

# WRECKA BOSS NOB



APL  
▼ 2

MOVE  
➡ 6"

SAVE  
🛡️ 4+

WOUNDS  
🔥 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 different valid targets that aren't within control range of friendly operatives. 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 BOMB SQUIG



APL  
▼ 2

MOVE  
➡ 6"

SAVE  
🛡️ 5+

WOUNDS  
🔥 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.

**Stooid:** 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 and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

# BREAKA BOY DEMOLISHA



APL  
▼ 2

MOVE  
➡ 6"

SAVE  
🛡️ 4+

WOUNDS  
🔥 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. Damage from this weapon rule cannot be ignored or reduced.

# BREAKA BOY FIGHTER



APL

▼ 2

MOVE

➡ 6"

SAVE

🛡️ 4+

WOUNDS

🔥 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 an equipment terrain feature, 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.

# BREAKA BOY KRUSHA



APL  
▼ 2

MOVE  
➡ 6"

SAVE  
🛡️ 4+

WOUNDS  
🔥 12

NAME

ATK

HIT

DMG

WR



Knucklebustas

4

3+

5/6

Brutal, Shock, Smash\*

**\*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).

# TANKBUSTA GUNNER



APL  
▼ 2

MOVE  
➡ 6"

SAVE  
🛡️ 4+

WOUNDS  
🔥 12

NAME	ATK	HIT	DMG	WR
🔥🔥🔥 'Eavy rokkit launcha	6	4+	4/5	Blast 1", Heavy (Dash only)
🔥🔥🔥 Rokkit launcha	6	5+	4/5	Blast 1"
👊 Fists	3	3+	3/4	-

**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).

# TANKBUSTA ROKKITEER



APL  
▼ 2

MOVE  
➡ 6"

SAVE  
🛡️ 4+

WOUNDS  
🔥 12

NAME	ATK	HIT	DMG	WR
🔥🔥🔥 Pulsa rokkit	6	5+	-	Heavy (Reposition only), Limited 1, Pulsa*
🔥🔥🔥 Rokkit launcha	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.