NEWS FROM MEKTOWN 2

Hailing from Bremen (Germany), Michael Schau is back with some worky bitz for us. My, aren't they shiny?

The Mekz have dug into their bag of tricks and come up with a bunch of new Gubbinz. These new Gubbinz follow the normal rules for Gubbinz (see page 68 of *Da Uvver Book*).

Blokkz

Blokkz are bulky, massive objects (usually rocks or large pieces of heavy equipment) that can be dropped from a vehicle so that others collide with them.

At any point during your vehicle movement a member of the crew of that vehicle may toss a Blokk overboard. Drivers and Gunners may not toss Blokkz overboard as they must concentrate on their other duties. (**Exception**: The Driver of a Bike may toss a Blokk overboard.) Place the Blokk directly behind the vehicle. Once tossed overboard, a Blokk counts as terrain (for crashing into it) and cannot be moved for the rest of the game.

If this Gubbin gets damaged or destroyed, the Blokk simply drops from the vehicle and is placed behind it.
Blokkz are replaced for free after each game.

A Bike or Cutta can carry 1 Blokk, every other vehicle may carry up to 2 Blokkz.

To get Blokkz of roughly the same size, I'd recommend modelling them on a 25mm round base. The entire base counts as terrain.

Gubbinz for Pinpointin' Scrap

Gubbinz for Pinpointin' Scrap, or GPS, help your mob to locate lager amounts of scrap out in the desert.

Whenever you play a scenario that uses scrap counters, before placing scrap counters you roll a D6 for every GPS in your mob. For every result of 5 or 6 you may add one scrap counter to the number used in this game. For every result of 1 you subract a scrap counter from the number used in this game. All scrap counters are still placed according to the rules of the scenario.

Every vehicle may have one GPS.

Stikkbomb Chukka

Some drivers got tired of only being able to fire a puny little slugga when everyone around them was blasting away with real gunz - lobbing a single stikkbomb now and then was fun, but it wasn't enough. Along came the Stikkbomb Chukka…

A Stikkbomb Chukka may be fired once per game. It has a maximum range of 10" in a straight line in front of the vehicle (on a path 2" wide) and fires its payload of 3 stikkbombz all at once. Use the BS of the driver to determine where the first stikkbomb lands

Gubbinz	Cost
Blokkz	4
Gubbinz for Pinpointin' Scrap	5
Stikkbomb Chukka (Frag)	6
Stikkbomb Chukka (Krak)	8
'Uge Exhausts	2
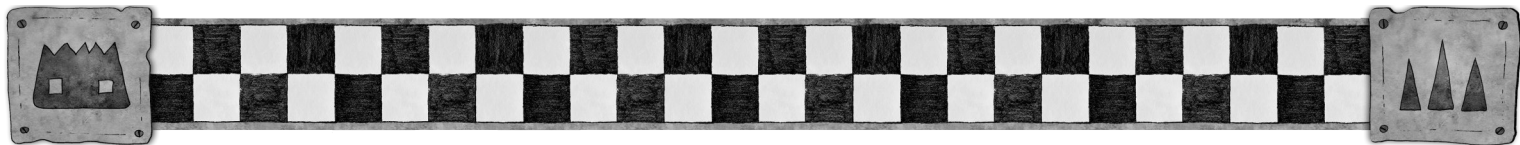
(using the normal rules for Stikkbombz). For the second and third Stikkbomb, you roll both the Artillery and Scatter die to determine where they land, measuring from the point where the first Stikkbomb landed. A Hit symbol on the Scatter die means the Stikkbomb lands in exactly the same spot as the first one.

If this Gubbin is damaged/destroyed before the Stikkbombz are fired, roll a D6. On a 1 or 2 the Stikkbomb Chukka fires its payload using the rules above. On a 3-5 it is destroyed and cannot be used for the rest of the game. On a roll of 6 the Stikkbomb Chukka explodes! Treat this like a hit from a single Stikkbomb of the type loaded in the Stikkbomb Chukka.

A Stikkbomb Chukka loaded with Frag Stikkbombz costs 6 teef while one loaded with Krak Stikkbombz sets you back 8 teef. Both types are reloaded for free after each game.

Every vehicle may have one Stikkbomb Chukka.

'Uge Exhausts

Most Orks want their trukks, traks or bikes to be loud, but others want theirs to be the LOUDEST - audible from miles away preferably! Some tinker with the vehicle themselves (without any real results, but they're still mighty proud of it), but usually they drive up to the Mekz and have them mount 'Uge Exhausts.

Every vehicle that is equipped with 'Uge Exhausts adds +1 to the *Revvin' An' Shoutin'* roll used in some scenarios to determine who goes first.

Every vehicle may mount one set of 'Uge Exhausts, with the exception of Grot vehicles - they haven't got the required gas-guzzling engines to connect the 'Uge Exhausts to.

Da End

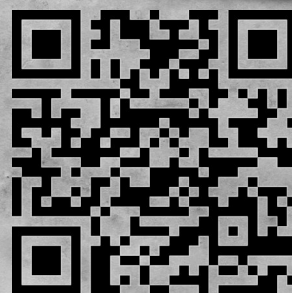That's all from me, Noshrok Grimskull, for now. Hope you enjoy these as much as we did when we used them in our campaign.