

THE ARMAGEDDON CLUB

PRESENTS:

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BATTLEFRONT
MINIATURES



ARMAGEDDON 2024

The WW3 (Team Yankee) UK National Tournament

Saturday 20th & Sunday 21st July 2024

AT FIRESTORM GAMES, CARDIFF



ARMAGEDDON IS COMING!



The Armageddon Club is proud to present the return of 'Armageddon - the WW3 (TY) UK National Tournament' where players from all over the UK will compete in a two day, four round competitive tournament using Battlefront's WW3 (Team Yankee) rules.

Where and when is it?

'Armageddon 2024' will be held at Firestorm Games, Cardiff on Saturday 20th and Sunday 21st of July 2024. Ticket price is £40 which includes lunch served at the Firestorm café on both days. Please let us know as soon as possible if you have any specific dietary requirements.

What you need to bring with you

Please ensure you bring the following with you:

- Your Battlefront World War 3 (Team Yankee) Rulebook, army book, Team Yankee Forces army list printout and any Unit Cards that you wish to use.
- The most current 'FM 101' update from the 'Gaming' section under 'Hobby' at the Battlefront website (<https://www.team-yankee.com>)
- Your painted army (2x colour minimum)
- 2x Objective markers, dice and tokens (Bailed out, Dug in, etc.) and Smoke markers if you are intending to fire smoke bombardments.
- A tray (ideally with a lip) that is large enough to safely carry your army from table to table

Your army list

Your army must not exceed 100pts and may not duplicate any formations or contain any allied units or allied formations unless specifically stated on the Force diagram (e.g., Dutch).

IMPORTANT - Army list submission



Your army list must be submitted before Friday 12th July 2024 as an email attachment in **Team Yankee Forces format** (PDF output) to armageddonclubevents@gmail.com. Please be aware that any army lists that are not submitted in this format will not be accepted and that failure to submit a correctly formatted list before 11.59pm on Friday 12th July 2024 will result in a penalty of -3 pts to your final tournament score and you being required to re-submit your list correctly in the required format.

The Team Yankee Forces is available at <https://forces.flamesofwar.com> and you should have your first and last name in your army list title as well as the nationality and army type you are using: e.g. *Shaun Carlyon – Soviet – T80 Formation*. Team Yankee Forces has a small charge of \$1 (approx. 70p) to unlock each formation and its Support options. Army lists will be published for viewing on the Team Yankee, Team Yankee (UK), and The Armageddon Club Facebook groups before Monday 15th of July 2024.

If you have any difficulties or are unsure of what is required, please contact the Tournament Organiser at armageddonclubevents@gmail.com for assistance, but please don't leave it until the last moment before the submission deadline. Competitive army lists are welcome (and to be expected!) at this event but Win-At-All-Costs (WAAC) playstyles are not, please make sure your games are enjoyable for all of your opponents throughout the weekend whether you are winning or losing.

EVENT SCHEDULE

Friday evening 'warm-up' games

Armageddon 2024 participants can request a free Wargame Ticket by selecting the '**Weekend Event Attendee (From 3pm)**' Ticket option on 'Events' section of the Firestorm Battlefields website (www.thebattlefields.co.uk) after purchasing their ticket to this event. This will then give free access from 3pm on the Friday before the event.

Please be aware that this option should be selected as soon as possible after purchasing your event ticket as availability cannot be guaranteed. These free tickets can only be obtained online and are not available in-store.

DAY 1 – Saturday 20th July

10.00am - Firestorm Games opens

10.05am - Registration at the Battlefields (upstairs) begins:

Players receive Entrant Packs

Players to check terrain layout and notify the Tournament Organiser if they have any concerns

10.45am – Round 1 Commences

2.00pm – Round 1 Finishes

Lunch and Best Painted Army selection (See Page 6 for details)

2.45pm – Round 2 Commences

6.00pm – Round 2 Finishes

Day 1 Gaming finishes

DAY 2 – Sunday 21st July

9.00am - Firestorm Games opens

9.30am – Round 3 Commences

12.45pm – Round 3 Finishes

Lunch

1.30pm – Round 4 Commences

4.45pm – Round 4 Finishes

Break

5.15pm – Awards

5.30pm – Armageddon 2024: The WW3 (TY) UK National Championship finishes

6.00pm – Firestorm Games closes

Your army

1) Painting - Your army must be painted to reasonable standard of at least two colours (hull and tracks, fuselage and rotors, uniform and flesh, etc.) and, where appropriate, on the correct size bases. Your miniatures must clearly represent the units that are on the army list that you have submitted, and your opponent must be able to easily identify which unit is which and what the unit is equipped with.

2) Teams/Units – Your opponent should be able to clearly identify which teams belong to which units. If you believe that this may be an issue, please use a method of your choice (e.g., a small, differently coloured mark on the rim of the base of each unit, etc) that will prevent any confusion. If a situation arises where the event referee is called over to a game where the unit identity of a team is in contention, the referee will rule in favour of the non-owning opponent if there has been no method of unit identification made.

3) Alternative miniatures – All aircraft and helicopter miniatures (except for Transport Helicopters) must be mounted on the official Battlefront flight stands and any non-Battlefront miniatures must be of the same size as the official miniature that they are replacing. Armies containing non-Battlefront miniatures may not be entered for the Best Painted Army award.

Please be aware that, without exception, the Tournament Organiser will ask you to remove any miniatures that do not meet the minimum standards that have been listed above.

Transport helicopters

Transport helicopters (Chinook, Mi-8 Hip, Sea Stallions, etc.) as listed in the Red Dawn expansion are permitted at this event. As stated previously, these miniatures do not require a flight stand due to their size and possible fragility.

Board size

Due to players using armies of 100pts, all rounds will be played on 8ft x 4ft boards. Please be mindful of the difference this may make to your army and tactics - particularly if you are using a smaller and more elite force.

Playing the round

Players will be informed when each round starts and pairings for Round 1 will be randomly determined by the tournament software being used. Please ensure that you play at a suitable pace but if you think your opponent is playing slowly and that this will affect the result of the game, you should politely discuss this with him/her. If this fails to rectify the issue, you should immediately inform the Tournament Organiser.

Players will then be paired with their opponents in subsequent rounds based on their Victory Points score.

You will be given a 30-minute warning before each round finishes and players must ensure that they have both completed the same amount of turns in the game then, without exception, proceed to 'Sudden Death Mode' – please see the following page for more details.

Sudden Death Mode

When a game enters Sudden Death Mode, each player has a maximum of 5x minutes to complete their rounds and may not exceed this time limit for any reason (e.g. if they took 5x minutes to move their 2x permitted units then, without exception, they would not have time remaining to shoot, assault etc.). The Sudden Death format is as follows:

Player A (the player who had the first turn) completes any required Motivation/Morale Test as usual (if the Force becomes broken then the game ends with player B victory). Player A may then issue Movement Orders to a maximum of 2x units, move a maximum of 2x units, shoot with a maximum of 2x units, and assault with a maximum of 2x units (the opponent may use Defensive Fire and Counterattack as per the rulebook) – please note, that different units may be used in each phase. Player A then checks the Victory Conditions.

If the Victory Conditions have not been achieved, Player B commences their turn using the method described above.

Players must repeat this process until they have both played 6x turns (8x turns for Fighting Withdrawal) unless one of them achieves the Victory Conditions prior to the required number of rounds being played.

If, at the end of the time neither player has met the Victory Conditions for the mission and 6 x turns have been played (8 for Fighting Withdrawal), the game result will be recorded as a Lose for both players (this does not include the Fighting Withdrawal mission which will always have a Winner and a Loser).

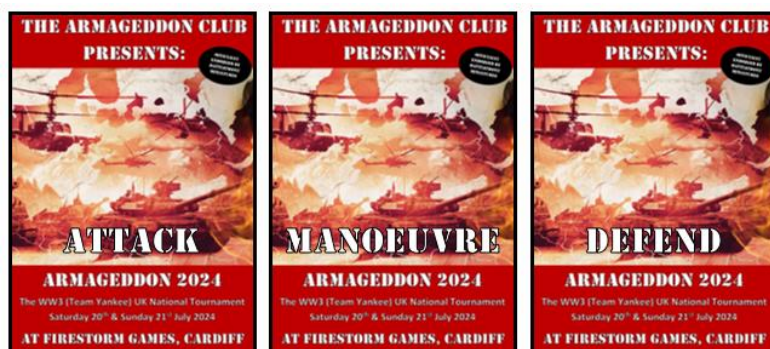
Please note – a player may choose whether or not to roll for Reserves or Aircraft as usual at the start of their turn. If any reserve units are then eligible to arrive, at least one of them must be selected and they will count towards the maximum of two units that may move. A successful roll for aircraft will also count towards the maximum of two units that may move although unsuccessful rolls will not count towards this limit.

Example:

If a player is required to roll 4x D6 for Reserves and 3x dice score 5+. they must choose at least one of these three units that will then arrive on to the board – in this instance, the 3rd unit will not be eligible to move on to the board and will be placed back into Reserves. Both of these units that have been selected from Reserves will now count towards the 2x maximum that the player is permitted to move in that turn.

Battle Plans (Missions)

Each player will be issued with 3x Stance Cards (Attack, Manoeuvre, and Defend) during the event registration. Players should place (face down) the Stance Card that they wish to adopt at the start of each round and then reveal and compare it at the same time as their opponent.



Both players should then consult the Battle Plans matrix on Page 95 of the rulebook to determine the Battle Plan that is to be used for this round. If either player has already played the generated mission, then it must be re-rolled. The results of this re-roll will apply, even if it generates the same mission or another mission that has already been played.

Scoring

This will be completed using the standard method of awarding Victory Points depending on the result of the game and the number of units destroyed (i.e., 8-1, 7-2, etc). In the case of a 'draw' result, both players count as losing.

VICTORY POINTS TABLE		
WINNER'S LOSSES	WINNER'S SCORE	LOSER'S SCORE
0 or 1 Unit	8	1
2 Units	7	2
3 or more Units	6	3

Game Results

During registration on Day 1 you will be issued with a Entrants Pack that contains your scoresheet. Please complete and submit the details promptly after each round - it is important to ensure that all details are correct and that you confirm what you have written with your opponent before each submission.

Lateness

If you think you will be late for whatever reason, please ensure you contact Firestorm Games on 02920 227 117. Please be aware that, if you are more than 10 minutes late for any round, you will forfeit the game and be awarded an 8:1 Loss result, although you may still continue to play in any remaining rounds.

Helpful Hints

It really is easier to sort out some of the minor points prior to a game beginning rather than have them crop up during the game which can then lead to disagreement and other issues. Use this quick checklist before deploying your army to help keep things running smoothly and enjoyable:

1. Army Lists

Please take a few minutes to look at your opponent's army list and ask any questions that you may have about any special rules and abilities or identify any vehicles that you're unsure of.

Also use this time to identify any passengers and the transport vehicles that they will be in – is there a clear way to determine which teams are in which vehicle/helicopter, etc? If not, now is the time to quickly discuss how it can be randomised if one of the transports is destroyed.

2. Terrain

This will have been set up prior to Rounds 1 (Saturday) and Round 3 (Sunday) but if anything appears to have been knocked or moved and both you and your opponent agree, you may make minor adjustments. Please take time to discuss each piece of terrain and its effects (i.e., what one player may call a field with a hedge and a tree in the corner may be viewed as a wooded area by another player)

3. Line of Sight (LoS)



The rules for Line of Sight can be a little ambiguous and you should discuss with your opponent what you both regard as the amount of a target that must be visible for it to be a legitimate target. Ensure you have an agreement before the game begins but, if this isn't possible, please speak to the Team Captains of both your and your opponent's team. It may be a good idea to bring an inexpensive Straight Line Laser with you to prevent many issues regarding Line of Sight – these are also available to purchase at Firestorm Games if required.

4. Aircraft and Helicopters

Please ensure that you and your opponent are familiar with the aircraft Line of Sight rules:

- a) Range is measured to /from any part of the fuselage (ignoring wings, weapons, rotors, tail).
- b) Line of Sight however is measured to/from the flying stand.

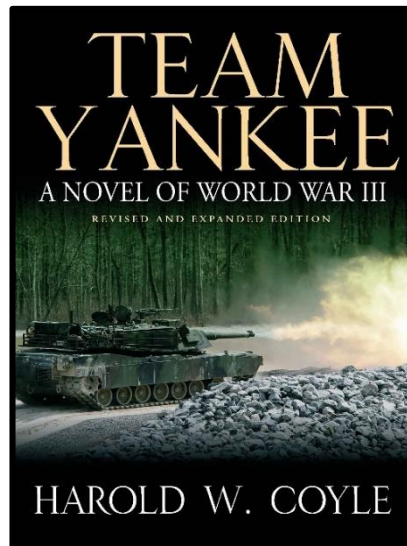
What's next?

There will be several WW3 (TY) tournaments and campaign days being run by The Armageddon Club and hosted at Firestorm Games during 2024 ranging from those specifically tailored for newer players to competitive national team tournaments for experienced players.

If you'd like more details of these or any of the other planned events including the 'Two Tribes' WW3 (TY) Doubles Tournament, please search Facebook for both 'The Armageddon Club' and the 'Team Yankee UK' groups.

For more details regarding the Firestorm Games venue including access and facilities, please visit:

<https://www.thebattlefields.co.uk>



The Team was charged and ready. Bannon could feel it. Having issued all the orders he needed to for the moment, the time had come to fight.

Grabbing the TC's override, he traversed the turret, bringing the main gun to bear on his intended victim while yelling out his fire command without bothering to key the intercom. "GUNNER - SABOT - TANK WITH MINE ROLLER."

In response, Folk yelled out once he spotted the vehicle. "IDENTIFIED."

Kelp followed this with a sharp, crisp, "UP!" letting both Bannon and Folk know the main gun was loaded, armed, and he was clear of the path of recoil.

Bannon dropped down on top of his seat. Perched above the gunner and loader, he watched through the primary sight's extension as Folk tracked the T-72. Then they waited as the enemy continued to draw neared. And they waited. The line of tanks was now beginning to reach the valley floor. And they waited. The sweat was rolling down Bannon's face as he edged ever closer to losing nerve. And they waited.

"SPLASH, OVER." The FSO's call on the battalion net heralded the impact of the artillery. Across the valley, the crest of the far hill erupted as hundreds of small bomblets scattered and went off. On target!

"FIRE!"

"ON THE WAAAAAY!"

The image of the T-72 disappeared before Bannon's eye in a flash and cloud of smoke as Folk loosed his first round, sending the tank rocking back as the gun recoiled and spit out the spent shell casing. Without needing to be told, Kelp hit the ammo door switch with his knee, causing it to slide open with a sharp bang. He hauled out the next round, loaded the gun, and armed it even before the dust and obscuration of their first round had dissipated. When it did, the T-72 with the mine roller was stopped, broadside to Alpha 66, and was burning furiously.

"TARGET - CEASE FIRE." They had drawn their first blood. "STAND BY GUNNER."

Team Yankee by Harold W Coyle