


WRECKA KREW

FIREFIGHT PLOY

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.

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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.

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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.

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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).