

THE ARMAGEDDON CLUB PRESENTS:



COMBINED ARMS 2026 Christmas Charity Event Saturday 12th December



Supporting | Yn cefnogi

Tŷ Hafan



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CHILDREN'S HOSPICE
HOSBIS I BLANT



Ready to be amazing?

Ty Hafan's ambition is that when a child's life will be short, no family should have to live it on their own.

But the reality is we can only do this with the help of kind and generous people like you. Every penny you raise as one of our amazing fundraisers is vital.

Your time and effort ensures we're there for families in Wales who are often under huge stress and desperate for support.

Welcome to the 'Combined Arms 2026: Charity Wargaming Event'. This is our annual 'Christmas Special' where members of The Armageddon Club get to enjoy some games while socialising with friends – all in aid of Ty Hafan Children's Hospice. There won't be any scores recorded, final ranking positions, or prizes – instead players will sign up for their favourite game system and using the schedule for the day, arrange games with others playing who are also playing that system.

Where and when is it?

Combined Arms 2026 will be held at Firestorm Games, Sloper Road, Cardiff, CF11 8AB (Tel: 029 2022 7117) on Saturday 12th December 2026.

Ticket price is £20.00 which includes lunch served at the Firestorm café – if you have any specific dietary requirements, please let us know as soon as possible before the event. All proceeds from the event will be donated to the Ty Hafan Children's Hospice (www.tyhafan.org).

Event registration commences at 10.30am and we expect a finish time of approximately 6pm.

What you need to bring with you

Please ensure you bring the following with you:

- ☐ *Your rulebook*
- ☐ *The most current FAQ update for your chosen gaming system*
- ☐ *Your army book and any Unit cards that you wish to use*
- ☐ *Your army list and army – this should be built, based, and undercoated but does not need to be painted (although teams must be clearly identified as to which unit they belong to)*
- ☐ *Dice and tokens (Bailed out, Dug in, etc.)*
- ☐ *Smoke markers (if you are intending to fire smoke bombardments)*
- ☐ *2x Objective tokens*
- ☐ *A tray (ideally with a lip) that is large enough to safely carry your army from table to table*

Important to know

This event is designed as a fun and friendly event for players of all levels of experience including those that may not have attended an event before or who are getting back into the game system after a period of not playing. Because of this, please ensure that you show patience and answer any questions that may arise about your army, weapons, abilities, etc. prior to and during the game as necessary. If there is anything that you are unsure of, please ask the event organiser.

When designing your army list and during gameplay please also bear in mind that this is more of a sociable and learning event and not intended to be a competitive experience - if you're fortunate enough to possess a sharp competitive streak then we politely ask you to save it for one of the more competitive events that are regularly organised.

Reserves

We will be using the following Reserves rules during the event:

ROLLING FOR RESERVES		
TURN	IMMEDIATE RESERVES	DELAYED RESERVES
1	Roll 6 for 1 Unit	None
2	1 Unit + Roll 6 for another	Roll 6 for 1 Unit
3	1 Unit + Roll 6 for another	1 Unit + Roll 6 for another
4	All Remaining Units	1 Unit + Roll 6 for another
5		All Remaining Units

Board size

All gaming systems other than Great War will be played on 6ft x 4ft boards (Great War will use the standard 4ft x 4ft tables).

How it's going to work

There will be 8x gaming tables booked with Firestorm Games for Saturday the 12th December and these will have appropriate terrain placed on them depending on the game systems chosen by the players (so games for WW3 players may have modern roads and apartments, whereas terrain for Great War games will have rural roads and 'classic' town houses, etc.

After purchasing their ticket from the booking page, players will need to go to the Combined Arms 2026 event area of The Armageddon Club Facebook group and post that they've purchased their ticket and also which game system and nationality that they'd like to play on the day.

The game systems that are available to be chosen and their recommended points are:

- ⊕ Great War (90pts)
- ⊕ Flames of War (90pts)
- ⊕ Fate of a Nation and 'Nam - Players should decide the points to be played prior to the event
- ⊕ WW3 Checkpoint Charlie (75pts)
- ⊕ WW3 Team Yankee – standard (90pts)
- ⊕ WW3 Team Yankee – Tanks only (150pts)
- ⊕ Clash of Steel - Players should decide the points to be played prior to the event

Event Schedule: Saturday 12th December

10.00hrs - Firestorm Games opens

10.30hrs - Registration at the Battlefields (upstairs) begins

11.00hrs – Round 1 Commences

12.30hrs – *Sudden Death mode begins*

13.00hrs – Round 1 Finishes

Lunch

13.30hrs – Round 2 Commences

15.00hrs – *Sudden Death mode begins*

15.30hrs – Round 2 Finishes

Break

15.40hrs – Round 3 Commences

17.10hrs – *Sudden Death mode begins*

17.40hrs – Round 3 Finishes

Break

18.00hrs - Event ends – players are welcome to remain for any friendly games they wish to arrange and play

8pm - Firestorm Games closes

Lateness

If you think you will be late for whatever reason, please ensure you contact Firestorm Games on 02920 227 117.

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 of 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.

Liwsí's story



Liwsí and her mum, Zoe, laughing at each other during a messy play session at Ty Hafan.

For Zoe and Sam, welcoming their second child, Liwsí, was a day filled with joy, excitement and hope – but it was also filled with worry and uncertainty. After a normal pregnancy, they were expecting a normal birth. But when Liwsí was born, she couldn't breathe.

For three weeks, Zoe and Sam lived in limbo before being given the news that Liwsí had two rare genetic conditions that would affect almost every part of her life. It took another three months before doctors could tell them what this meant for Liwsí and her family.

What life looks like for Liwsí

"Because Liwsí's conditions are so rare, the doctors couldn't tell us much about them. They just didn't know. It was all so uncertain. All we were told was: "Go home, stay off the internet and wait for genetics to call". That call didn't come for three months and, of course, we looked at Google straight away.

"It was torture. All we saw online were horrendous stories, worst-case scenarios. We found out one of the conditions meant a massive risk of childhood cancer, which was terrifying, but still no one could tell us what Liwsí's future would look like.

"When we eventually saw the genetics specialists, they were amazing. They sat with us for hours. We learnt more about Liwsí's conditions, including that she'd likely have seizures, medication resistance and learning difficulties.

"Today, our bright, funny little Liwsí is non-verbal and PEG (tube) fed. She has respiratory issues, gut issues, low muscle tone and developmental delay. And yet – she's the happiest, giggliest little girl you'll ever meet."

A moment to breathe

"Part of Liwsí's condition is that she has sleep apnoea, which can make her stop breathing and turn blue. Then she catches her breath – it's so scary. We've been told we can't have a sleep monitor, as it might trigger my anxiety.

"I am Liwsí's monitor. I sleep with my hand on her, constantly feeling for the rise and fall of her chest. It's exhausting.

When we first found out about Tŷ Hafan Children's Hospice, we thought 'absolutely not'. We thought Tŷ Hafan was just where children went to die and nothing more.

Eventually though, I went to a Tŷ Hafan coffee morning and met Sara, who is now our Family Support Practitioner. She was amazing. She explained to us that Tŷ Hafan is all about what children can do, not what they can't do. It's family support, respite and so much more. We love going there and being able to fully rest."