

# WRECKA KREWSKULL STRATEGY PLOY

## 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 KREWSKULL** operatives' melee weapons have the Balanced weapon rule.



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## 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.

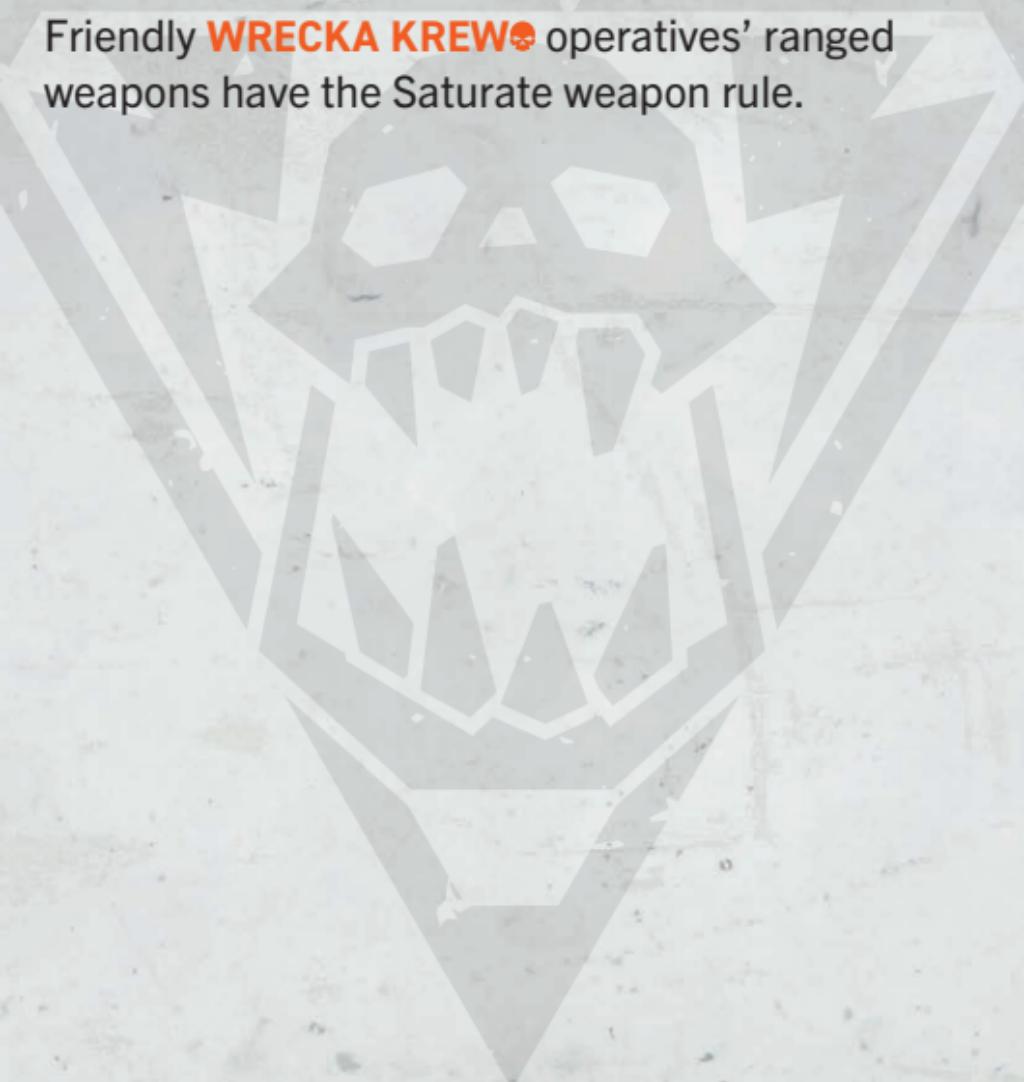
Whenever an operative is shooting a friendly **WRECKA KREWSKULL** operative that has an Engage order, you can re-roll one of your defence dice.

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## DESTRUCTION

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

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



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