of their Wrecka Rampage and Tanked Up rules. But equally, with a lower than average number of operatives, you'll have to carefully consider your activations, as losing operatives too early can cripple your game plan. Regardless of your approach though, one thing's for certain: when a Wrecka Krew shows up for a game, expect a proper scrap!

