



Destruction Derby 4

Saturday 4th December 2010

Welcome to the Derby Wargames Society's 4th WFB tournament, The Destruction Derby 2010.

The event will be on the same weekend as we hold it every year, The first Saturday in December. This year it is the 4th

After the success and feedback from last year we have decided to continue the theme of funhammer! And have some crazy random games of 8th edition. If this gets you interested then keep on reading to find out about the best event you will attend in 2010!

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 Rankings HQ](#)

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 This includes storm of chaos (that hasn't been replaced by a new book) White Dwarf lists, chronicles, journals, and back of the army book lists.

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. Bring **2400** points. **You may include up to 25% Allies using the rules found in the 8th edition rulebook**

Army lists are to be submitted on the day.

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!

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

Surprise Encounter P389 of the rulebook

Game 2

The Dark Monoliths Of Zhulgozar P390 of the rulebook

Game 3

Battle Royale P406 of the rulebook but without all the multi player shenanigans use victory points to get a winner.

All 3 scenarios will be available on the day for those that don't have a copy of the large rulebook.