


# WRECKA KREW

## FACTION EQUIPMENT

### 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 rokket launcha or 'eavy rokket 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.

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### 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 improve their Save stat by 1. This excludes **BOMB SQUIG** operatives and isn't cumulative with the Protective rule of a Portable Barricade from universal equipment.

# WRECKA KREWS

## FACTION EQUIPMENT

### 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 KREWS** 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).

# WRECKA KREW

## FACTION EQUIPMENT

### GLYPHS

Back-banners, crude markings and glyph-scrawled 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 you OCP; whenever you would use it thereafter, it costs you OCP if you have any Wrecka points.