

WRECKA KREW

STRATEGY PLOYS

WAAAGH!

Friendly **WRECKA KREW** operatives' melee weapons have the Balanced weapon rule.

TUFF GITZ

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

DESTRUCTION

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

AMPED UP

Each friendly **WRECKA KREW** operative that has an Engage order can immediately regain D3+1 lost wounds (roll separately for each).

FIREFIGHT PLOYS

JUST A SCRATCH

Use this firefight ploy when an attack dice inflicts Normal Dmg on a friendly **WRECKA KREW** operative (excluding **BOMB SQUIG**). Ignore that inflicted damage.

DEMOLITION JOB

Use this firefight ploy after a friendly **WRECKA KREW** operative performs the **Fight** or **Shoot** 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.

PROPPA SCRAP

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.

KABOOM!

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 equipment) during the same action. Note that Severe doesn't generate a Wrecka point (as it's not a 6).

OPERATIVES

ARCHETYPE: SECURITY / SEEK AND DESTROY

1 **WRECKA KREW BOSS NOB** operative with one of the following options:

- o Rokkit pistol; smash hammer
- o Two rokkit pistols; choppa

2 **WRECKA KREW BOMB SQUIG** operatives

5 **WRECKA KREW** operatives selected from the following list:

- **BREAKA BOY DEMOLISHA**
- **BREAKA BOY FIGHTER**
- **BREAKA BOY KRUSHA**
- **TANKBUSTA GUNNER**
 - o 'Eavy rokkit launcha; fists
 - o Rokkit launcha; fists
- **TANKBUSTA ROKKITEER**
 - o Rokkit launcha; pulsa rokkit; fists
 - o Rokkit launcha; rokkit rack; fists

Other than **BOMB SQUIG**, **BREAKA BOY FIGHTER** and **TANKBUSTA GUNNER** operatives, your kill team can only include each operative above once.

FACTION RULES

WRECKA RAMPAGE

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**). 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.

TANKED UP

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.

FACTION EQUIPMENT

DRILL ROKKITS

Once per turning point, whenever a friendly **WRECKA KREW** operative is performing the **Shoot** action and you select a rokkit launcha or 'eavy rokkit 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.

ENGINE OIL

Once per turning point, whenever a friendly **WRECKA KREW** 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).

EXTRA ARMOUR

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.

GLYPHS

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 OCP; whenever you would use it thereafter, it costs OCP if you have any Wrecka points.

WRECKA KREW

BOSS NOB	APL 2	MV 6"	SV 4+	W 14
A	HT	D	WR	
⊕ Rokkit pistol	6	5+	4/5	Rng 8", Blast 1"
⊕ Two rokket pistols				
- Focused	6	4+	4/5	Rng 8", Blast 1", Ceaseless
- Salvo	6	5+	4/5	Rng 8", Blast 1", Salvo*
X Choppa	4	3+	4/5	-
X Smash hammer	4	3+	5/6	Brutal

Wrecka Boss: Whenever this operative performs a **Fight** or **Shoot** 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.

BOMB SQUIG	APL 2	MV 6"	SV 5+	W 5
A	HT	D	WR	
⊕ Explosives	6	4+	4/5	Blast 1", Limited 1, Exposive*
X Bite	3	4+	4/5	-

***Explosive:** This operative can perform the **Shoot** action with this weapon while within control range of an enemy operative. Do not select a valid target. Instead, this operative is always the primary target and cannot be in cover or obscured.

Stoopid: During 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**, or use any weapons that aren't on its datacard.

Boom!: Whenever 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.).

DEMOLISHA	APL 2	MV 6"	SV 4+	W 12
A	HT	D	WR	
X Tankhammer				
- Bash	4	3+	4/5	-
- Detonate	4	3+	*	Lethal 5+, Limited 1, Detonate*

***Detonate:** The first time this operative would inflict damage on an enemy operative with this weapon profile during the battle, separately inflict D6+6 damage on that operative and each other operative within that enemy operative's control range if it's a normal success, or 2D6+6 damage if it's a critical success. 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.

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.

FIGHTER	APL 2	MV 6"	SV 4+	W 12
A	HT	D	WR	
X Smash hammer	4	3+	5/6	Brutal

BREAK STUFF1AP

● Select a terrain feature within this operative's control range. If it's equipment terrain, remove it. Otherwise, place one of your Breach markers within this operative's control range as close as possible to that terrain. 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.

KRUSHA	APL 2	MV 6"	SV 4+	W 12
A	HT	D	WR	
X 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 finish 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).

GUNNER	APL 2	MV 6"	SV 4+	W 12
A	HT	D	WR	
⊕ 'Eavy rokket launcha	6	4+	4/5	Blast 1", Heavy (Dash only)
⊕ Rokkit launcha	6	5+	4/5	Blast 1"
X 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).

ROKKITEER	APL 2	MV 6"	SV 4+	W 12
A	HT	D	WR	
⊕ Pulse rokket	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
X 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 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.