

# THE ARMAGEDDON CLUB PRESENTS

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BATTLEFRONT  
MINIATURES



## ARMAGEDDON 2026

The WW3 (Team Yankee) UK National Tournament

Saturday 23<sup>rd</sup> & Sunday 24<sup>th</sup> May 2026

AT FIRESTORM GAMES, CARDIFF



# WELCOME TO ARMAGEDDON!

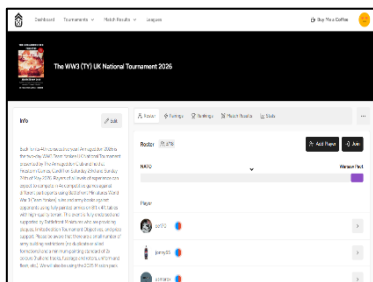


The Armageddon Club is proud to present Armageddon 2026: The WW3 (Team Yankee) National Tournament returning for its fourth consecutive year. This is a two-day event where players will compete in 4x games against different players using Battlefronts World War 3 (Team Yankee) rules and army books. This event is fully endorsed and supported by Battlefront Miniatures.

## Where and when is it?

'Armageddon 2026' will be held at Firestorm Games, Cardiff on Saturday 23<sup>rd</sup> and Sunday 24<sup>th</sup> of May 2026. Ticket price is £45 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.

## Registration



We will be using the online tournament software at Combat Command to determine pairings, etc at this event. After purchasing your ticket on the Armageddon 2026 Booking Page you should then register for the event on <https://www.combatcommand.net>. This is free to do and simple to use, and you will be required to enter your scores at the end of each round during the tournament. Combat Command is also available as an app that is available to download and makes the process even easier.

## 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 <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

## Army lists and Dynamic Points

Please be aware that Dynamic Points will be used throughout this tournament and all participants must use these when designing their army lists (available to download from the Team Yankee website and the [Armageddon 2026 ticket booking page](#)). Your army must not exceed 100pts and may not duplicate any formations or contain any allied units or allied formations unless specifically stated (e.g., Dutch being permitted to use German units as part of their Force Organisation Chart).

## IMPORTANT - Army list submission



To minimise army list errors (with the resulting 3 Victory Point penalty that is then incurred) and to assist with the administration process for this event, it is recommended that participants email their army lists as PDF attachments in the Battlefront Team Yankee Force format ( <https://forces.team-yankee.com> ) – please select the PDF output version. Regardless of the format used, please also ensure each list has your first and last name and army nationality in both the army list heading AND the filename: e.g. 'Shaun Carlyon – Soviet'.

These PDF attachments should then be emailed to [armageddonclubevents@gmail.com](mailto:armageddonclubevents@gmail.com) before **Friday 15<sup>th</sup> of May 2026**. All lists will then be openly posted on the WW3 Team Yankee and Team Yankee UK Facebook groups on **Sunday 17<sup>th</sup> May** and may not be changed from this point onwards. If you have any difficulties or are unsure of what is required regarding this, please contact the Tournament Organiser at [armageddonclubevents@gmail.com](mailto:armageddonclubevents@gmail.com) for assistance - but please don't leave it until the last moment before the submission deadline!

### **Photographs**

Photographs will be taken of games and armies throughout both days as well as of each army that is displayed during the lunch period of Day 1, regardless of whether it is entered for the award or not, and these may be published on a variety of online Team Yankee related sites including the official Battlefront Miniatures Facebook group.

### **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 or ones that are identical in size and height. Any non-Battlefront miniatures must be of the same size as the official miniature that they are replacing.

**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**

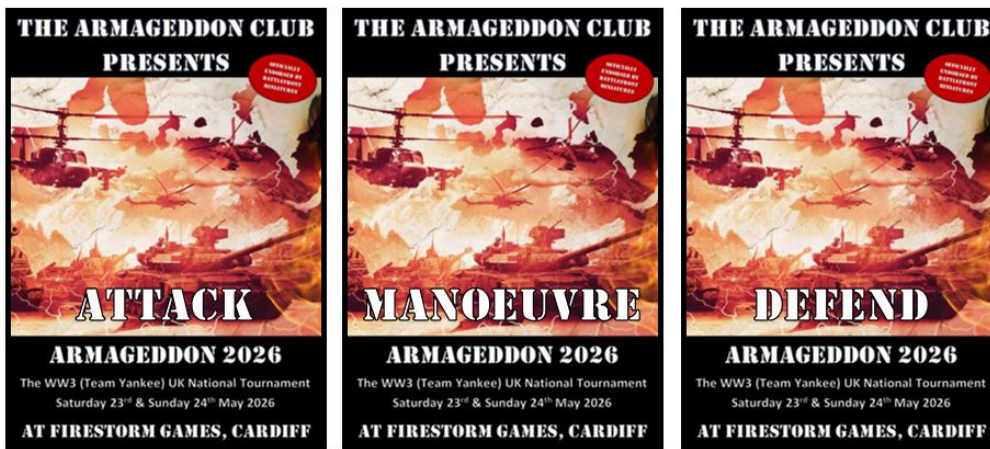
Transport helicopters (Chinook, Mi-8 Hip, Sea Stallions, etc.) as listed in the Red Dawn expansion are permitted at this event. As stated previously, these miniatures do not require a flight stand due to their size and possible fragility.

### **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.

## 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.



We will also be using the January 2025 Mission pack that is available from the Files section of the WWII Team Yankee and Checkpoint Charlie Official Facebook Group (click [here](#)), or by emailing us at [armageddonclubevents@gmail.com](mailto:armageddonclubevents@gmail.com).

Both players should then consult the Battle Plans Matrix in this Missions pdf to determine the Battle Plan that is to be used for this round. If both players have 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.

## 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.

## Game Results

The image shows a screenshot of a tournament scoresheet form. The title is 'ARMAGEDDON - THE UK NATIONAL TOURNAMENT 23<sup>rd</sup> & 24<sup>th</sup> MAY 2026'. It includes fields for 'Name', 'Army Nationality', and 'Team'. There are several columns for recording game results, including 'Game', 'Turns', 'Victory Points', and 'Result'. The form also contains a section for 'Notes' and a footer with contact information for the tournament organizers.

During registration on Day 1 you will be issued with an 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.

Your scoresheet must be completed alongside you entering your results onto Combat Command.

## 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 time out 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

## Awards

After completion of all rounds there will be the following prizes awarded:

- 🕒 1<sup>st</sup> Place – awarded to the highest scoring player based on Victory Points\*
- 🕒 2<sup>nd</sup> Place – awarded to the second highest scoring player based on Victory Points \*
- 🕒 3<sup>rd</sup> Place – awarded to the third highest scoring player based on Victory Points \*
- 🕒 Died with Their Boots On – awarded to the lowest scoring player for effort and participation \*
- 🕒 Best Painted Army – this will be selected by players during Saturday's break period
- 🕒 Most Sporting Player – awarded to the player with the highest Sporting Points\*\*

\* = In the event of a tie, this award will go to the player with the highest number of Wins, then Most Sporting Points

\*\* = In the event of a tie, this award will go to the player with the highest Victory Points score

## Best Painted Army Award

There will be an award for the player with the Best Painted Army. This will be determined by the army that receives the highest points for votes for First Choice (4pts) as voted for by the event participants during the lunch break on Day 1. In the event of a tie, the tying player with the highest number of 2<sup>nd</sup> Choice votes will receive the award. In the unlikely event of both players tying with 2<sup>nd</sup> Choice votes, the award will go to the highest scoring player based on total Victory Points from their games.

If your army contains non-Battlefront Miniatures, it may not be entered in to the competition for Best Painted Army (but still present it for photographing).

If you wish to enter your army for the Best Painted Army award please request a 'Best Painted Army Entrant' card at the end of Round 1, and place it beside your army when you present it for viewing by other participants during the lunchbreak on Day 1.

**Due to Armageddon 2026 being sponsored by Battlefront Miniatures, you should still present your army for photographing but are kindly asked not to place a Best Painted Army Entrant Card (see image on the right of this paragraph) on the table beside it if it contains any 3d printed or non-Battlefront miniatures.**



It should go without saying but if you enter for the Best Painted Award, you must have painted all of the miniatures in your army yourself. Also, please do not vote for your own army.

## Best Sportsperson Award

ARMAGEDDON - THE UK NATIONAL TOURNAMENT  
23rd & 24th MAY 2026

Name: \_\_\_\_\_ Army Nationality: \_\_\_\_\_

Round	Opponent	Score	Notes
1			
2			
3			
4			

**BEST SPORTSPERSON**

Name: \_\_\_\_\_ Army Nationality: \_\_\_\_\_

Score: \_\_\_\_\_

Game: \_\_\_\_\_

Round: \_\_\_\_\_

Score Sheet

After the completion of Round 4 you will be given the opportunity to nominate the opponent from your most enjoyable game as your Best Sportsperson by entering the details on your Score Sheet.

Please do not make your selection before the completion of Round 4, even if you believe that you are already sure about who you wish to vote for.

## 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.

## The 2026 Limited Edition Tournament Objective



Each year Battlefront Miniatures produce a different, and limited, tournament objective for the National WW3 (TY) tournaments that they endorse and support. This year each participant at Armageddon 2026; The WW3 (TY) UK National Tournament will receive a resin and metal BTR60 Command Variant and accompanying Officers.

These will be given to participants after the issuing of awards at the end of the tournament.



# EVENT SCHEDULE

## DAY 1 – Saturday 23<sup>rd</sup> May

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 7 for details)

2.45pm – Round 2 Commences

6.00pm – Round 2 Finishes

Day 1 Gaming finishes

## DAY 2 – Sunday 24<sup>th</sup> May

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 2026: The WW3 (TY) UK National Tournament finishes

8.00pm – Firestorm Games closes

## 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 automatically count towards the maximum of two units that may move, although unsuccessful rolls will not count towards this limit.

Example:

*If a player chooses to roll for Reserves, regardless if a 6 is rolled to gain a unit in addition to the automatic unit he would receive, they must choose at least one Reserve unit that will then arrive on to the board and count towards the maximum of two units that may move – in Turn 4 onwards, if the player wishes his Reserves to arrive they must choose at least one unit (and a maximum of two) which will then count towards the limit of two units being moved, and the remainder of the non-selected units will be placed back into Reserves and a maximum of two more units may be chosen in subsequent rounds following the rules above.*

## 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 Tournament Organiser. 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 usually available to purchase at Firestorm Games if required.

## What's next?

There will be several WW3 (TY) tournaments and campaign days being run by The Armageddon Club and hosted at Firestorm Games in Cardiff during 2026 ranging from those specifically tailored for newer players to competitive national team tournaments for experienced players.

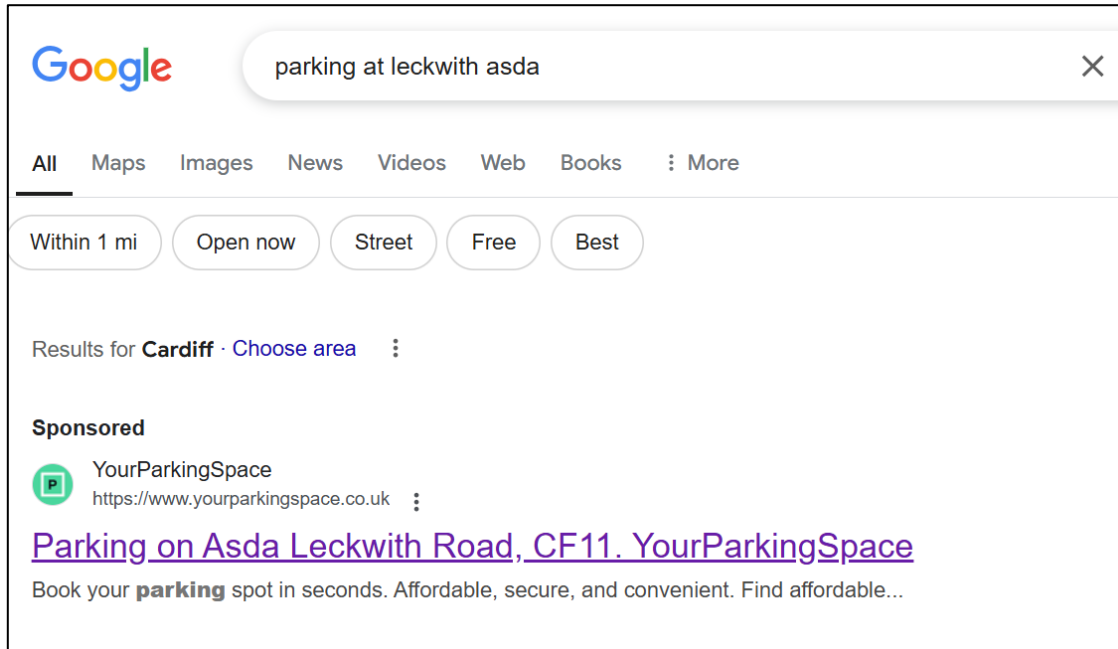
If you'd like more details of these or any of the other planned events including campaigns and other WW3 (TY) tournaments, please search Facebook for both '[The Armageddon Club](#)' and the '[Team Yankee UK](#)' groups.

For more details regarding the Firestorm Games venue including access and facilities, please visit: <https://www.thebattlefields.co.uk> or phone them on 02920 227 117.

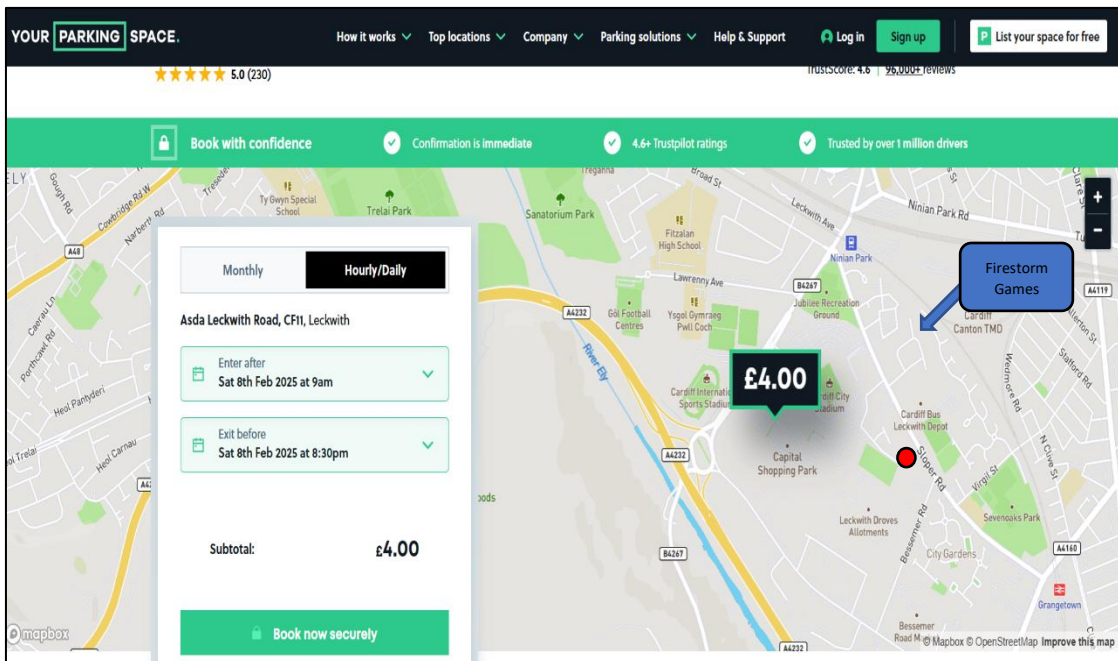
## Parking

Due to Firestorm Games being a very popular venue for wargaming tournaments and events, it can sometimes be difficult to get a parking space at the venue. There is an ASDA supermarket within walking distance of Firestorm Games, with a McDonalds en-route, that has a very large car park where spaces can be reserved for £4.00 per day.

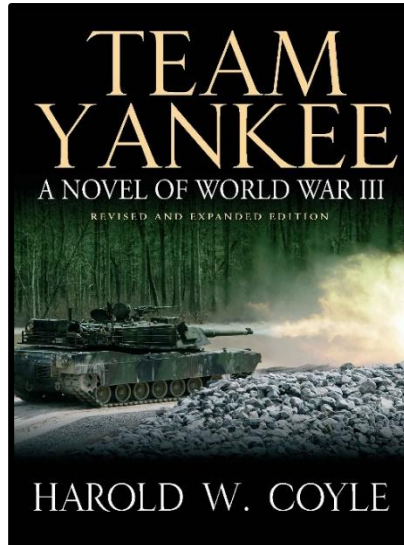
Further details can be found by searching for 'Parking at Leckwith ASDA':



Then select the result for Yourparkingspace.com



If you are unsure of the location of Firestorm Games when walking from the ASDA car park, please enter the postcode CF11 8AB in your phone's navigation app or contact Firestorm Games on: 02920 227 117.



*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**