

# 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.

# 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