



Destruction Derby

Saturday 5th December 2009

Derby Wargames Society

Destruction Derby 2009

Welcome to the Derby Wargames Society's 3rd WFB tournament, The Destruction Derby 2009.

The event will be on the same weekend as we hold it every year, The first Saturday in December. This year it is the 5th

This year we have decided to do away with the comp(laining) and have some fun. If this gets you interested then keep on reading to find out about the best event you will attend in 2009!

If you have any questions at all about anything in this rulespack please contact BenCurry@derbywargamessociety.co.uk

How to Enter

The price of this fantastic event is a mere £10. For your money you get 3 games of Funhammer, breakfast, dinner, refreshments, a multitude of prizes and the company of the Derby Wargames Society boys.

You can sign up for this event by going to our [events page](#) on the Derby Wargames Society website and paying via [paypal](#).

Venue

The action can be found at;

The Allenton Royal British Legion

85 Chellaston road
Allenton,
Derby,
De24 9af

[LINK TO GOOGLE MAPS](#)

There is plenty of free parking at the venue, we are also on a bus route from the town centre that stops right outside the front door (Number [60/61](#)) . Another 2 bus routes are less than 5 minutes walk to the venue and both these go past the train station. (Numbers [41](#) and [42/3](#))

Army Composition

This year you can bring whatever you like. If it has been published by GW you can bring it. This includes storm of chaos (that hasn't been replaced by a new book) White Dwarf lists, chronicles, journals, and back of the army book lists.

In addition to this we will be allowing the Dwarves of Chaos army list created by Kevin Coleman. You can download this [HERE](#)

All we ask is if you are intending on using something funky you let us know beforehand, you must also have all relevant rules with you at the event.

After that it is up to you. **2013pts.** And not a point more.

There will be a special bonus for people making use of all their points

Army lists must be submitted to Events@derbywargamessociety.co.uk on or before 21st November 2009

Failure to submit a list will receive a 10 point penalty.

Timetable

08.30 - 09.00 – Registration and breakfast

09.00 - 11.30 – Game 1

11.30 – 12.00 – Lunch (food is included)

12.00 – 14.30 – Game 2

14.30 – 17.00 – Game 3

17.00 – 17.30 – Results, fabulous prizes and much applause

(This gives us 2.5 hours a game)

Terrain

All terrain will be provided and will be fixed on the tables at the start of the event. This will remain in place for all games. If you have a problem with terrain contact a referee (Ben Curry or Ben Johnson)

How to win the Destruction Derby

The scoring system is simple;

30 tournament points for a win

10 tournament points for a draw

1 tournament point for a loss

If you concede you get nothing.

Any ties will be decided by your cumulative victory point's total.

Painting and Sportsmanship

There will be no points awarded for painting or Sportsmanship.

Every player will be asked to vote for their favourite opponent and army at the event.

All armies should be painted and based to a reasonable gaming standard. Unpainted figures, or figures not painted to the required standard will be removed from the battle and their victory points awarded to your opponent

Prizes

The following prizes will be awarded

1st place

2nd Place

3rd Place

Highest Placed DWS member

Best Painted Army – Player voted

Judges Choice Best Army (This may be best army list, painted, concept or anything we like the look of on the day)

Best Sportsman

And a box of space marines for last!

There will also be a number of random spot prizes given out at our discretion

The Funhammer

In all 3 games if the same special character faces itself (i.e. Kairos vs Kairos or Thorek vs Thorek) only 1 will turn up. Roll a dice to see which player gets to use him.

Game 1 – Get ‘im!!!!

Stinkcrapp Bumfeeler the Night Goblin Shaman is high on magic mushrooms. He has been ‘interfering’ with the King’s daughter and has a huge bounty on his head. Whoever brings his mangled corpse to the king collects the gold.

Players deploy and start the game exactly like a pitched battle. Stinkcrapp starts the game in the centre of the table.

Because he is so off his head on magic mushrooms Stinkcrapp is Immune to Psychology and feels no pain. Any attack from any source (be it close combat, magic or shooting) can only wound him on a roll of a 6, multi wound hits will do only 1 wound. He can be shot and charged like a single character, and is only affected by spells with a strength value.

Every time he takes a wound he is knocked back d6” for each wound caused, exactly as if he was fleeing from a charge (a unit of bowmen doing 2 wounds will push him back 2d6”)

In combat he is hit automatically and will always flee at least 1d6” even if not wounded. The charging unit CANNOT PERSUE

At the end of every turn the Goblin summons the power of his gods, all units that caused a wound to Stinkcrapp in that turn are hit by the Foot of Gork spell

Victory Conditions

The winner of the game is the player who does the most wounds to Stinkcrapp.

Victory points are calculated as per pitched battle

Game 2 – The Storm of Chaos

While perusing the goblin into the far north two armies have come to battle in the chaos wastes and an eldritch storm is closing in.

No models can fly in the storm.

All units are affected by the Rain Lord spell from the lore of Life (Wfb rulebook page 118)

In addition to this at the start of each players turn roll a dice for all your units, on the roll of a 1 the unit is hit by a Forked Lightning spell from the lore of Hevans (Wfb Rulebook page 116). Any unit with a ward save are affected on the roll of a 1 or 2.

Victory Conditions

The game follows all rules for a pitched battle

Game 3 – Pandemonium

All signs of the goblin are lost, the storm has blown over but you are now lost deep in the Wastes of chaos and strange occurrences have started to happen. As you stumble across another army Pandemonium ensues and the world as you know it starts to end.....

The whole Battlefield is affected by the Pandemonium Spell.

In the centre of the table is a rift that leads directly into the Realm of Chaos itself! At the start of each player's turn the rifts move 2d6" in a random direction, any unit touched by the rift are immediately affected by the Infernal Gateway Spell. The rift moves through units like a fanatic does.

In the confusion to escape the madness of the chaos wastes you are convinced that the way home lies beyond the opposing army.

Deploy and Start the game in the same way as a pitched battle. See the diagram below for deployment zones.

Victory Conditions

At the end of the battle each of your units wholly in your opponent's deployment zone scores Scenario points equal to its victory points. You score half points if the unit is at half strength or less and full points if it is above half strength.

The player with the most Scenario points wins the game.

Victory points are calculated as per pitched battle

