



## 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 rokket pistols (focused)	6	4+	4/5	Range 8", Blast 1", Ceaseless
Two rokket 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 KREW®, ORK, LEADER, BOSS NOB

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## 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.).

WRECKA KREW®, ORK, BOMB SQUIG

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## 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.

WRECKA KREW®, ORK, BREAKA BOY, DEMOLISHA

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## 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.

WRECKA KREW®, ORK, BREAKA BOY, FIGHTER

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## BREAKA BOY KRUSHA

APL  
2MOVE  
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).

WRECKA KREW®, ORK, BREAKA BOY, KRUSHA

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## TANKBUSTA GUNNER

APL  
2MOVE  
6"SAVE  
4+WOUNDS  
12

NAME	ATK	HIT	DMG	WR
'Eavy rokket 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).

WRECKA KREW®, ORK, TANKBUSTA, GUNNER

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## TANKBUSTA ROKKITEER

APL  
2MOVE  
6"SAVE  
4+WOUNDS  
12

NAME	ATK	HIT	DMG	WR
Pulsa 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
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.

WRECKA KREW®, ORK, TANKBUSTA, ROKKITEER

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## NOTES:

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## WRECKA KREW KILL TEAM

ARCHETYPES: SECURITY, SEEK & DESTROY

### OPERATIVES

- 1 **WRECKA KREW** **BOSS NOB** operative with one of the following options:
  - Rokkit pistol; smash hammer
  - 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** with one of the following options:
    - 'Eavy rokkit launcha; fists
    - Rokkit launcha; fists
  - **TANKBUSTA ROKKITEER** with one of the following options:
    - Rokkit launcha; pulsa rokkit; fists
    - Rokkit launcha; rokkit rack; fists

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

## 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.

Whenever a friendly **WRECKA KREW** operative (excluding **BOMB SQUIG**) that has an Engage order performs the **Shoot** or **Fight** action (excluding **Guard**), 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






## WRECKA KREW STRATEGY PLOY

### WAAAGH!


When the Wrecka Krew's violent rampage reaches its crescendo, a rage overcomes them. They bellow the infamous Ork battle cry as they set upon their enemies with hammer and fist.

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

## WRECKA KREW STRATEGY PLOY

### TUFF GITZ

Wrecka Krews don't have time for mukkin' about. They'll gladly take a hit if it means they get to land a few of their own.

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

## WRECKA KREW STRATEGY PLOY

### DESTRUCTION

If an enemy takes cover, this just provides Wrecka Krews with the opportunity to blow more stuff up.

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

## WRECKA KREW STRATEGY PLOY

### AMPED UP

Orks thrive in the chaos and cacophony of battle. The greater the explosions and destruction around them, the more their adrenaline kicks in. When whipped up into such a fury, they can fight on through injuries that would ordinarily lay them low.

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





## 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.

## WRECKA KREW👤 FIREFIGHT PLOY

### 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.

## WRECKA KREW👤 FIREFIGHT PLOY

### 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.

## WRECKA KREW👤 FIREFIGHT PLOY

### 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).





## 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.

## WRECKA KREW FACTION EQUIPMENT

### 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 add 1 to their Wounds stat. This excludes **BOMB SQUIG** operatives.

## WRECKA KREW 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 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).

## 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.





## UNIVERSAL EQUIPMENT

### 1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

#### AMMO RESUPPLY

DAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

## UNIVERSAL EQUIPMENT

### 1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Obstructing:** Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

## UNIVERSAL EQUIPMENT

### 1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

## UNIVERSAL EQUIPMENT

### 1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.





## UNIVERSAL EQUIPMENT

### 2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

### 1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

## UNIVERSAL EQUIPMENT

### 2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

#### STUN GRENADE

1AP

- ▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

## UNIVERSAL EQUIPMENT

### EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
☄ Frag grenade	4	4+	2/4

#### WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
☄ Krak grenade	4	4+	4/5

#### WR

Range 6", Piercing 1, Saturate





## UNIVERSAL EQUIPMENT

### 1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Protective:** While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

**Portable:** This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

### MOVE WITH BARRICADE 1AP

▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

**HEARTHKYN SALVAGER** ⚔️ **FLY**, **MANDRAKE** ⚔️ **SHADOW PASSAGE**).

▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶

### SMOKE GRENADE 1AP

▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.

▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.

▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.





# WRECKA KREW: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## ERRATA

JUNE '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

### BOSS NOB OPERATIVE, SALVO WEAPON RULE

First sentence changed to read:

'Select up to two **different** valid targets **that aren't within control range of friendly operatives.**'

## RULES COMMENTARY

JUNE '25

This section provides clarification on ambiguous and complex rules interactions.

**Q:** If a **WRECKA KREW** **BOMB SQUIG** is incapacitated during a **Door Fight** or **Hatchway Fight** action, is the other operative in that action a secondary target for a **Shoot** action caused by the **Boom!** rule?

**A:** Not as a result of the **Door Fight** or **Hatchway Fight** rules. Note that the **Kaboom!** firefight play may cause that other operative to become a valid target during some **Hatchway Fight** actions.

**Q:** If a **WRECKA KREW** **KRUSHA** operative using its **Smash** weapon rule moves an enemy operative, and during that move a marker that would 'end its action' is within that enemy operative's control range (e.g. **HERNKYN YAEGIR** **IRONBRAEK Hy-Pex Mines**) but not the **KRUSHA** operative's control range, does the **Fight** action end?

**A:** No.

## PREVIOUS ERRATAS

### FACTION RULES, WRECKA RAMPAGE

Second sentence of second paragraph changed to read:  
'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.'

### DEMOLISHA OPERATIVE, DETONATE WEAPON RULE

Additional text added to end of paragraph:  
'Damage from this weapon rule cannot be ignored or reduced.'

### BOMB SQUIG OPERATIVE, EXPENDABLE RULE

Relevant part of second sentence changed to read:  
'It's also ignored for victory conditions **and scoring VPs** if **either** require operatives to 'escape', 'survive' or be incapacitated **by enemy operatives** [...]'



# WRECKA KREW OPERATIVES

## BOSS NOB



The biggest, strongest and nastiest Tankbusta or Breaka Boy will typically rise to lead a Wrecka Krew as its Boss Nob. It takes a Boss Nob of singular determination and force of will to keep his ladz in line and prevent them from simply tearing off after the biggest target of opportunity.

## BOMB SQUIG



Orks breed all manner of squigs. The most iconic of these are spherical, bipedal creatures with a large number of teeth and an incredibly bad attitude. Wrecka Krews bring many of these creatures to battle, strapping explosives to them and herding them directly towards the enemy.

## GUNNER



Armed with various forms of rokket launcha, Tankbusta Gunners possess incredibly itchy trigger fingers. Their natural desire to chase and destroy armoured vehicles can only be reined in for so long. Thus, their Boss Nob must continually present them with opportunities to blow things up, lest they be distracted by bigger game.

**'LET'S GIVE 'EM ANUVVA VOLLEY, YA LAZY GITZ!  
I CAN STILL SEE SUM HUMIES MOVIN' ABOUT  
DOWN DERE!'**

- Wrecka Krew Gunner Lugga Grimgutz



## DEMOLISHA



Demolishas aren't satisfied with simply swinging a hammer at their chosen target. Instead, they strap explosive rockets to the heads of their weapons before swinging them in anger. Whilst the resultant explosions are potentially lethal to the Demolisha, they are almost certain to obliterate the target.

## FIGHTER



Wreckas drawn from Breaka Boy mobs prefer to get up close and personal. Whilst they always try to take on the biggest and meanest foes, they are more than happy to pulp anything the boss points at. Their weapons – referred to simply as smash hammers – are simplistic in nature, but no less effective for it.

## ROKKITEER



Unsatisfied with the amount of firepower of a simple rokket launcha, Tankbusta Rokkiteers have spent all their teef on additional explody gubbinz in the form of rokket racks and pulsa rokkits. The latter is a particularly nasty weapon that knocks those caught in its blast radius from their feet, allowing the Orks to close in and club any survivors to death.

## KRUSHA



Clad in bulky scrap metal armour, Breaka Boy Krushas often lead the Wrecka Krew's advance. Their pneumatic knucklebustas make them expert siege-breakers, providing them with a right hook powerful enough to cave in a bunker door, or punch a hole bigger than a Boss Nob's head in the armoured shell of a battle tank.



# WRECKA KREW KILL TEAM

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WRECKA KREW » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **WRECKA KREW** kill team, including, where relevant, any weapons specified for that operative.

## OPERATIVES

- 1 **WRECKA KREW** **BOSS NOB** operative with one of the following options:
  - Rokkit pistol; smash hammer
  - 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** with one of the following options:
    - 'Eavy rokkit launcha; fists
    - Rokkit launcha; fists
  - **TANKBUSTA ROKKITEER** with one of the following options:
    - Rokkit launcha; pulsa rokkit; fists
    - Rokkit launcha; rokkit rack; fists

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

## ARCHETYPES



SECURITY



SEEK & DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

## BOSS NOB

Smash hammer

Rokkit pistol



Rokkit pistol

Choppa

Rokkit pistol



## TANKBUSTA ROKKITEER

Rokkit launcha

Rokkit rack

Pulsa rokkit





The newest version of these rules can be found online.  
Scan the QR code or visit [warhammer-community.com](http://warhammer-community.com).



## BREAKA BOY DEMOLISHA

Tankhammer



## BREAKA BOY KRUSHA

Knucklebustas



## BOMB SQUIG

Explosives



## BREAKA BOY FIGHTER

Smash hammer



## TANKBUSTA GUNNER

'Eavy rokkit launcha

Rokkit launcha





# DESIGNER'S COMMENTARY

**A Wrecka Krew is a kill team obsessed with one thing – destruction! Arguably the game's most aggressive team to date, these Orks like nothing better than an Engage order and an enemy operative in their sights.**

A Wrecka Krew has three types of operative. The first type is Tankbustas – operatives equipped with rokket launchers that provide a serious threat at range. They can be inaccurate (or slow if you take the 'heavy version), but the high Atk stats of their ranged weapons make their shots a frightening concept for your opponent. This is especially true in condensed environments such as Killzone: Gallowdark and against grouped up enemies. The second type is Breaka Boyz – operatives equipped with brutal, high damage melee weapons that can pulverise even the toughest enemy operatives. Some can even smash a hole in terrain, making it accessible for you to move through. The third type is Bomb Squigs – portable (and expendable) explosive devices that can charge headlong into the enemy to act as a deterrent to aggressive tactics, ensure the foe is cautious with their positioning, and cause as much damage as possible. These three types mean a Wrecka Krew can be very flexible, allowing you to change your approach depending on the mission, killzone and enemy kill team.

**'SNEAKY LI'L GITZ KEEP HIDIN' FROM US. LETS GET SUM ROKKITS ON THOSE BUNKERS, LADZ. I DON'T WANNA SEE NUFFIN' LEFT STANDIN'!**

- Tankbusta Waznogg Runtstompa

The sights and sounds of explosions, carnage and vandalism drive a Wrecka Krew to even greater heights of violence. This is captured by the Wrecka Rampage faction rule. Whenever you roll a 6 on an attack dice, you get a Wrecka point. These points can then be spent to turn fails into successes, increasing the accuracy of your weapons when you really need it. Put simply, the more you attack, the more Wrecka points you generate, therefore the better your attacks become. This means a Wrecka Krew can build significant momentum as the battle progresses, and can reliably offset the inaccuracy of Ork shooting.

A word of caution though: at just 6 operatives (assuming the Bomb Squigs will be incapacitated at the first opportunity) this team is considered elite. If you are too aggressive, losing an operative or two can be a significant blow. There are ploys to improve their durability, but don't rely on this – think carefully about when and where your operatives engage, as teams with more operatives will gladly lose one of theirs to incapacitate yours.

This numbers game also concerns APL stats and action points. Unlike most other elite teams, a Wrecka Krew only has an APL stat of 2 as standard. This means you'll have a harder time controlling objectives, and will have to forgo the Fight and Shoot actions to safely perform mission actions on a Conceal order. However, if you're feeling brave, you can give your Wreckas fresh impetus with the Tanked Up faction rule! Whenever a friendly Wrecka Krew operative (excluding Bomb Squigs) performs the Shoot or Fight action, you add 1 to their APL stat until the start of their next activation. Their obsession with destruction gives them a renewed drive so you can engage the enemy, then perform those all important mission actions, better control markers or dash to safety. In-game, consider planning your angles of attack around markers to get the most out of this rule – keep the destruction going, but ensure you are controlling the necessary markers and scoring VPs in the process.

Overall, a Wrecka Krew is a team for someone who likes to play aggressively and roll 6s. If you play too cautiously with them, you won't get the most out of their Wrecka Rampage and Tanked Up rules. But equally, with a lower than average number of operatives, you'll have to carefully consider your activations, as losing operatives too early can cripple your game plan. Regardless of your approach though, one thing's for certain: when a Wrecka Krew shows up for a game, expect a proper scrap!

