



BLACKSTONE FUNFAIR PRESENTS

THE PANZEE
DAKKA BALLY

D'BUZZ





THE PANZEE DAKKA BALLY

INTRODUCTION AND BASIC RULES.

Oi, listen up dis is warboss Ironclaw and I is in charge here. Dis is my race and my rulez so let me tell you what 'append before. We was a happy bunch of orks travelling in space after just smashing up some spikey boyz and we found dis new planet to smash up. When we landed we got ready for a scrap. Some panzee boyz showed up and told us if we wait a bit they can bring their ard boyz here and we can have a proper scrap. I was going to pummel him right there then he says yarrik is close by and if we have a proper scrap yarrik will see it and bring the best boyz for a scrap. When he said yarrik, the boyz let out a Waaagh so big yarrik must have heard it. The panzee boy said they will be back in 7 days. Boyz being boyz got restless and the next day we have a civil war as a practice to get rid of the weedy boyz. The day after, when I woke up I saw half the camp was ruined. "Zoggin hek" I thought, yarriks not going to come and fight if we keep smashin the place up. Just then I saw a truck chargin round shootin up some stray grots. Dis is when I got the idea of the race....

Turn Sequence

1. Draw priority tokens. Whoever is in the lead draws first followed by second place etc.
2. Set action tokens face down in secret
3. Follow sequence of action tokens starting at number 1 following priority numbers
4. After action 10 has been resolved, place any wrecked racers at the last gate they passed
5. Start next turn

Action Tokens

Each racer will have 3 action points per turn. You can choose to use these set actions from the list below. You may not use more than 3 tokens.

Action Number	Action	Number of action points	Type of action
1	Standard Move: Base movement to double base movement with a single turn up to 45 degrees	1	Move
2	Repair: One hull point or one item of damage	2	Other
3	Snap Fire: Fire all weapons hitting on a "6"	1	Shoot
4	Dodge: Racer gets a 5+ save for this turn vs shooting	1	Other
5	Move Faster: Move an extra 4" in a straight line	1	Move
6	Standard Fire: Fire all weapons hitting on a 5+	2	Shoot
7	Powerslide: May make 1 extra regular turn	2	Other
8	Much Dakka: Fire all weapons hitting on 4+	2	Shoot
9	WAAAGH!!!: Move an extra 6" then roll on table	1	Move
10	Concentrated Fire: Fire all weapons hitting on a 3+	2	Shoot

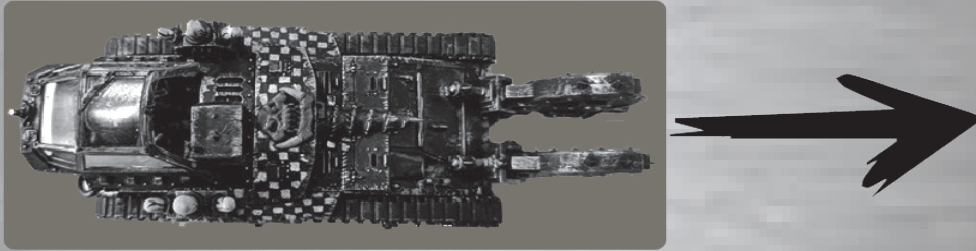
These actions may be changed in each event pack. Follow the rules in the race pack if there is a difference



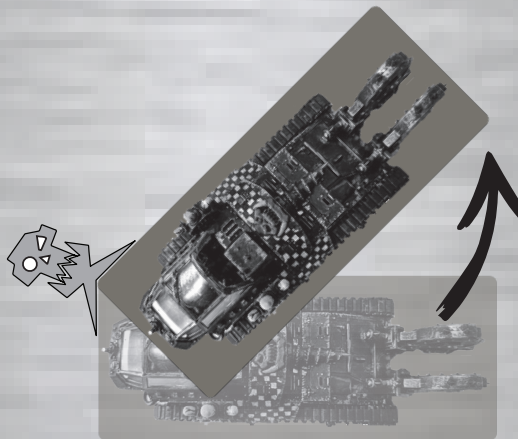


Actions

Actions listed as “move” are movement actions. These allow the racer to move around the track. Racers must always move forward. The buggy shown below has a base movement of 7”. Using action 1 will allow the buggy to move between 7 and 14”. The buggy must move at least 7”. Measure from the racer’s base.

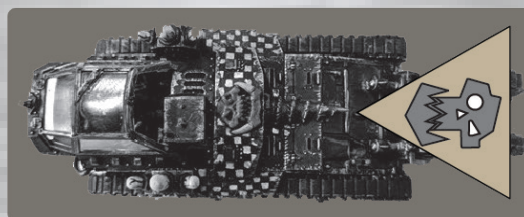


Racers may make a single turn at any point during action 1. To turn the racer, place the turning marker on any corner of the racer’s base and turn the racer to the new direction as shown below



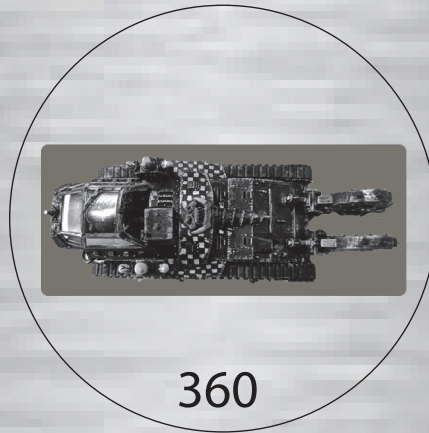
If a racer does not choose action 1 they will move forward the base movement value and cannot make a turn. This happens at the end of action 1 and before action 2.

Actions listed as “shoot” are shooting actions. To shoot, place the shooting arc token on the weapon to see if the target is in the fire arc, as shown below. After this, measure the distance from the end of the weapon to the target. If the weapon is out of range the shot automatically misses. A racer **MUST** fire all of its weapons at the same racer per action step. Repeat the arc and measure steps per weapon.

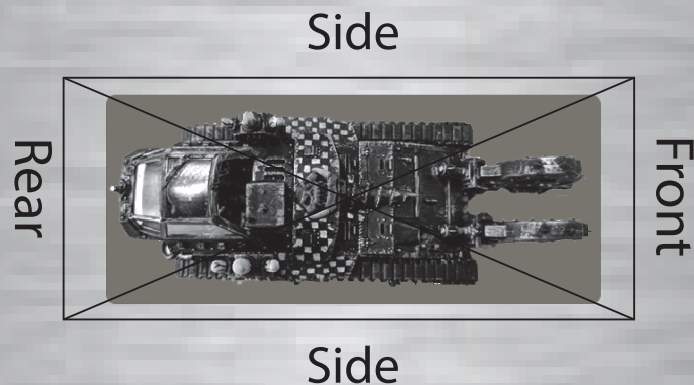




If a weapon is listed as having /360 measure from the racer's hull not the barrel to check range. Weapons with this rule have a 360 degree arc of fire.



Roll a d6 per shot of the weapon and use the number stated in the action step to find the result needed. Each roll equal to, or above the required number, causes a hit on the chosen racer. Racers have an armour value. Check the side of the racer facing the weapon to find the armour value of the target racer.

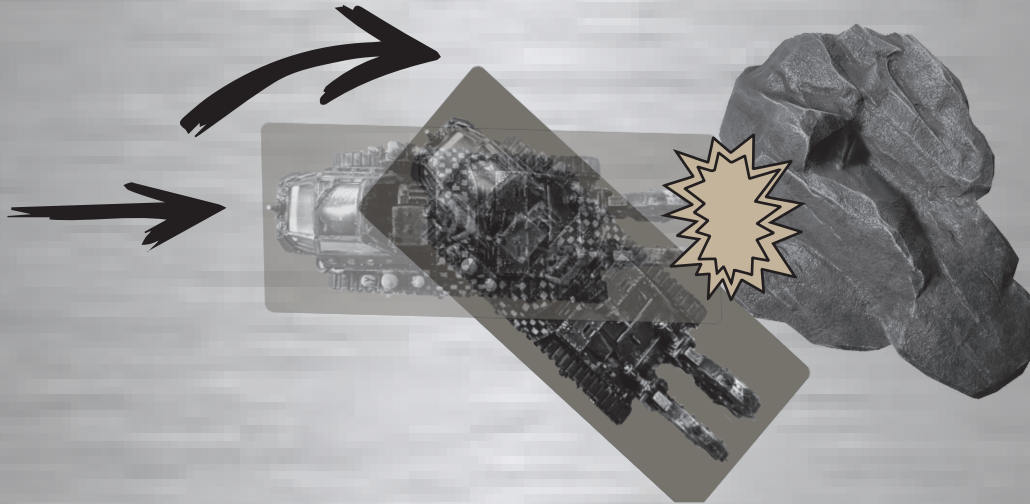


For each hit roll a d6 and add the strength of the weapon. If the result is equal to or greater than the armour of the target racer the target racer loses a hull point. If a racer reaches 0 hull points it is classed as wrecked. A result of a "1" on the d6 is automatically a fail. The target racer may use any saves it has. Roll a d6 for each lost hull point. If the result is equal or greater than the number required a hull point is not lost. If a racer has more than 1 available save it may make as many attempts per save. A racer with a dodge save and a kustom force field will have two attempts at rolling the result needed. Without using a dodge action or without certain upgrades a racer will have no saves to make.

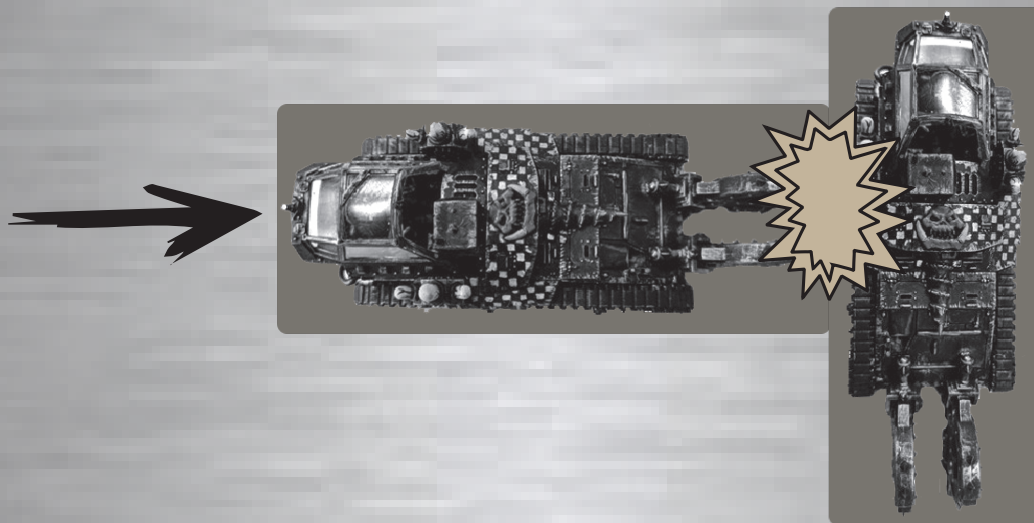




If your racer's base comes into contact with anything on the table it suffers a hull point and may carry on moving. If it comes into contact with an obstacle that prevents it from moving it may not move any more this action, however, it may rotate as normal to avoid further contact with the obstacle. The racer must only move the minimum required for it to be able to drive off in a later action step.



Should a racer make contact with another racer it must not move any more and both racers will lose a hull point. Unlike other obstacles the racer keeps moving in the same direction as before.

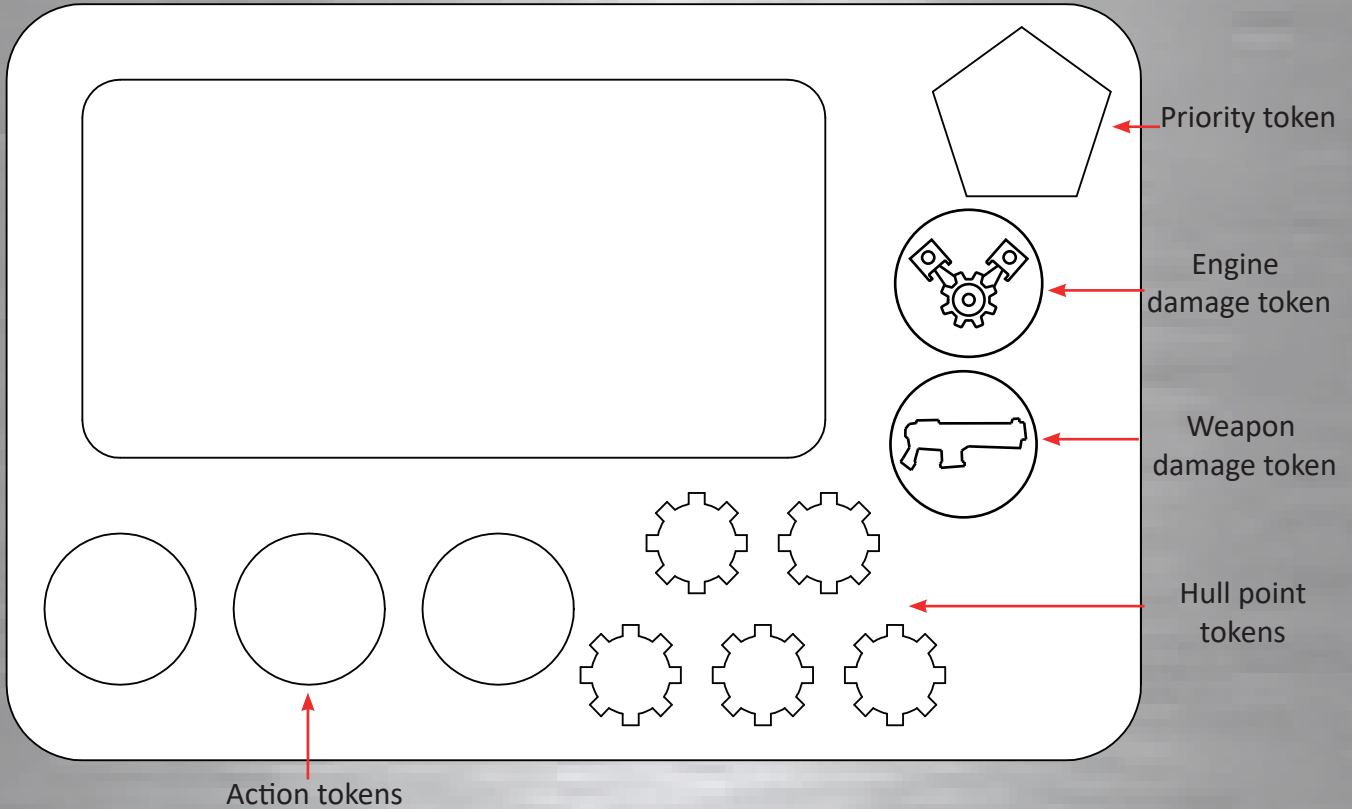


If a racer ever leaves the table it is immediately wrecked and placed back onto the table at the start of the next round. Place the racer as close as possible to the point it left facing any direction the driver wishes. A racer must always attempt to follow the path of the track.





Each player will have an EyePad to control their racer. Use it to set the actions you want your racer to perform and any damage it has taken.



When a racer suffers any result of weapon or engine damage, insert the token into the slot. Racers with weapon damage may not use shoot actions until it is repaired. Racers with engine damage may not use the Waaagh! action until it is repaired.

Players can place the number of the action they wish to use face down in the action token slot, until play reaches that action. At this stage they will reveal the action token.

