

GORKAMORKA

MAD MEKS

Adding extra stuff to your Gorkamorka trukks and traks is one of the things we like best about Gorkamorka. This month, we pay a visit to Mekboy Gav Thorpe's workshop to see some of the great ideas for gubbinz has come up with to kustomise your vehicles...

In a Gorkamorka campaign there are many ways your mob can improve. By fighting battles your warriors earn

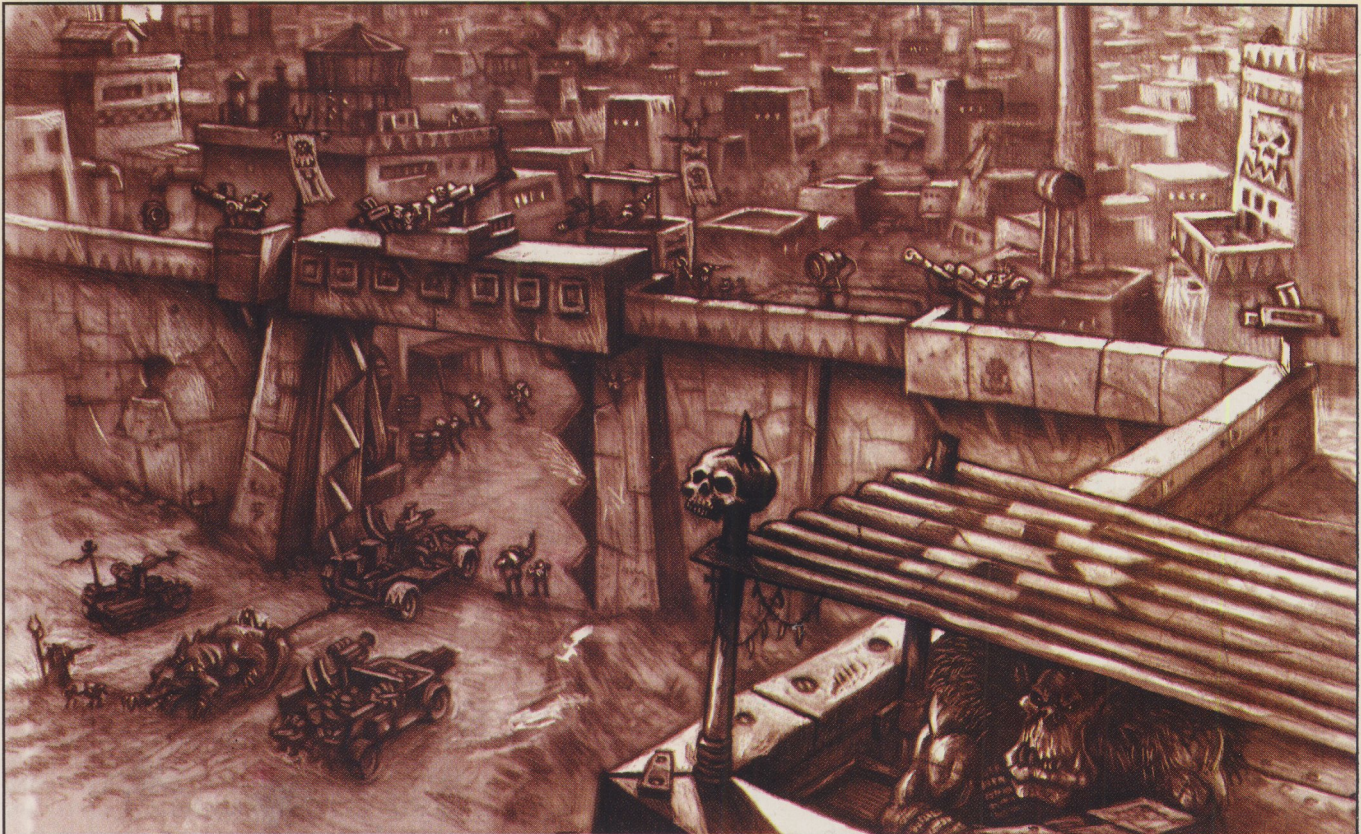
experience and gain increases to their characteristics and learn special skills. The teef you earn by digging in your mine and salvaging scrap from the desert can be used to buy new warriors and upgrade your weapons and vehicles. One of the ways your bikes, traks, trukks and buggies can be improved is by fitting gubbins. gubbins is a term used by the Ork Meks to describe a variety of additional devices which can be nailed, tied, bolted or glued to a vehicle, including stuff like extra armour plates, reinforced rams, extra spikes and huge wrecker balls.

This article includes some new gubbins types which you can purchase for your mob, and ideas on how to model them.

BUYING GUBBINS

You can buy these new gubbins types just like the gubbins detailed in *Da Roolz* and *Da Uvver Book*, by paying the appropriate teef cost listed on the table below.

Gubbins	Cost
Frag Mine Layer	6 teef
Krak Mine Layer	10 teef
Shoutas	4 teef
Scrap Grabber	5 teef
Wheel Slashas	3 teef



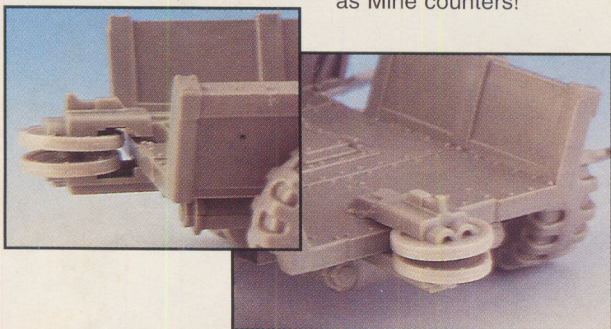
MINE LAYERS

A Mine Layer is a rack of two mines, either Frag or Krak, which can be dropped behind the vehicle as it moves. If the enemy move closer or run them over, the mines will explode, usually with devastating effect. They can be used to attack enemy chasers or to close off areas of the battlefield.

MINE LAYERS

You can model your gubbins anyway you want, but we've included some modelling ideas throughout this article just to give you some ideas.

This Mine Layer has been made from round Warhammer shields and the storm bolter from the Imperial Vehicle Accessory sprue. To begin with stick two round shields together, as you can see from the photos they look better with a piece of plastic in between to set them apart slightly. Then stick the two halves that make up the storm bolter above and below the shields and the completed Mine Layer is ready to stick on your truck. We suggest you use round Warhammer shields as Mine counters!



All Mine Layers form one entry in your vehicle's gubbins box. Additional Mine Layers are noted beside the main entry and you must decide whether they are fitted with Frag mines or Krak Mines, eg Krak Mine Layers 2. A bike can have one Mine Layer, any other vehicle can have up to three Mine Layers. You may mix different types of Mine Layer, but can only mount a maximum of three (two Frag and one Krak, for example). Mine Layers work as follows:



Each Mine Layer carries two mines, which are released together. At any point in the vehicle's move you may declare you are laying a mine. Place a mine counter directly behind the vehicle. The second mine is laid after the vehicle moves another D6 inches. If the vehicle doesn't move this full distance it is placed behind the vehicle when it stops moving.

If any model moves within 2" of a mine counter it will explode on a D6 roll of a 4+. If a model moves over a mine counter it will explode automatically. Mines explode with the same effect as a stikkbomb of the appropriate type (Frag or Krak). When a mine explodes, remove the counter.

If an unused Mine Layer is damaged by the enemy due to a hit on the gubbins location then roll a D6. On a roll of 1, 2 or 3 it explodes, affecting the vehicle as if it had set off the mine. On a roll of 4, 5 or 6 the Mine Layer cannot be used for the rest of the battle. Mine Layers are assumed to be stocked up between battles for no extra cost.

SHOUTAS

Noise is very important to Orks, and the louder the better. Some mobs like to fit their vehicles with huge amplifiers and speakers which turn the rumble of the engine into a deafening roar and makes the shouts of the crew reverberate across the battlefield.

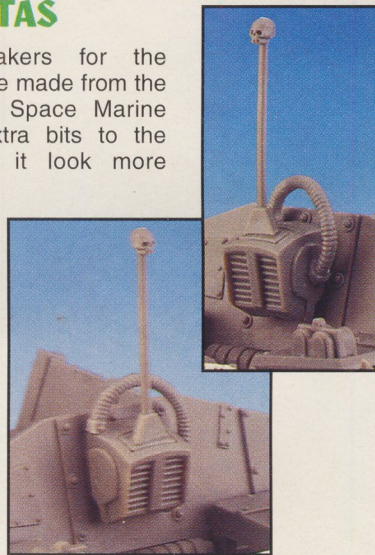
A vehicle can only be fitted with one set of Shoutas. A vehicle with Shoutas has the following benefits:

Some scenarios, *Da Rumble* and *Da Fight* use a Revvin' and Shoutin' roll to see who goes first. In these situations a vehicle with Shoutas allows you to roll 2D6 rather than 1D6 as normal. bikes' Shoutas aren't as big and only allow an additional D3 to your roll.

SHOUTAS

Our amplifier/speakers for the Shoutas Gubbins are made from the torso of a plastic Space Marine Terminator. Add extra bits to the speaker to make it look more mechanical; the aerial we've used is from a Space Marine Bike, but any kind of hose or wire looks good too.

This one is positioned just above the crew compartment. *Much better ta 'ear da noize, mate!*

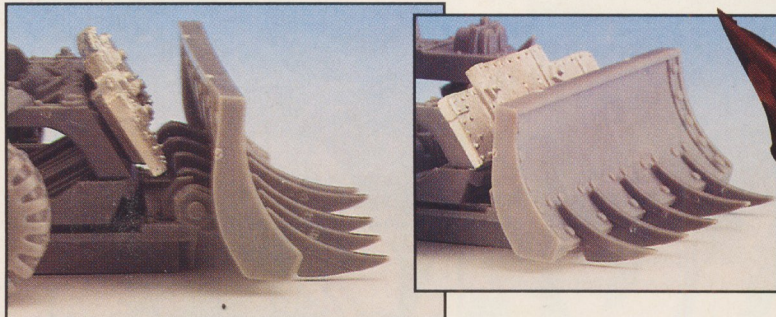


In addition, Orks respect loud noises and a vehicle which is zooming around preceded by the thunderous roar of its engines and the bellows of its crew is a daunting foe, even for an Ork. A vehicle with Shoutas causes *Fear* as described in *Da Clever Stuff* section of *Da Roolz*. This means enemies who wish to board the vehicle must first take a *Fear* test to see if they can.

Shoutas can be damaged like any other gubbins and are useless for the rest of the battle if this happens.

SCRAP GRABBER

Making a Scrap Grabber couldn't be simpler; just use the bulldozer blade from the Imperial Vehicle Accessory sprue. When you've put the 'dozer blade together don't glue it onto your vehicle straight away. See how it will best fit onto your vehicle before you attach it permanently. The one in the photo was glued underneath and needed a little chopping around to get the 'dozer blade to look right.



SCRAP GRABBER

It has been a constant source of irritation to many Ork Nobz that in order to get scrap from the desert, someone has to jump out of the vehicle to dig it up. This makes scrap hunts more dangerous, as the time taken gives enemy mobs more opportunity to muscle in and claim the scrap for themselves. In response to this, some inventive Meks have developed a variety of gubbins that allow a moving vehicle to tear scrap from the sand as it passes over. This can be a large shovel on the front or back, weighted nets hung off the side or a series of hooks on chains which latch onto protruding scrap and drag it from the sand.

A Vehicle can have one Scrap Grabber. Bikes cannot be fitted with a Scrap Grabber (experiments saw many bikes being literally torn in half as they latched onto a particularly weighty and deeply buried piece of scrap!). A vehicle with a Scrap Grabber can attempt to pick up Scrap counters by moving over them.

If a vehicle with a Scrap Grabber moves over a Scrap counter, roll a D6 to see if it is picked up. On a roll of 4, 5 or 6 the scrap is wrenched out of the desert and is caught in the Scrap Grabber. Add +1 to this roll if the vehicle has used its thrusters that turn. Scrap Grabbers are of no use while a vehicle is performing a slow speed manoeuvre.

A Scrap Grabber can only hold one Scrap counter at a time, but if a crewman does nothing else for a whole turn (no shooting or fighting in hand-to-hand combat) then they may unload the Scrap Grabber and it can be used again – place the Scrap counter in the vehicle at the end of the turn.

A Scrap Grabber can be damaged like any other gubbins and is useless for the rest of the battle if this happens. Roll a D6 if the Grabber contains scrap, on a roll of 4+ it falls out, place the counter behind the vehicle. On a 1, 2 or 3 it stays lodged in the tangled remains and is treated as if loaded onto the vehicle.

WHEEL SLASHAS

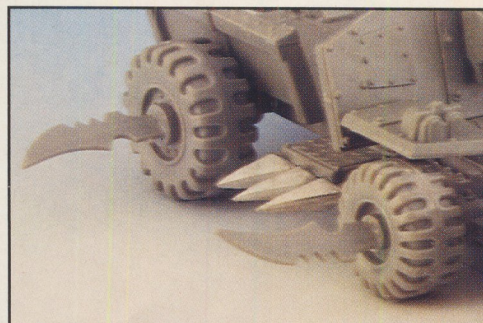
Some Spannerz like to fit their buggies and trukks with huge scythes that cut through enemy wheels and tracks.

Only buggies or trukks can be fitted with Wheel Slashas. When the vehicle is involved in a rake or sideswipe, the enemy vehicle



WHEEL SLASHAS

Use any kind of blade or spiky bit to attach to the hubs of wheels and onto the sides of the vehicle's hull. Lots of Warhammer chariots have deadly metal scythes – *Luvverly!*



automatically suffers a point of damage to the Wheel/Track location in addition to any other damage that may be inflicted.

Wheel Slashas can be damaged like any other gubbins and are useless for the rest of the battle if this happens.

MORE FROM MEKTOWN NEXT TIME

Of course, this is only the start. We've got lots more gubbins ideas so look out for more from the Mek Thorpe's Workshop over the next few months!