

GET DA MEK

Ever been stiffed by a dodgy Mek? Is your 'rear sprocket choke belt' always breaking at the critical moment? And the Meks never have the parts. Well here is your chance to get your own back, in a new ambush scenario.

By JOSH WARDLE.

Many Nobs get 'a little' annoyed with the Meks either selling them vehicles with dodgy thrusters or charging them loads of teef for a bodged up job. As all Nobs know, confronting a Mek in Mektown would mean certain death as the Meks tend to have very 'ard bodyguards.

Some Nobs (using their Orky cunning) devise ambushes for the Meks. They wait until the Mek is returning from a scrap finding mission and they attack. This way they can get revenge on the Mek and steal his scrap.

At first this plan worked fine but now the

Meks are getting themselves a few mobile bodyguards or as they put it 'Tuffgits'.

SPECIAL RULES

This scenario uses Da Rolling Road special rule.

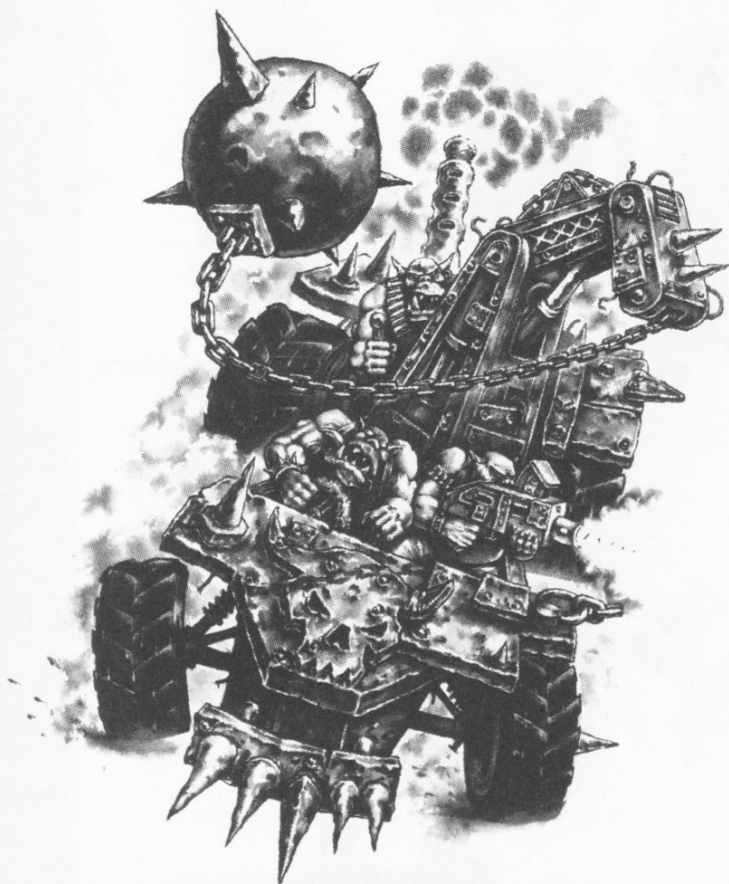
DA DESERT

Get Da Mek takes place in the skid just in front of Mektown. Set up the terrain as normal but with a blockade at the end the Mek is trying to leave from. This blockade is allowed to be 8" on to the table and it must have some truk size gaps in it so the Mek has a chance of getting through. This shows that the Nob does not have enough barricades to cover the whole road (he is just a Nob who does not have enough teef to waste too much valuable scrap on a blockade).

MOBS

The ambushing mob may have D3 members of their mob within 4" of the blockade. They have one of their vehicles with any gunners plus D3 mob on it. Please note that all the above mob members and vehicles are NOT randomly chosen but are picked by the ambushing player. This vehicle starts 4" from the opposite edge to the barricade. The ambushing mob sets up first.

Da Mek hires another randomly chosen Mob from the campaign to protect him. This mob is allowed any one chosen vehicle and any gunners plus D3 randomly chosen mob members. These start within 2" from da Mek.



DA MEK

Da Mek is returning from a scrap hunt. He is driving a truck or a trak with D4+2 Scrap counters on. His vehicle has +1 to each armour value. He has the following stats

M	Ws	Bs	S	T	W	I	A	Ld
4	4	4	4	4	1	3	1	8

He is armed with a slugga, a choppa and has the following skills:

Sneak-off. The Mek cannot be captured.

Skid start. May use thrusters after a slow manoeuvre.

Skid turns. May turn 180 after a gas engines move on a 4,5 or 6.

Da Mek is controlled by the player who's mob is protecting him. He can set up, up to 10" onto the table edge with his bodyguards within 2".

STARTIN'

Da Mek and his body-guards have the first turn.

ENDIN'

Neither Mob will bottle out as both know that losing would mean utter humiliation in Mek town. If Da Mek leaves the opposite table edge from which he started or all the ambushers are down or out of action Da Mek and his body-guards have won. If Da Mek goes out of action the ambushers have won.

INCOME

If the ambushers won they get D6 teef for each of the Scrap counters on the Mek's truck. In addition, this mob is now known to have a short temper with Mek's so some other Mek's are careful what they charge for kustomising weapons and vehicles. When the mob next visit Mektown they may re-roll the cost of any kustomised weapon or

vehicle. The second roll stands even if its worse than the first.

The failed bodyguards will look ridiculous. A band of the Mek's boys will pay them a visit and 'persuade' them to part with D6+D4 teef (from this game's income only). Also, any Mek with pride (which is all of them) will not do any work for the mob on their next visit to Mektown (or their next 2 visits if the Mek they were guarding gets killed).

If the ambushers fail, all the rules that would affect failed bodyguards applies.

If the bodyguards succeed in protecting the Mek he will pay them D6+2 teef and will give them their next piece of kustomising for free (even if it is bodged!)

EXPERIENCE

Warriors that took part in the fight get the following experience.

- +D6 Survives
- +5 Wounding hit
- +5 Penetrating hit
- +10 Winning Nob
- D6 Losing Nob

