



# WRECKA KREW: UPDATE LOG

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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

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OCTOBER '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**.

### FACTION RULES, TANKED UP

Relevant part changed to read:

'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 [...]'

### FACTION EQUIPMENT, EXTRA ARMOUR

Changed to read:

'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.'

## 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.'

### 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.'

### 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 [...].'

## PREVIOUS RULES COMMENTARIES

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?

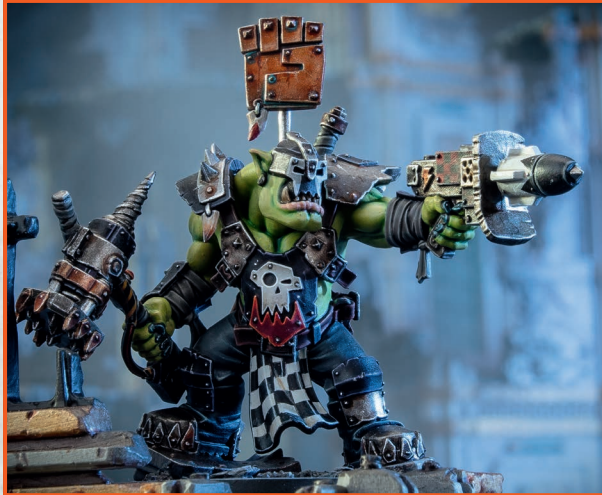
**A:** Not as a result of the **Door Fight** or **Hatchway Fight** rules. Note that the **Kaboom!** firefight ploy may cause that other operative to become a valid target during some **Hatchway Fight** actions.

**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.

# 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 rokkit 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 rokkit launcha, Tankbusta Rokkiteers have spent all their teef on additional explody gubbinz in the form of rokkit 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



## 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.**

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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 'eavy 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.

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**'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

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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!

