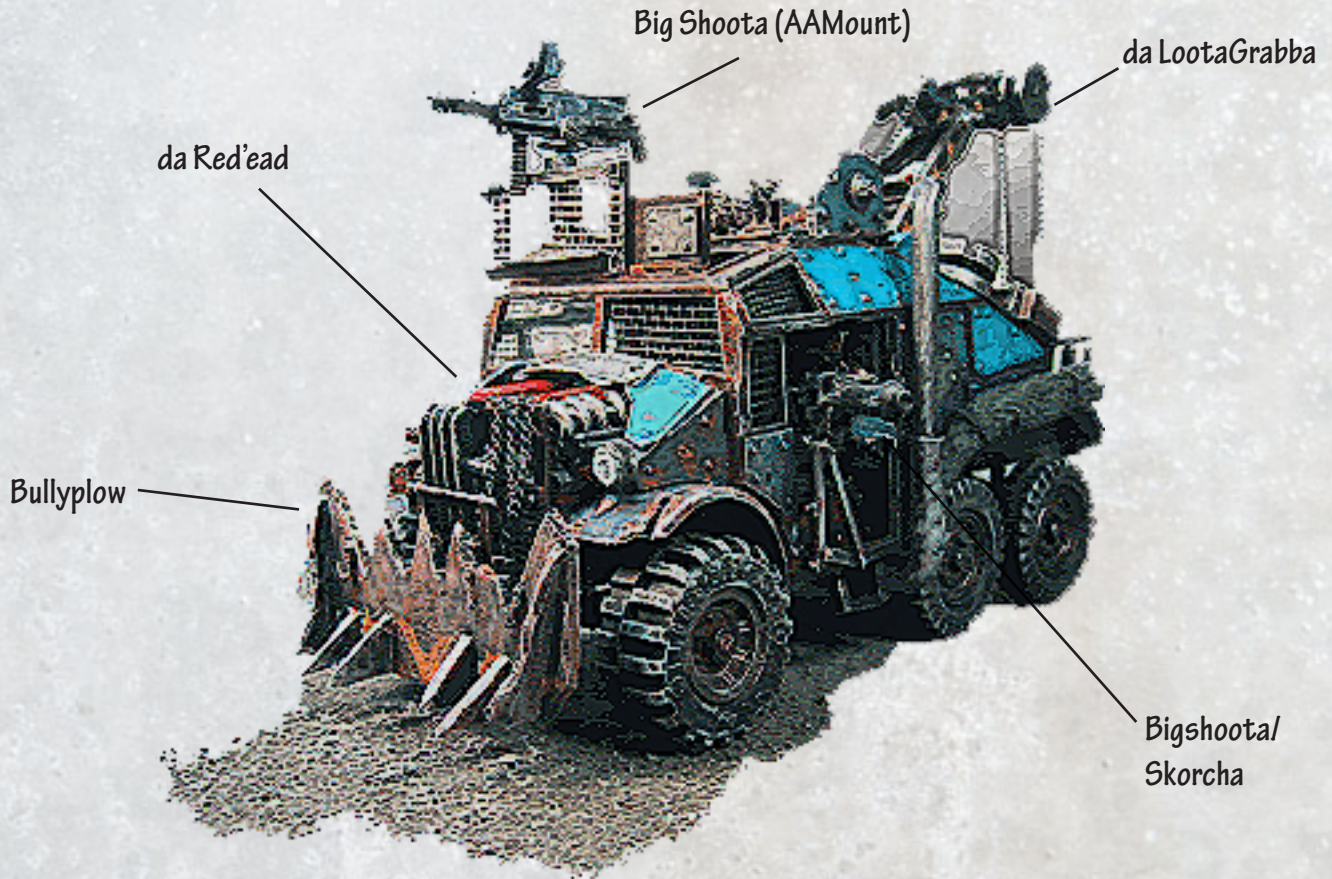


# GOOBASZ WRECKA

POINTS: 250

Often cursed and sometimes feared, when the roaring engine of Goobaz Wrecka is heard, and the blue clad recovery vehicle is seen on the battlefield, it is well known that something (normally the shiniest and nicest vehicle) is going to change hands rather quickly. Take the keys, it just doesn't matter.



**Unit:** 1 Wrecka

**Type:** Vehicle (fast)

**Transport:** The Wrecka has a transport capacity of 10

**Access Points:** Two side doors and one top hatch

**Fire Points:** The Wrecka has 3 fire points, one on either side and one on top.

### Weapons and Equipment:

- Bullyplow \*
- Big Shoota\*\* (Top AA mount)
- Da LootaGrabba\*\*\*
- Da Red'ead\*\*\*\*
- Grot Riggers

BS	ARMOR		
	FRONT	SIDE	REAR
2	12	11	11

### SPECIAL RULES:

**Spare Partz:** Any mekboy attempting repair attempts within 12 inches of Goobaz Wrecka add +1 to their repair roll attempt. This bonus is applied on top of any other bonuses, including grot oilers. However any natural 1 rolled for a repair remains a 1.

**Air Konditioning:** As the mekz like to ride around with the side doors and hatches open, for assault purposes only, the Wrecka counts as open topped.

**Arch Loota:** The Wrecka may "recover" any vehicle on the battlefield, manned or otherwise, up to and including super heavy tanks (baneblades included)



# GOOBAZ WRECKA

## Equipment Notes:

\***Bullyplow** – The front mounted plow on the Wrecka is strong enough to completely disregard any glancing or penetrating hit to the front of the Wrecka on a d6 roll of 6 (excluding ordinance). In addition, the Bullyplow enables the Wrecka to displace any wreck with armor facing 13, or allows the Wrecka a single ramming attack resolved as a single str 8 ordinance hit (roll 2d6 and take the highest) against any vehicle as long as the Wrecka moves less than 12 inches that turn.

\*\* side mounted Big Shootaz may be replaced with Skorchaz at no point cost

\*\*\***Da LootaGrabba** – A special designed towing rig, Da LootaGrabba allows for the fast recovery of any vehicle on the battlefield, friend or foe, occupied or not. If having moved less than 12 inches that turn, and ended up with Da LootaGrabba in contact with a target vehicle, the Wrecka can attempt recovery in the assault phase provided the crew or passengers did not fire any weapons during the shooting phase. All attempts at recovery are made until either the attempt is successful, or it fails, after which the Wrecka may move away. For all recovery attempts, an additional die is added for each turn the Wrecka is attempting a recovery, so if it fails the first turn but is still in place for a second try the next turn, two d6 would be rolled (take the highest) and so forth. At no time may the Wrecka or its passengers shoot while it has a vehicle under tow.

“Friendly” vehicles: the recovery fails on a d6 roll of 1-2, but is successful otherwise. In the next movement phase the Wrecka may move at normal speeds with a tow classified as a tank or smaller, or at half speed for super heavy vehicles or walkers (super heavy walkers may not be recovered). Upon return of the friendly vehicle to the Ork deployment zone, the vehicle is disengaged, and all damages are repaired, including damaged weapons and propulsion. The salvaged vehicle may move normally counts as stunned for shooting purposes that turn.

“Enemy” vehicle: the recovery fails on a d6 roll of 1-2, immobilizes but does not stun the enemy vehicle on a d6 roll of 3-4, and totally shocks the crew and makes a successful hookup on a d6 roll of 5-6. Vehicles that are immobilized as a result of the recovery attempt may shoot as normal their next turn, including shooting at the Wrecka! (no one said this was a safe practice). Shocked vehicle crews can do nothing but hold on for dear life while the Wrecka drags their precious ride away. Previously immobilized vehicles (such as from other shooting) will add +1 to the die roll attempt. When the salvaged vehicle is returned to the ork deployment zone, the Wrecka may disengage and act normally. The salvaged vehicle is left on the table to taunt the opponent and is worth twice its VPs. If the wrecka is destroyed while salvaging a vehicle, the towed vehicle is immediately free to move but counts as stunned for shooting purposes that turn.

\*\*\*\* **Da Red’ead** – A honkin’ great internal combustion engine, Da Red’ead is oversized for the scale of the Wrecka, and produces insane amounts of power. It is due to the Da Red’ead that the Wrecka can move fast, even with a main battle tank in tow. The first immobilized hit on the Wrecka removes the fast capability, making it move normally (ramming, and recovery attempts may therefore be made, but only if the Wrecka has moved 6 inches or less. Additionally, if the fast is lost, recovery on super heavy vehicles is not possible). Repairs maybe made by the ever present grot riggers.

