


WRECKA KREW

FACTION RULE

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. You can gain and spend Wrecka points during the same action and can do so in an order of your choice, unless you started the action with 6, in which case you can only spend them.

WRECKA KREW

FACTION RULE

TANKED UP

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

The first time a friendly **WRECKA KREW ** operative (excluding **BOMB SQUIG**) that has an Engage order performs either the **Charge**, **Shoot** or **Fight** action (excluding **Guard**) during each of its activations/counteractions, add 1 to its APL stat until the start of its next activation.

WRECKA KREW

MARKER/TOKEN GUIDE



Wrecka Points
(Values 1 & 2)



Demolition
marker



Breach marker



Rokkit Rack
token



Tankhammer
token



Explosives
token



Pulsa marker



Pulsa Rokkit
token



Pulsa Point
token



Drill Rokkits
token



Engine Oil
token