



BLACKSTONE FUNFAIR PRESENTS



THE PANZEE
DAKKA BALLY

LAP 5
FIVE N DRIVE

HOLMPTON GAMING CENTRE,
UNIT 1 ALBION MILLS,
MIRY LANE,
THONESBRIDGE,
HOLMPTON,
HOS 7HP



The PANZEE DAKKA Rally

The Holmfirth Gaming Centre is proud to announce its 3rd fun 40k universe game, The Panzee Dakka Rally.

Saturday 7th May 2022
Holmfirth Gaming Centre
Unit 1, Albion Mills
Miry Lane
Thongsbridge
Holmfirth
HD9 7HP

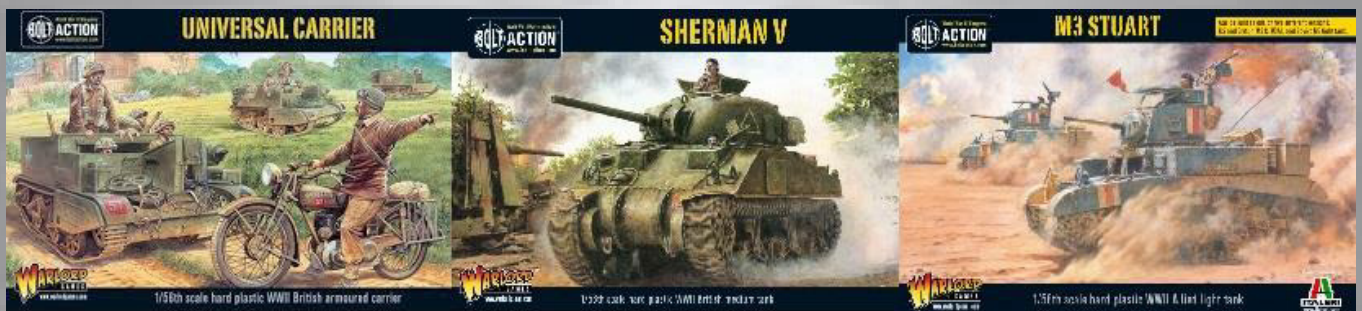
If you get lost contact us on 07410 446950

TICKETS – £ 30

Included with the cost of your ticket is...

1. Entry to the event.
2. Vehicle Kit, The Chassis of your Choice.
3. Lunch on the day.
4. Access to the Bits Library for all the Orky goodness!

The Panzee Dakka Rally is a game of quick thinking and lightning fast decisions. There is to be no pre-measuring during the game for any reason. Cheating is not allowed. If another player or organiser catches you doing it, it will immediately result in a point reduction. Please don't argue or complain, grots know what cheating is, real Boyz don't cheat!





THE PANZEE DAKKA BALLY

BASICS

PRE-GAME

To race you will need to build a racer as no self-respecting Ork will ever want to be seen in a racer that's not finished. All the racers must be fully built and painted. To build your racer you must choose a chassis. The choices are buggy, truck or wagon. Each racer has a specific base and your racer should be contained within the base as much as possible. Gun barrels, exhausts and other sticky out gubbinz are acceptable. If in doubt contact the organiser.

Racer	Base Movement	Front Armour	Side Armour	Rear Armour	Hull Points
Buggy / Bike	7"	10	9	9	2
Truck	6"	10	10	10	3
Wagon	5"	11	11	10	4

After you have picked a chassis you need to choose a colour or clan for your racer.

Colour	Clan	Ability
Red	Evil Suns	Add 1" to Base movement
Blue	Deff Skulz	Re roll all 1s
Black	Goff	6+ save against any damage
Yellow	Bad Moon	5 more teef to spend on upgrades
Other	Freeboota	Repair events are AP1 instead of AP2

Next job is to take the chassis to the big mek and hand over the necessary teef to have it customised. Players have 20 teef to build their racer (Bad Moon racers have 25). All upgrades can only be chosen once, unless there is a maximum number listed on the upgrade. The cost of the upgrade will depend on the chassis you choose.

To stop all the good scrap being used, the warboss has decided to implement a simple solution. A giant press is going to be built and, on the day of the race each racer must fit inside the press. Any bits that don't fit will be recycled into the scrap pile. In an effort to play fair (cause fear) the press will be left open for all racers to be measured before race day.





Offensive Upgrades

Modification	Buggy	Truck	Wagon
Wreckin' Ball	10 teef	10 teef	10 teef
Big Shoota	5 teef max 1	5 teef max 2	5 teef max 3
Tellyporta Blaster	10 teef	10 teef	10 teef
Scrap Traps	5 teef max 1	5 teef max 1	5 teef max 1
Rocket Launcher	10 teef max 1	10 teef max 2	10 teef max 2
Kannon	10 teef	10 teef	10 teef

Defensive Upgrades

Modification	Buggy	Truck	Wagon
Extra Armour	20 teef	10 teef	10 teef
Stripped Down Frame	5 teef	10 teef	20 teef
Grot Oiler	5 teef	5 teef	5 teef
Tomb Stone	20 teef	10 teef	10 teef
Kamikaze Grots	5 teef max1	5 teef max1	5 teef max1
Kustom Force Field	10 teef	10 teef	10 teef

Racing Upgrades

Modification	Buggy	Truck	Wagon
Spiked Wheels	5 teef	5 teef	5 teef
Free Booter Hat	5 teef	5 teef	5 teef
Engine Tune Up	10 teef	10 teef	10 teef
Squig Injector	5 teef	10 teef	10 teef
Grappling Hook	10 teef	10 teef	10 teef
WAAAGH! Banner	10 teef	10 teef	10 teef

Mek Upgrades

Modification	Buggy	Truck	Wagon
Escape Pod	10 teef	10 teef	10 teef
Reinforced Ram	20 teef	10 teef	5 teef
Turret	10 teef	10 teef	10 teef
Personal Tellyporta	10 teef	10 teef	10 teef





Offensive Upgrades

- **Wreckin' Ball:**

A nice large lump of sharpened metal attached to a chain moving at high speed:

Name	Range	Strength	Shots
Wreckin' Ball	3"/360	8	1*

*Make one attack on each enemy racer that is within range, this attack always strikes the side armour.

- **Big Shoota:**

Cos more Dakka is better.

Name	Range	Strength	Shots
Big Shoota	36"	5	3

- **Rocket Launcher:**

For when Dakka just ain't enough. Let's make things go BOOM!!

Name	Range	Strength	Shots
Rocket Launcher	24"	*	1

*When attacking with this weapon any hit rolls automatically damage the racer (any saves may be taken as normal).

- **Kannon:**

Name	Range	Strength	Shots
Kannon	30"	7	1

If the roll to hit is a miss you must scatter the shot to see where it lands. Use a scatter dice to determine direction and 2d6 to determine distance. Place a 3" marker at this point to see where the shot lands. Any (including the attacking) racers that have any part of the base covered by the marker suffers a hit. Even if the racer is out of range or line of sight. A shot that scatters is always resolved against the lowest armour of the racer.

- **Scrap Traps:** These are classed as obstacles and are placed when initiative step 1 has completed, but before step 2. A trap can be no larger than 25mm in diameter. Traps are placed touching your racer but not in your front arc. Any traps must be modelled on or carried by your racer. If your racer is destroyed you can choose to leave any traps on the table to remove them and add them back to your racer. Traps are removed when a collision occurs. When you place a trap, roll a dice. On the roll of a 6+ you suffer 1 hull point as the grot has thrown something important off your racer.





Defensive Upgrades

- **Extra Armour:** Gives one extra point of armour to all facings making the racer 1 point higher than the base level. This cannot be used in conjunction with a stripped down frame.
- **Grot Oiler:** A trusted grot with a job of keeping the engine running as smoothly as possible. How this is achieved is up to the grot - most quickly find themselves caught in the engine becoming little more than lubricant. The Grot Oiler allows two things to be repaired per turn, if chosen on the action section.
- **Kustom Force Field:** Gives the racer a permanent 5+ dodge save against any shooting attack.
- **Tomb Stone:** Adding a huge slab of steel to the rear of the racer to provide extra armour from being shot by a sneaky grot from behind (this is not an orky thing). A tomb stone gives the racer 2 hull points of armour 11 on the rear. These cannot be repaired and are separate to the racer's hull points. When destroyed, the tomb stone is dropped and must be removable from the racer. While carrying a tomb stone the dodge action may not be used.
- **Stripped Down Frame:** Represents the driver removing anything of weight to give the racer greater manoeuvrability. Because of this the racer can move 45 degrees twice in a movement turn, instead of the usual once. Being a smaller target all to hit rolls suffer a -1 penalty.
- **Kamikaze Grots:** A extra brave grot launches itself from the rear of your racer with an almost sharp knife between its teef, intent on mischief towards and enemy racer. This has no effect at all on the enemy racer but provides the racer with a minor distraction as the grot is often run over at high speed. Used at the start of a turn before action tokens are assigned. A single enemy racer within 4 inches of the racer and within the rear arc, loses 1 action point this turn. A racer can only loose a maximum of 1 action point per turn.





Racer Upgrades

- **Free Booter Hat:** Because why shouldn't the boy with the best gubbins get to go first? The owner of the Free Booter Hat must model it on the figure and bring a suitably large hat for themselves. For this great honour they always get to draw priority tokens first and re-draw if they don't like the result. If two people have hats the one with the biggest goes first.
- **Engine Tune Up:** Visiting the mek before the race he adds the correct squig file and almost looked like he knew what he was doing. Taking this option your racer never suffers any engine damage results.
- **WAAAAAAAAGH!!! Banner:** Seeing this banner flying high above the racer gives the crowd something to cheer for and everyone knows if the crowd love your racer it's less likely to explode. The banner allows you to reduce the roll on the waaaaaaaagh table by 1 for any result of 8 or lower - this can take you to a result less than 2.
- **Squig Injector,** the racer has a special fuel mixer, this causes the racer to go even faster then normal but tends to cause a lot of damage. The racer may use step 5 on the action table without spending an action, however this will cause 1 hull point of damage and may not be used while the racer has engine damage.
- **Spiked Wheel,** Makes it easier to set off and harder to corner. Add 1 to the base movement value of the racer however the racer may wish to use action 7. May not be used with stripped down frame.
- **Grappling Hook:** Before any actions are revealed roll a d6. On a 4+ you fire a hook into a chosen racer within 6 inches and within your front arc. While connected you must take the same movement actions as a chosen racer at its initiative step as well as your own. These actions do not require action points to be spent. If at the start of the next initiative step the chosen racer is outside your front arc, or more than 6 inches away, the rope breaks. If the chosen racer performs a waaagh manoeuvre any results are applied to both racers. While connected to another racer the racer with the hook may not perform dodge actions.





Mek Upgrades

- **Reinforced Ram:** This gives a 4+ save against any impact hits on the front armour.
- **Escape Pod:** When a racer is destroyed your pilot may eject. Place your escape pod touching any part of your racer's base or table edge when your racer is wrecked. It may make an immediate 7" move. The pod has a base movement of 7" and an armour of 6 with 1 hull point. The pod may make all actions as normal. After a pod has passed a gate the player may choose to remove it and set up his racer from the gate. An escape pod must be modelled into the racer and must be detachable. The points for wrecking the racer are only awarded when the pod is destroyed. If a different racer destroys the pod no points are awarded to either player. If the pod becomes wrecked from contacting an obstacle the points for wrecking the racer are awarded. The pod will follow the actions that are still to be played this turn. If the racer had action steps still to be taken the pod **MUST** follow these actions. If an escape pod has no base to measure for moving and turning, use part of the hull.
- **Personal Teleporta:** Gives the racer the ability to teleport itself D6 inches in a random direction. The racer retains its original facing. Should it hit another solid object, it moves as far as it can and loses 1 hull point. Should it hit another racer, it moves as far as it can and both racers lose a hull point. If a hit is rolled the controlling player chooses the direction. This can be used only once per round and may be used at any point.

- **Tellyporta Blaster:**

Name	Range	Strength	Shots
Tellyporta Blaster	24" - Turret	Special	1

If a racer is hit you can move the racer D6 inches in a random direction. The racer retains its original facing. Should it hit another solid object, it moves as far as it can and loses 1 hull point. Should it hit another racer, it moves as far as it can and both vehicles lose a hull point. If the racer has two Tellyporta blasters the racer moves 2D6, it does not fire twice.

- **Turret:** This gives a single weapon or 2 big shootas on your racer the turret special rule. The turret must be able to turn to see the target of its attacks, if it cannot perform this the attack lost.





Game Phase

At the beginning of the race each player draws a priority token, with the winner being placed at the front of the grid. Each other player will start 2" back from the front face of the player in front, in a staggered Formula One style.

To win the game racers must pass as set of checkpoints, in order. If a gate is missed the racer may not move on to the next one until it is passed (in either direction). Once a gate has been passed, a wrecked racer will setup back from anywhere behind the last gate it passed. If multiple racers are wrecked on a turn at the priority step, draw tokens in the order they are wrecked.

During the Game racers can gain leaderboard points for achieving goals:

- 3 points are added for being the first to pass through a checkpoint first, 2 points for second and 1 for third.
- You get 2 points for destroying an opponent using a shoot action
- You get 2 points for destroying an opponent using a move action (even if you are wrecked in the process)
- 2 for causing an opponent to miss a check gate.
- 1 for a 7 on the WAAAGH!!! table.

The person with the most points after two races is declared the winner and their racer will be displayed in the Holmfirth Gaming Centre for all to see.

If any racer becomes more than 1 gate forward, the weird boy in the tower gets bored and jumps the other racers up to the gate of the section the lead driver has just left. This happens when the a racer would follow an action step, however your action points stay as they are.....

Racers will be set off in 3+ groups. Should a racer catch another group, roll off at the start of each round to see which group has priority. The winners action will be before the losers.

Special thank to Scott@Animosity Wargaming for help with making of this pack.





WAAAGH MANOEUVRE TABLE

Dice Roll	Name	Effect
1	FWAAAAM	You have achieved an enlightened state. Both Gork and Mork have laid a hand upon your shoulder. How else could you have achieved a natural roll of one on 2D6? Yes this means you didn't explode.
2	KABOOOOOOOOM	Some Panzee loving son of a Grot has connected the WAAAAAAAAGH!!! button to the explosives. The explosion rips through the racer destroying it completely. It is immediately removed and placed at the last check marker (further than 12" away).
3	NEEEEEEOOOOWWWN	The Grot slams on Nitrorks and... Neeeeeoowwn!!! The racer blasts off as if it meant to do that. Nothing can go wrong as Cool Hand Grot steers for the finish! The racer moves the first 6" then can perform a turn, then move another D6"
4	KRAAAAK, THUMP	Sounds like something important has fallen off and the vehicle seems to be losing power. Better get this fixed! The WAAAAAAAAGH!!! manoeuvre suffers a minus 2" movement and engine damage
5	PURRRRRR	Sounds like that Grot wretch listened when you threatened to squash him if he got it wrong. This thing's purring like a full Face Gnasher Squig. The racer moves as normal and next time you roll on this table you may re-roll the result.
6	SPLUT PUT PHOOT	Maybe stuffing dirt in the engine to stop that rattle wasn't such a good idea after all. The racer moves at full speed but suffers engine damage
7	WHOOSH	The Grot slams the pedal to the metal and off it goes. Purring like a contented Hair Squig!
8	CHUG CHUG CHUG VROOM	Too many squigs in the fuel slowing things down a little. Time for a visit to the drops. The racer moves at full speed but suffers engine damage.
9	AAAAAAGH!!!!	The Grot slams on Nitrorks and BOOM!!! The back half of the racer blows off killing the passengers and disabling any weaponry. The racer loses 1 hull point and suffers weapon damage
10	KAZOOM!!!!	The racer makes the same noise as a stormboy landing badly, it takes off at incredible speed beyond what should even be possible. Move a further 2".
11	BOOM	Something has gone terribly wrong under the hood of the race. Bits are falling off all over the place and its stating to slow down. We are going to get used as a Squiggoth's chew toy for this. The racer loses half its hull points rounding up and moves at minus 2 for any movement action next turn. The racer suffers engine and weapon damage
12	ZOINK!!!!	The racer defies the laws of gork and mork and accelerates uncontrollably. The racer moves 12" instead of 6" and must use all its action points next turn to 1, 5 and 9

