

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...By GAV THORPE

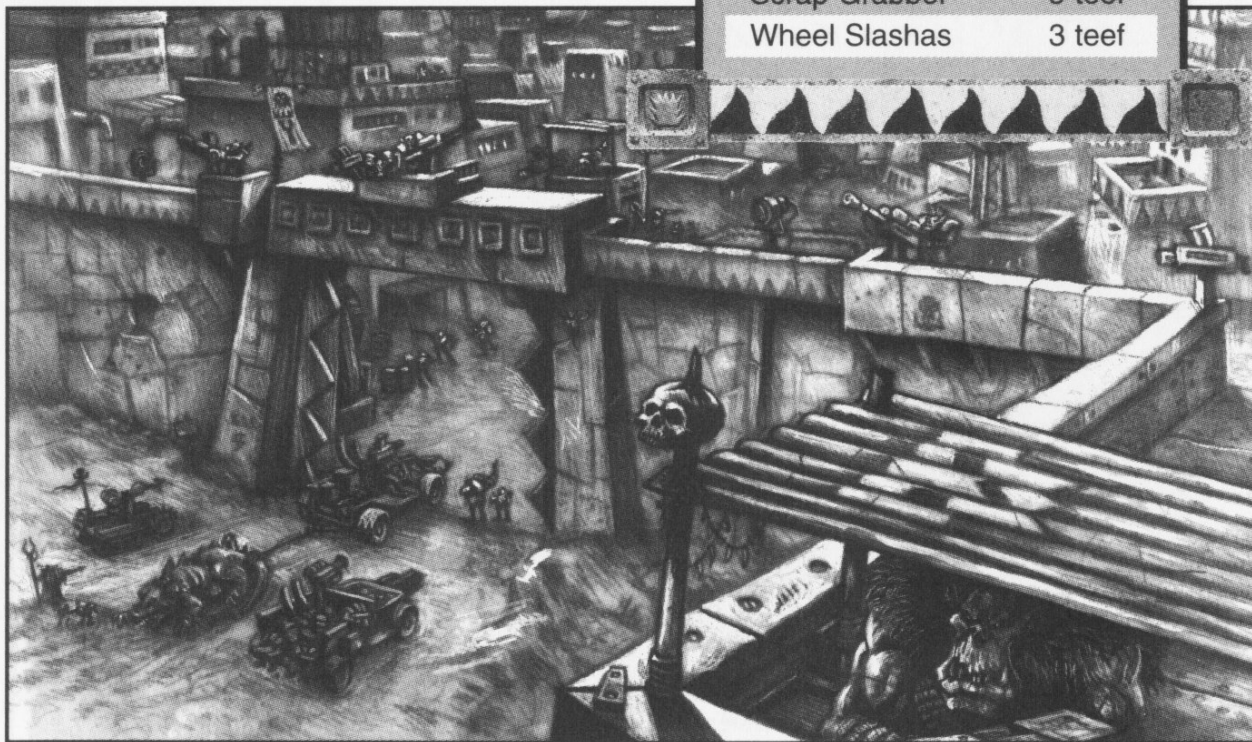
In a Gorkamorka campaign there are many ways your mob can improve. By fighting battles your warriors earn experience and gain increases to their characteristics and learn special skills. The teef you earn by digging in your mine and salvaging scrap from the desert can be used to buy new warriors and 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

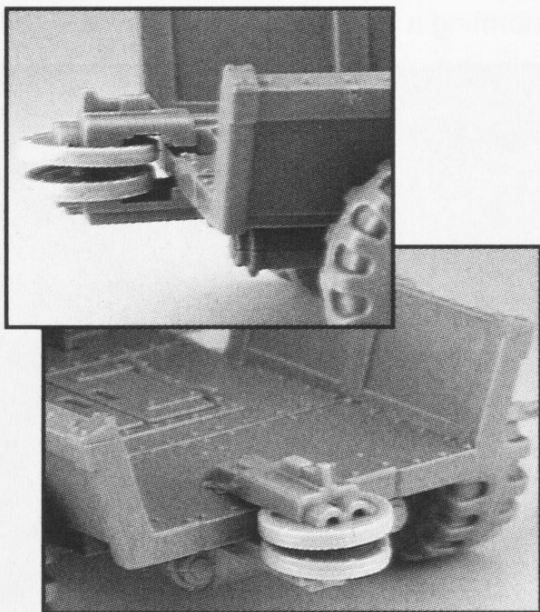
A Mine Layer is a rack of two mines, either Frag or Krak, which can be dropped behind the vehicle as it moves. If the enemy move closer or run them over, the mines will explode, usually with devastating effect. They can be used to attack enemy chasers or to close off areas of the battlefield.

All Mine Layers form one entry in your

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!



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.

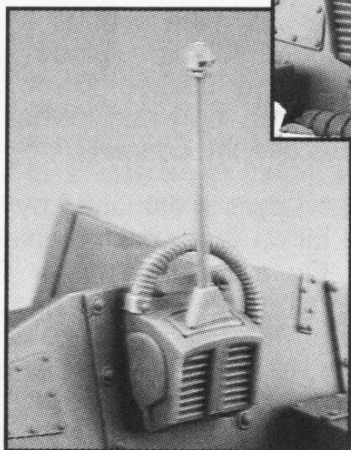
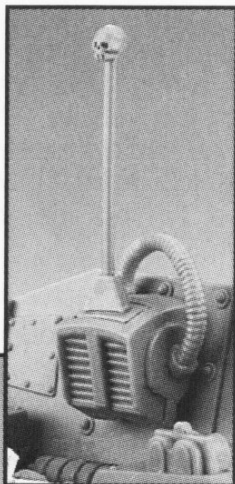
A vehicle can only be fitted with one set of Shoutas. A vehicle with Shoutas has the following benefits:

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

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!*



1D6 as normal. bikes' Shoutas aren't as big and only allow an additional D3 to your roll.

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 Clevver 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

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.

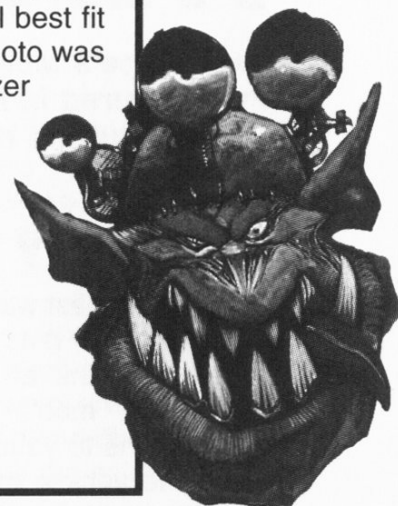
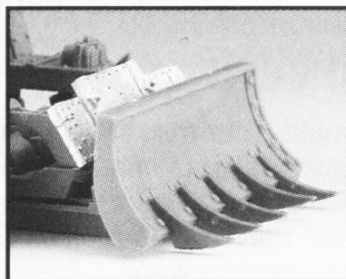
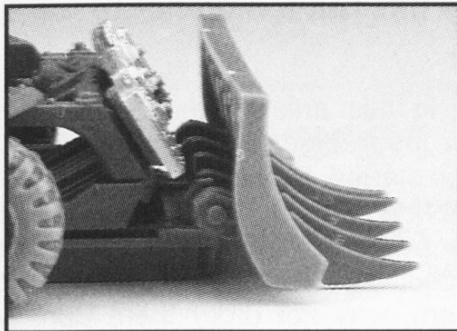
A Vehicle can have one Scrap Grabber. Bikes cannot be fitted with a Scrap Grabber (experiments saw many bikes being literally torn in half as they latched onto a particularly weighty and deeply buried piece of scrap!). A vehicle with a Scrap Grabber can attempt to pick up Scrap counters by moving over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



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.



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

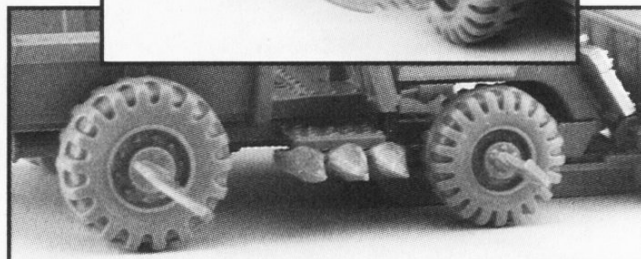
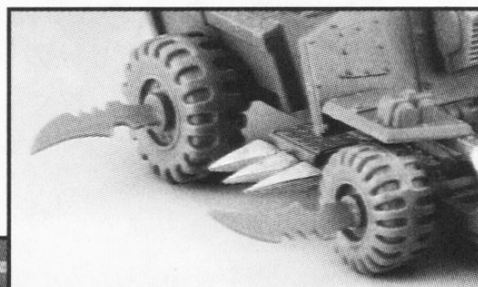
Wheel Slashas can be damaged like any other gubbins and are useless for the rest of the battle if this happens.

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!

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.



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

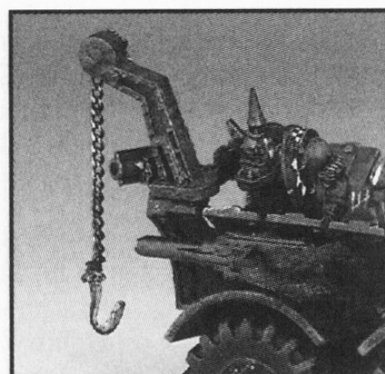
Morkers, just can't resist going as fast as possible. To aid manoeuvring at high speeds, some drivers get their mob's Spanner to fit a Turnin' Hook. These vary in design from spring-fired grapples to large anchors which can be flung to the desert floor.

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.

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

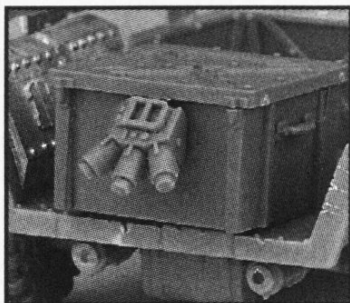
TURNIN' HOOK

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.



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.



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 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.

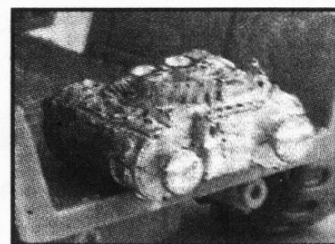
BOOSTA ROKKIT

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.

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 rokkit 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 rokkit engine from a pulsa rokkit (or for the particularly adventurous just use the whole thing).



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 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!

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 truck 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 truck, 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 truck 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.