

# THE ARMAGEDDON CLUB

## PRESENTS:

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POINTS



## TWO TRIBES 2026

The WW3 (Team Yankee) National Doubles Tournament  
Saturday 23rd & Sunday 24th October 2026

**AT FIRESTORM GAMES, CARDIFF**



# TWO TRIBES 2026



## THE WW3 (TY) UK NATIONAL DOUBLES TOURNAMENT

The Armageddon Club is proud to present the WW3 (Team Yankee) National Doubles Tournament 2026. This is a two-day event where players will compete as a two-player team in 4x games against different doubles teams 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?

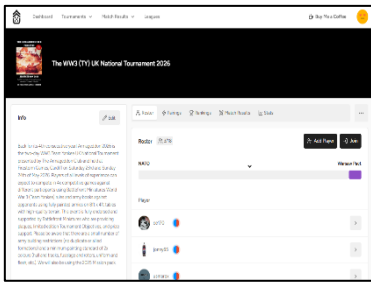
This tournament will be held at Firestorm Games, Cardiff on Saturday 23rd – Sunday 24th October 2026. The Team Ticket is £90.00 for the 2x player doubles team (£45.00 per team member) which includes event entry and lunch served at the Firestorm Café, on both days, for both team members. Please let us know as soon as possible if you have any specific dietary requirements.

### Doubles Team Information

A doubles event is a little different to a more 'standard' tournament, so the following conditions apply:

- ⦿ Your team points total must not exceed 100pts and these points should be divided equally between both players with the exception that one team player may 'borrow' up to a maximum of 10pts from their fellow team player (e.g., instead of an equal divide of 50pts each, Player A can be allocated a maximum of 60pts and player B is allocated the remaining 40pts).
- ⦿ Dynamic Points will be used – these are available in the Download section of the Battlefront community website or by clicking [here](#).
- ⦿ Teams may not duplicate any formations from the same book (e.g., both players can use a Soviet force but only one of them may use a T55 formation, etc.). A player's army list may not contain any allied formations or units that are not specifically listed in the Force Organisation Chart of the nation that they are using.
- ⦿ Due to the 100pts being divided between both players the standard formation requirement of 1x HQ and a compulsory minimum of 2x Black Box units is suspended and replaced with the requirement of 1x HQ and a minimum of 1x Black Box unit choice from their formation.
- ⦿ Teams can be composed of the same nation or historical allies (Soviet and Warsaw Pact can ally, NATO and USA can ally, etc.). Armies from the Oil Wars book must ally with the relevant 'superpower' that their background story indicates:
  - *Israeli armies may ally with either Iraq or NATO armies*
  - *Iraqi armies may ally with Israeli or NATO armies*
  - *Iranian armies may ally with Syria, Warsaw Pact or Soviet armies*
  - *Syrian armies may ally with Iranian, Warsaw Pact or Soviet armies*
- ⦿ If both team players are using formations from the same army book they may duplicate Support options from that book (but each army counts as its own force and each player must roll for their own aircraft if taken and cannot 'share' Observers, etc.).

## 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 Two Tribes 2026 Booking Page ([here](#)), 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.

## Army list submission

To minimise army list errors (and the resulting Victory Point penalty that is then incurred) and to assist with the administration process for this event, it is recommended that participants email both army lists together as email 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 the first and last name of the player and the nationality being played in both the army list heading AND the filename: e.g., ‘*Shaun Carlyon – Soviet T72 Formation*’ as both the army list heading and file name.

These PDF attachments should be emailed to [armageddonclubevents@gmail.com](mailto:armageddonclubevents@gmail.com) before midnight on **Friday 16<sup>th</sup> of October 2026**. All lists will then be openly posted on the WW3 Team Yankee and Team Yankee UK Facebook groups on **Monday 19<sup>th</sup> October** and may not be changed from this point onwards.

Please remember to submit both army list PDFs together as attachments to a single email using ‘Two Tribes Tournament’ as the email subject.

## Round 1 Draw and subsequent pairings

Round 1 pairing for teams that have registered for entry to this event will take place on Combat Command on the evening of Wednesday 21<sup>st</sup> of October and be published on both the WW3 Team Yankee and Team Yankee UK Facebook groups. After Round 1, teams will then be paired with their opponent team using the ‘Swiss-System’ which is based on pairing teams with similar Team Point scores.

## Board size

All games will be played on 8ft x 4ft boards. please be aware of any possible effects that a larger-than-standard board may have on your armies and carefully consider the implications in regard to deployment, distance to Objectives, etc.

## Playing the round

There will be a maximum of 30x minutes for both Doubles Teams to deploy their armies (15 minutes for each Doubles Team).

After this time, remaining units must be placed into Immediate Reserve – if the Mission being played doesn’t have the Reserves rule being used, it will now have the Immediate Reserves condition applied. If another form of Reserve is in play due to the mission (e.g., Delayed Reserves), any remaining units will be added to that type of Reserve instead.

## Reserves

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

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

## Pace of play

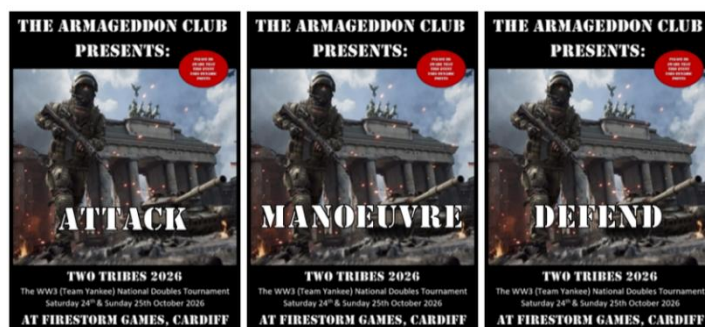
Some missions require participants to achieve objectives during a predefined turn – please ensure that you play at a suitable pace. If you believe that your opponents are playing slowly and that this will affect the result of the game, you should discreetly inform the Tournament Organiser at the earliest opportunity.

The Tournament Organiser reserves the right to insist on the use of Chess Clocks if it is believed that any Doubles Teams are playing at a pace that is detrimental to other participants and the overall tournament. Please play at an appropriate pace so we don't have to use them!

Participants will be given a 30-minute warning before each round finishes – if it looks like there will not be enough time for both Doubles Teams to complete the required number of rounds, they must ensure that they balance the number of rounds that each has played then go into 'Sudden Death Mode' (Please see Page 7 for full details).

## 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 Extended Battle Plans matrix on Page 5 of the Combined Missions pdf to determine the Battle Plan that is to be used for this round. If either team 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 System

Upon completing their game, team players will input their game results into Combat Command. The scoring system is as follows:

### Team Victory Points

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.

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

Victory Points will be used to determine the finishing position of each team at the end of the tournament - please input your results promptly after each round. It is important to ensure that all details are correct and that you confirm what you are inputting with your opponent before each submission.

### Equal Team Victory Points

If two or more teams have an identical number of Victory Points at the end of the tournament, the ranking order will be determined by the team number of Most Sporting Player votes taking the higher position.

In the unlikely event of the position still being tied, the ranking order will be determined by the team with the combined highest number of Best Painted Army First Choice votes taking the higher position.

If, after determining the above methods, teams are still drawn, members of both teams will each roll a dice and the opposing Team Captain will add up the cumulative scores. The highest scoring team will gain the higher-ranking position (a crude, and hopefully unnecessary, method of determining final placement).

## 2026 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.

## Awards

This event has been endorsed by Battlefront Miniatures who are kindly supplying Award Plaques, Tournament Objectives for each participant, etc. After completion of all rounds there will be the following team prizes awarded:

- 🕒 **1<sup>st</sup> Place Team** – awarded to the highest scoring team based on Team Victory Points
- 🕒 **2<sup>nd</sup> Place Team** – awarded to the second highest scoring team based on Team Victory Points
- 🕒 **They Died with Their Boots On** – awarded to the lowest scoring team based on Team Victory Points
- 🕒 **Most Sporting Team** – possibly the most prestigious of awards at this event, and presented to the team with the highest Sporting Points\*
- 🕒 **Best Painted Army** – awarded to the player (not team) with the highest 1<sup>st</sup> Choice votes that have been cast by players during Saturday's break period. \*\*\*

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

\*\* = In the event of a tie, the highest number of Second Choice votes will be used to determine the winner

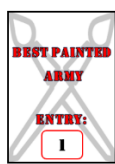
### Best Painted Army Award



The form is titled "TWO TRIBES 2026 BEST PAINTED ARMY AWARD". It includes a "Your Name:" field, a "Your 1<sup>st</sup> Choice vote:" field with a small square box, and a "Your 2<sup>nd</sup> Choice vote:" field with a small square box. The form is flanked by two American flag graphics.

There will be an award for the player with the Best Painted Army. This will be determined by the army that receives the highest number of First Choice votes, and using the number of Second Choice votes in the event of two or more armies receiving the same number of First Choice votes.

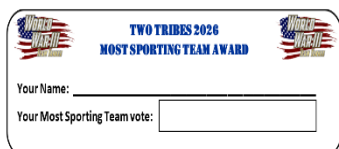
If you wish to enter your army for the Best Painted award, please ensure that it complies with the minimum painting requirements and doesn't have any alternative (non-Battlefront) miniatures other than Transport Helicopters (Hip, Sea Stallion, Chinooks, etc. that have the 'Transport Helicopter' Keyword as detailed in both the Red Dawn book and Airborne Assault pdf). If you wish to use non-Battlefront Transport Helicopters during your games, please remove them before your army is photographed and replace them with the relevant template from the Airborne Assault pack (downloadable from the Team Yankee website [here](#)).



Please display your army in an aesthetically pleasing manner that appeals to you and shows off your army at its best – this may be on the table you played your Round 1 game or even on a custom-made carrying tray. You must also notify the Tournament Organiser that you wish to enter for the Award and will be assigned an Entry Number and card.

This, along with your army list, must be placed beside your army when you present it during the lunch break on Day 1 - due to this event being endorsed and supported by Battlefront Miniatures **you are kindly asked not to place a Best Painted Army entrant slip on the table if your army contains any 3d printed or non-Battlefront miniatures other than Transport Helicopters as detailed in the previous paragraph.** It should go without saying, but please do not vote for your army.

### Most Sporting Team Award



The form is titled "TWO TRIBES 2026 MOST SPORTING TEAM AWARD". It includes a "Your Name:" field and a "Your Most Sporting Team vote:" field with a small square box. The form is flanked by two American flag graphics.

After the completion of Round 4, you will be given the opportunity to nominate the opponent team from your most enjoyable game as your 'Most Sporting Team'. 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.

## Sudden Death Mode

### **Important – please ensure you are familiar with this:**

When a game enters Sudden Death mode, each team has a maximum of 5x minutes to complete their rounds and may not exceed this time limit for any reason - if they took 5x minutes to move their 2x permitted units, look up rules, etc. then, **without exception**, they must stop at the 5x minute point and forfeit the remainder of their turn.

### **The Sudden Death format is as follows:**

Team A (the player who had the first turn) completes any required Motivation/Morale Tests as usual (if the Force becomes broken then the game ends with Team B victory). Team 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 team may use Defensive Fire and Counterattack as per the rulebook) – please note, that different units may be used in each phase. Team A then checks the Victory Conditions.

If the Victory Conditions have not been achieved, Team B commences their turn using the method described above. Teams 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 Team 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 Team (this does not include the Fighting Withdrawal mission which will always have a Winner and a Loser).

### **Reserves**

If applicable, a Team may choose whether or not Reserves will be rolled for/automatically become available as usual at the start of their turn and, if they have elected to do so and are successful, these will count towards the maximum of two units that may move.

### **Strike Aircraft**

Players may decide whether to roll for Strike Aircraft or not, although a successful roll will automatically count towards the maximum of two units that may move, (unsuccessful rolls will not count towards this limit) – basically, if either or both players roll for Strike Aircraft and they are successful, they must use them and count them towards the maximum 2x unit limit. If both players wish to roll for Strike Aircraft, they must both roll at the same time – if both are successful in their rolls, they will be required to use both units and will have thereby reached their 2x unit limit for movement.

# EVENT SCHEDULE

## DAY 1 – Saturday 23rd October 2026

10.00am - Firestorm Games opens

10.05am - Registration at the Battlefields (upstairs) begins

10.30am – Round 1 Commences

1.45pm – Round 1 Finishes

Lunch and Best Painted Army selection (*please see details on Page 10 before leaving your army on your table*)

2.30pm – Round 2 Commences

5.45pm – Round 2 Finishes

Day 1 Gaming finishes

There may be an opportunity for an organised social event to be arranged. In previous events we have booked an 'All You Can Eat' carvery which has proven to be very popular (as well as very reasonably priced), but the venue also serves burgers, pizzas, etc. If you would like further details, please contact the Event Organiser by emailing [armageddonclubevents@gmail.com](mailto:armageddonclubevents@gmail.com) or on The Armageddon Club Facebook group.

## DAY 2 – Sunday 24th October 2026

9.00am - Firestorm Games opens

9.15am – Round 3 Commences

12.30pm – Round 3 Finishes

Lunch

1.00pm – Round 4 Commences

4.15pm – Round 4 Finishes

Break

4.45pm – Awards

5.00pm – Two Tribes 2026 - The National UK Doubles Tournament finishes

*Note: If all players have finished playing any round on Days 1 or 2 prior to the time limit expiring, subsequent timings may be adjusted and bought forward.*

## Player Information

### What you need to bring with you

Please ensure you bring the following with you:

- Your Battlefront World War 3 (Team Yankee) Rulebook.*
- The most current 'FM 101' update from the Battlefront Miniatures community website*
- Your army book, both Team Yankee Forces printouts that combine to make your overall army (please remember that they count as separate armies during the game rather than standard Allied formations) and any Unit cards that you wish to use.*
- Your painted portion of your team's 100pt army.*
- 2x Objective markers per team, dice and tokens (Bailed out, Dug in, etc.).*
- 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.*

Please ensure you bring enough printouts of your army list with you as you will need one for yourself and a copy to give to your opponent prior to each round. Please also ensure you answer any questions your opponent may have regarding your army profiles, abilities etc. prior to and during the game as necessary.

Competitive army lists are welcome (and very much expected) at this event, but Win-At-All-Costs (WAAC) playstyles are not – please make sure your games are enjoyable for all your opponents, regardless of whether you're losing badly or crushing their army.

### Your army

**1) Painting** - Your army must be painted to reasonable standard of at least two colours (hull and tracks, fuselage and rotors, 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 correctly sized flight stands (either Battlefront's or of an identical size) and any non-Battlefront miniatures must be of the same size as the official miniature that they are replacing. Due to this event being sponsored by Battlefront Miniatures, 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.**

## Further Details

If there are any issues that you are unsure of, or you would like clarifications about, please get in contact on The Armageddon Club Facebook group or email us at: [armageddonclubevents@gmail.com](mailto:armageddonclubevents@gmail.com). For more details regarding the Firestorm Games venue including access and facilities, please visit: <https://www.thebattlefields.co.uk>.

## 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).

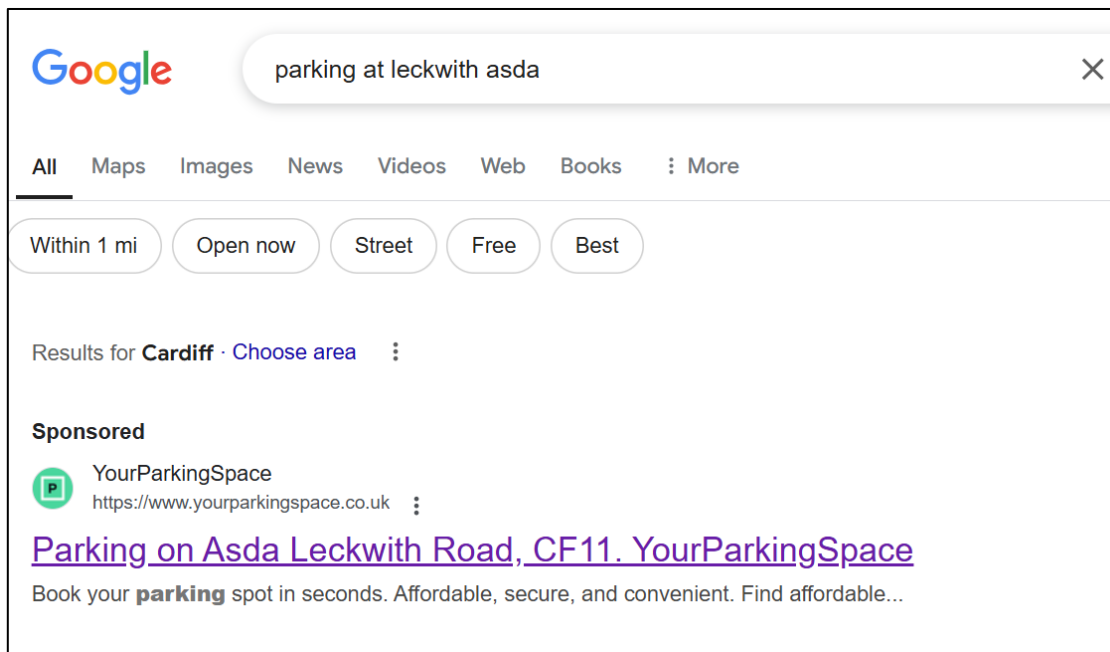
### 3. Line of Sight (LoS)

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.

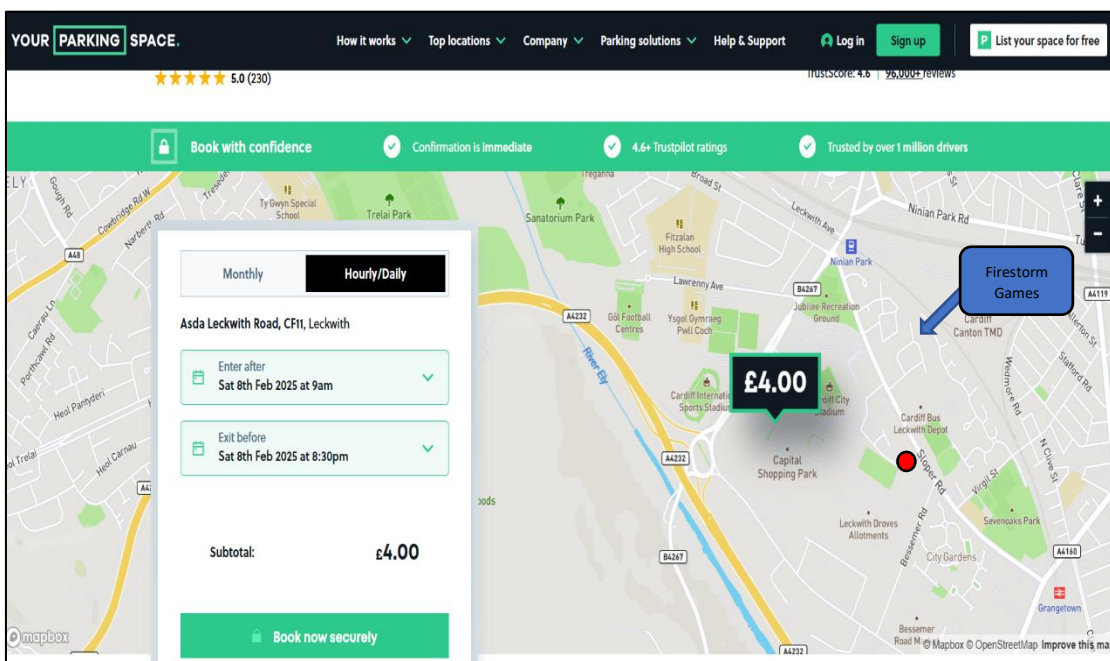
## Parking

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, KFC, and Greggs, that has a very large car park where spaces can be reserved.

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.

## Clarifications

### **Can players discuss tactics during the game?**

*Yes. They may do so however they wish. The only restriction to this is that the team must not allow their discussions to adversely slow down the game, so should not spend more than a maximum of a couple of minutes for discussions prior to taking their turn.*

### **How does a team's movement, shooting etc. work?**

*The game is played exactly as normal but, because it's a doubles event, the team players can choose between themselves which units move, shoot etc. during the relevant phase of their turn (e.g. Team player A can move one of his units, then Team Player B moves a unit, followed by Team Player A moving another of his own units and so on).*

### **How is the 'Reserves' rule being played?**

*Teams must decide as to how the requirement for Reserves will be met if the mission requires it – they may choose to equally divide the required points between themselves, allocate the points between themselves in unequal proportions, or even decide that one player will provide all of the required reserves. Remember, we will be using the Reserve rules detailed on Page 4 of this event pack*

### **Does each player roll for reserves?**

*No. One will make any required rolls for Reserves each turn. If successful they may then decide which player's unit will be brought into play.*

### **How do ambushes, etc. get determined?**

*Team players should view their combined army as if it was a single force made up of several formations rather than separate forces that are under joint command of the two players that make up the team. Whenever a mission permits a unit to perform a special action such as ambush, that rule applies to the overall army rather than each players force. For example, if the scenario being played permits a unit to be deployed in ambush then the two players would have to decide which player would deploy one of their units in ambush rather than each of them deploying a unit.*

### **How does Line of Sight (LoS) work in regard to team player's unit**

*Line of Sight works exactly as usual, so friendly units can block LOS for other friendly units in both their own force and the other team player's force. (e.g., Team Player A moves a Tank Team into a good firing position but inadvertently blocks the LOS of Team Players B's missile team, who are now unable to shoot)*

### **Can artillery make use of the other team players units for spotting?**

*No. Artillery units follow all normal rules for ranging in and but may only use teams from their own force for spotting – even if the nationality of the other team partner is the same (this has been done for the sake of fairness).*

### **Do both Team Players forces count as 'friendly forces' in regard to friendly artillery salvos and bombardments?**

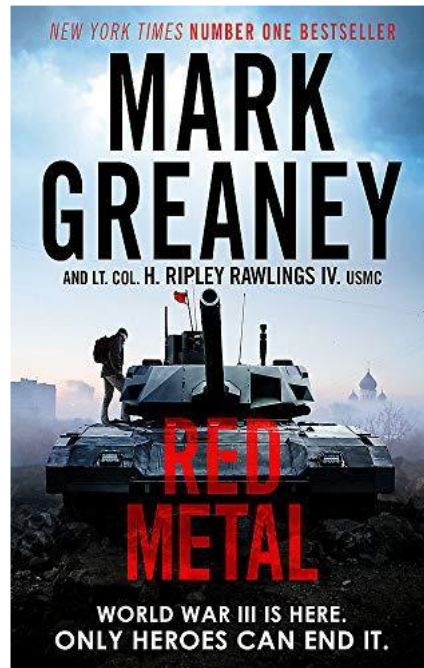
*Yes, both player's forces are treated as friendly forces to each other.*

### **How do Force Commanders work in a doubles event?**

*This works exactly as normal although they can only be of benefit to their own force and, if killed, can only be transferred to another team within 6" that is also in their own force (and not the other team players force), as per p.49 of the rulebook.*

### **How does formation morale work in a doubles event?**

*Formation morale is treated exactly as described on p.65 of the rulebook, with each formation requiring at least two units to be in Good Spirits. It's important to remember this rule due to formations not requiring two compulsory Black Box choices for this event – if a formation starts the game with only a HQ team and a single Black Box choice and loses either of these, it's no longer in Good Spirits!*



“There was a larger contingent of Russian paratroopers here as well: two companies from the 51st Guards Airborne Regiment, five hundred men strong, and while they weren’t as well trained as the Spetsnaz unit, they had spent the last five weeks digging in and preparing for the attack that had seemed more inevitable by the day, and Borbikov fully expected the boys from the 51st Guard to fight valiantly.

But he knew it would not be enough. The major was a highly trained infantry officer; he’d graduated at the top of his class from the coveted Combined Arms Academy of the Armed Forces of the Russian Federation in Moscow, and he had been here in-country long enough to have an almost perfect tactical picture of the battlefield.

And all his knowledge told him there was little chance he could defend this hill for more than a couple of hours.

The Russians had been cut off for the past three weeks and were low on food, water, and other provisions, and there was no way they could be re-supplied from home because the French had brought in significant numbers of Mistral surface-to-air missiles to prevent just such an attempt.

Borbikov knew defending this location might mean death for himself and his men, but he strongly preferred death to dishonour. He was a true believer; he’d long ago bought into the notion that the West was continuously plotting against the interests of his motherland, and he felt surrender here today would bring disgrace on himself and his troops.”

[excerpt from Red Metal by Mark Greaney]