

GORKAMORKA™

MAD MEKS 2

Gav Thorpe's Mek Workshop is chock full tasty new gubbins some of which we featured in issue 217. So, we're off to 'ave our vehicles kustomised. Check out the next few pages for all the new bitz but remember to have your teef ready...

MEKBOY MADNESS

One of the easiest ways to make your trukks and traks better is to add gubbins to them. You buy gubbins at Mektown, in between battles. Your mob's spanner can add as many gubbins to your vehicles as you want, making the vehicle more heavily armoured, faster, etc. It's a bit like characteristic increases your Boyz get.

It's rewarding to see your vehicle become more powerful, however it's really important that gubbins are actually modelled onto your vehicles. After all it's only fair that your opponents can see what they're going up against! In this article we give you some ideas for modelling these new gubbins, just to get you started. Remember you can model your gubbins anyway you want, just use whatever parts you have to hand. If you have some specific parts in mind but you don't have them, why not order them from Mail Order?

BUYING NEW GUBBINS

As in part one of Mad Meks(White Dwarf 217) 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
Spiky Wheelz	5 teef
Turnin' Hook	5 teef
Boosta Rokkit	5 teef
Spike Droppa	5 teef

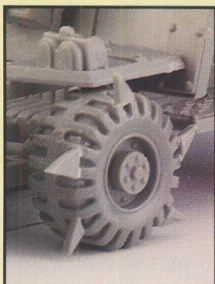


SPIKY WHEELZ

Although Ork vehicles are designed to move across the rugged ground of the open deserts, they can still get bogged down in drifting sand dunes. Some Meks have come up with ingenious devices to partially compensate from this, the most popular being a set of Spiky Wheelz which give the vehicle a much better grip in loose sand.

SPIKY WHEELZ

Spiky Wheels are made by sticking spiky bits to your wheels! (Really?! – Fat Bloke) The spikes we used were spiky bits cut off other models and glued onto the tyres but you can use what you want. You might prefer to use some metal wheels like those used on Ork support weapons.



A vehicle with Spiky Wheelz does not suffer the usual penalties for moving over sand dunes – it is not restricted to slow speed manoeuvres and may use its gas engines and thrusters when moving over dunes. However, every inch travelled over a dune counts as two inches, so a maximum thrust will move the vehicle forward 3 inches instead of 6, for example.

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



TURNIN' HOOK

As every Ork driver knows, turning a thrusting vehicle is more a matter of chance than skill. However, some Orks, particularly Morkers, just can't resist going as fast as possible. To aid manoeuvring at high speeds, some drivers get their mob's Spanner to fit a Turnin' Hook. These vary in design from spring-fired grapples to large anchors which can be flung to the desert floor.

Any vehicle other than a bike can be fitted with a Turnin' Hook. A vehicle with a turnin' hook can use it at the end of any thrust move. The Turnin Hook works automatically and allows the vehicle to make a 45° turn without the need to make a Leadership test. After the Turnin' Hook has been used, roll a D6. On a score of a 4, 5 or 6 the rope snaps or the chain is broken and the vehicle can carry on moving as normal. On a roll of a 1, 2 or 3 the vehicle moves D6" forward and then makes another 45° turn in the same direction. Keep moving and testing until the rope breaks. A Turnin' Hook can only be used once per game.

TURNIN' HOOK

A good Turnin' Hook can be made from any kind of anchor, trident or hooked spear, attached to some string or a chain. The one we've shown here is really simple, a hook attached to a length of chain. The buggy was made by Andy Chambers for Burzuruck and his Badboyz.



A Turnin' Hook can be damaged like any other gubbins and is useless for the rest of the battle if this happens.

SPIKE DROPPA

Spike Droppas consist of a large hopper mounted on the back of the vehicle. As the vehicle moves across the desert the hopper can be opened, spilling its load of spiked balls on the ground. These impede the movement of warriors on foot and can puncture tyres and jam the tracks of vehicles.

All Spike Droppas form one entry in your vehicle's gubbins box. Additional Spike Droppas are noted beside the main entry. Eg Spike Droppas 2. A Bike can have one Spike Droppa, any other vehicle can have up to two Spike Droppas. When you use a Spike Droppa it works as follows.

At any point in the vehicle's move you may declare you are using the Spike Droppa. Place the 2" template from the Gorkamorka box directly behind the vehicle. A Spike Droppa can only be used once per battle.

Any foot model which moves onto or starts its move on a Spike Droppa template suffers a Strength 2 hit. Any vehicle which moves onto or starts its move on a Spike Droppa template suffers D3 Strength 3 hits to its Wheelz/Tracks location.

SPIKE DROPPA

The main component of a Spike Droppa is the hoppa. An easy way to make a hopper would be to use one of the new plastic ammo crates. Add a winding handle from a squig katapult and the smoke launchers from the Imperial vehicles accessory sprue.



vehicle 2D6 inches straight ahead. However, if you roll a double on the dice the vehicle is flung forward so fast it lifts off the ground and sails through the air! When this happens the vehicle is moved forward the distance shown but will pass straight over any intervening models and scenery. When it lands the vehicle suffers D6 damage just as if it had been involved in a head-on crash!

Spike Droppas can be damaged like any other gubbins and are useless for the rest of the battle if this happens. Spike Droppas are assumed to be filled up again between battles for no extra cost.

BOOSTA ROKKIT

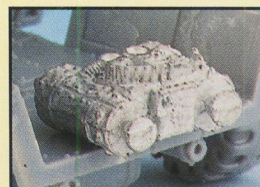
Orks need speed! This is especially true of Morkers, who just can't go fast enough! A mob who likes that real white-knuckle ride across the desert can opt to have a Boosta Rokkit fitted to their vehicle. The Boosta Rokkit provides a massive amount of thrust, flinging the vehicle forwards across the desert, flames and sparks trailing in its wake!

All Boosta Rokkits form one entry in your vehicle's gubbins box. Additional Boosta Rokkits are noted beside the main entry. Eg Boosta Rokkits 2. A Bike can have one Boosta Rokkit, any other vehicle can have up to three Boosta Rokkits. Boosta Rokkits work as follows.

Each Boosta Rokkit can be used once per battle, after which its fuel is all burnt out. Boosta Rokkits are used at the very end of a vehicle's movement and can be used even if it would normally have to stop (due to a failed Thrust test, Leadership test to turn and so on). When used the Boosta Rokkit moves the

BOOSTA ROKKIT

To make a Boosta Rokkit use any kind of rocket; just mount it on the back of your vehicle or as part of a buggy's engine. We thought the Storm Boyz Jump Pack was a great choice for a Boosta Rokkit. Why not look around – there are some great alternative rokkits throughout the range of Citadel miniatures. The exhaust vents and rocket tubes from a Space Marine Whirlwind are pretty good. If you want to stick with Orky things, how about using the rokket engine from a pulsa rokket (or for the particularly adventurous just use the whole thing).



If an unused Boosta Rokkit 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 ignites immediately – resolve this using the rules given above. On a roll of 4, 5 or 6 the Boosta Rokkit cannot be used for the rest of the battle. Boosta Rokkits are assumed to be refuelled between battles for no extra cost.

DA END

Ork Meks are incredibly inventive so the possibilities of adding different types of Gubbins to your vehicles are endless. Look out for more Gubbins in the near future.

Grukfang howled in frustration. The Gorker trak they were chasing was almost at the fort, and there was little his driver, Spanmek, could do. Their thrusters were playing up and the trak kept taking short-cuts across dunes where Fundatruck, his prize vehicle, couldn't follow.

"Ain't dere nuffin' ya can do? If dey gets inna fort, all dat scrap will be dere's. We ain't got da Boyz ta attack right now!"

Spanmek cast a shifty glance over his shoulder.

"Weeell... Dere's one fing we could do, but it's chancy..."

"Jus' do it!"

"We could blow up da truk if we's ain't lucky..."

Grukfang smashed one of his Grots' over the head as he slammed his fist down, sending the small greenskin hurtling over the side of the truk, its cries lost in the roar of another thruster burst.

"Do it! Do it NOW!"

Spanmek shrugged and then grinned happily as he grabbed a big handle in the centre of the dash and pulled hard. Suddenly the pipe behind Grukfang, which he had taken to be an extra

fuel tank, burst into life, sending a out a plume of flame and hurtling the buggy forward. Rocks and dunes sped past in a blur and the welcoming bellow of the rokket was music to Grukfang's ears.

"Ere we go, 'ere we go, 'ere we go!" he started chanting. The truk was still accelerating and it looked like they might just cut off the trak in time.

Grukfang laughed loud as the trak driver looked round to see them bearing down on him with tremendous speed.

With a crunch, one of the tyres hit a rock and the front of Fundatruck lifted up. Propelled by the boosta rokket, the vehicle's wheels left the ground, and the Orks on board held on for dear life as they sailed over the trak and smashed into the sand just in front. A plume of grit and sand billowed into the air, sending a choking cloud into Grukfang's face. As he coughed and spat, he looked around for the Gorkers. The trak was behind them. Its wide-eyed driver, momentarily stunned by the events, snapped back to his senses. But the trak slued round, sliding in the shifting sand, its thrusters stuttering uselessly as the cloud of debris clogged its intakes.

As the trak skidded uselessly, Grukfang grabbed his massive choppa and prepared to board.