



Destruction Derby 5
Saturday 3rd December 2011

Welcome to the Derby Wargames Society's 5th WFB tournament, the Destruction Derby 2011.

The event will be on the same weekend as we hold it every year, the first Saturday in December. This year it is the 3rd December.

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 2011!

If you have any questions at all about anything in this rulespack please contact us at:-

derbywargamessociety@gmail.com

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.

To enter, please send £10.00 payment via PayPal to derbywargamessociety@gmail.com

Also please let us know if you have any special dietary requirements.

VENUE

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

A maximum of 2400 points is allowed from any current GW army book, including 'Warhammer Forge' Chaos Dwarfs. You may include Storm of Magic scrolls of binding as part of your rare allowance using the Storm of Magic rules. If you use these then please ensure you have the relevant rules with you at the tournament and not just print outs.

Army lists are to be submitted on the day.

There Can Be Only One - Special Characters are allowed at DD5 but there can only be one of each in any game... should you find yourself facing the same special character, you and your opponent must roll off to see who controls him/her/it, the loser gets nothing!

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)

All games will use the Battle Line scenario from the BRB.

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

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

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

Best Sportsman