


# THE ARMAGEDDON CLUB PRESENTS:



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MINIATURES

## TWO TRIBES 2024

**THE WW3 (TY) UK NATIONAL  
DOUBLES TOURNAMENT**

**02<sup>ND</sup> – 03<sup>RD</sup> NOVEMBER 2024  
AT FIRESTORM GAMES, CARDIFF**



# TWO TRIBES 2024:



## THE WW3 (TY) UK NATIONAL DOUBLES TOURNAMENT

The Armageddon Club is proud to present Two Tribes 2024 - The WW3 (Team Yankee) National Doubles Tournament. This is a two-day event where players will compete as a two-player team in 4x games against different 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 from Saturday 2<sup>nd</sup> – Sunday 3<sup>rd</sup> November 2024. The Team Ticket is £80.00 for the 2x player team (£40.00 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.

### Team Information

A doubles event is a little different to a more 'standard' tournament, so the following conditions apply. For the sake of clarity, the term 'team' relates to both players:

- ⌚ 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)
- ⌚ 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 (e.g. Dutch)
- ⌚ 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 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.)
- ⌚ 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, the 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 (i.e. both are playing West Germans) they may duplicate support options from that book.
- ⌚ Each player can have a unit of Strike Aircraft and both can roll to see if they arrive as usual but only one unit may be deployed.

## **Army list submission**

To minimise army list errors and assist with the administration process for this event, players must email both army lists as email attachments in the Battlefront Team Yankee Force format (<https://forces.team-yankee.com>) – please select the PDF output version when emailing them.

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.

Please be aware that any lists not in this format or correctly named will not be accepted.

These PDF attachments should be emailed to **armageddonclubevents@gmail.com** before Friday 18<sup>th</sup> of October 2024. All lists will then be openly posted on the WW3 Team Yankee and Team Yankee UK Facebook groups on **Sunday 20<sup>th</sup> October** and may not be changed from this point onwards.

To help prevent any administrative errors both players are asked to submit their final army lists together as attachments to a single email using 'Two Tribes Tournament'

## **Round 1 Draw and subsequent pairings**

Round 1 pairings for teams that have registered for entry to The National Team Championship will take place at Firestorm Games at 6pm on Thursday 31<sup>st</sup> of October and be broadcast 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 army.

## **Playing the round**

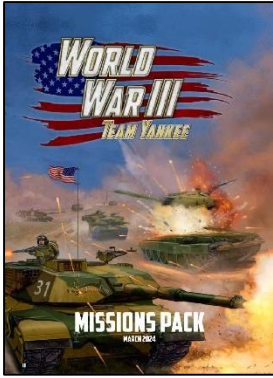
There will be a maximum of 25 minutes for both players to deploy their armies. After this time, remaining units must be placed into Immediate Reserve – if the Mission being played doesn't have the Reserves rule being used, it will now have the Reserves condition applied. If another form of Reserve is in play due to the mission (e.g. Delayed Reserves), any remaining units will be added to that type of Reserve instead.

Some missions require players to achieve objectives during a predefined turn – please ensure that all members of your team play at a suitable pace but if you or any of your team believes that an opponent is playing slowly and that this will affect the result of the game, you should immediately inform the Tournament Organiser.

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

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

## Mission selection



Teams will be issued with a set of Stance Cards (Attack, Manoeuvre, and Defend) during the event registration.

Teams 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 Teams should then consult the Battle Plans matrix of the Missions Pack to determine the Battle Plan that is to be used. The Missions Pack is available to download from the official Team Yankee website.

## Battle Plan Matrix

<b>BATTLE PLANS</b>			
<b>NATO PLAYER'S PLAN</b>	<b>WARSAW PACT PLAYER'S PLAN</b>		
	<b>ATTACK</b>	<b>MANOEUVRE</b>	<b>DEFEND</b>
<b>ATTACK</b>	<b>Roll to see who Attacks</b> 1: Breakthrough 2: Counterattack 3: Dust-Up 4: Encounter 5: Free for All 6: Free for All	<b>NATO Player Attacks Warsaw Pact Player Defends</b> 1: Breakthrough 2: Probe 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	<b>NATO Player Attacks Warsaw Pact Player Defends</b> 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Fighting Withdrawal
<b>MANOEUVRE</b>	<b>Warsaw Pact Player Attacks NATO Player Defends</b> 1: Breakthrough 2: Probe 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	<b>Roll to see who Attacks</b> 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All	<b>NATO Player Attacks Warsaw Pact Player Defends</b> 1: Breakthrough 2: Bridgehead 3: Probe 4: No Retreat 5: No Retreat 6: Fighting Withdrawal
<b>DEFEND</b>	<b>Warsaw Pact Player Attacks NATO Player Defends</b> 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Fighting Withdrawal	<b>Warsaw Pact Player Attacks NATO Player Defends</b> 1: Breakthrough 2: Bridgehead 3: Probe 4: No Retreat 5: No Retreat 6: Fighting Withdrawal	<b>Roll to see who Attacks</b> 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All

## Scoring System

Upon completing their game, team players will submit their completed results to the Tournament Organiser to update the results software. 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.

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

Victory Points will be used to determine the finishing position of each team at the end of the tournament - 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.

### 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).

## Awards

After completion of all rounds, there will be the following team prizes awarded. Plaques and prize support have been kindly provided by Battlefront Miniatures:

- 🕒 **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\*
- 🕒 **Highest Scoring Club Team** – awarded to the team that has the highest Team Victory Points and that has registered before the event as both being part of a recognised club.
- 🕒 **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 the 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 will be determined as per the Equal Team Victory Points section on Page 5

\*\* = 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 combined First (3pts) and Second Choice (2pts) Vote scores will be used to determine the winner

### **Highest Scoring Club Team**

There will be an award for the highest-scoring team that has registered as representing their club when they email their army lists before the submission date. This must be a recognised (and provable) club and both players must be members of this club. Clubs may enter more than one team if they wish.

### **Most Sporting Team**

After the completion of Round 4, each team will be given the opportunity to nominate the team that they played their most enjoyable game against by entering the details on their Score Sheet. The team with the highest number of Most Sporting Team votes will be awarded the accolade of Most Sporting Team. In the case of a draw, the award will go to the team with the highest Team 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 number of votes for First Choice (3 pts) as voted for by the event competitors during the lunch break on Day 1. Photographs will be taken of each army that is entered and published on the WW3 Team Yankee, Team Yankee UK, and The Armageddon Club Facebook groups.

Please be aware that armies that contain non-Battlefront Miniatures may not be entered for this award.

#### **Part of a Club?**

If you wish to enter for the Highest Scoring Club Team award, make sure that you register that both team members are part of a club when you email your army lists. Please also ensure that you also clearly state the name of the club that you both belong to. Multiple teams from the same club are permitted to enter.

You must ensure that you include your name, army nationality, and club name on the heading of your army lists – e.g. ‘John Smith – American (The Armageddon Club)’.

## SUDDEN DEATH MODE

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 (e.g. if they took 5x minutes to move their 2x permitted units then, without exception, they would not have time to shoot, assault etc.). The Sudden Death format is as follows:

Team A (the team who had the first turn) completes any required Motivation/Morale Test as usual (if the Force becomes broken then the game ends with Team B's 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 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 before 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 loss for both Teams (this does not include the Fighting Withdrawal mission which will always have a Winner and a Loser).

Please note – a Team 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 Team 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 Team is permitted to move in that turn.

# EVENT SCHEDULE

## Friday evening 'warm-up' games

Competing team members can request a free wargaming ticket by selecting the 'Weekend Event Attendee (From 3 pm)' Ticket option on the 'Events' section of the Firestorm Battlefields website ([www.thebattlefields.co.uk](http://www.thebattlefields.co.uk)) after purchasing their ticket to this event. This will then give free access from 3 pm 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 2<sup>nd</sup> November 2024

10.00 am - Firestorm Games opens

10.05 am - Registration at the Battlefields (upstairs) begins

10.30 am – Round 1 Commences

1.45 pm – Round 1 Finishes

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

2.30 pm – Round 2 Commences

5.45 pm – Round 2 Finishes

Day 1 Gaming finishes

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

## DAY 2 – Sunday 3<sup>rd</sup> November 2024

9.00 am - Firestorm Games opens

9.15 am – Round 3 Commences

12.30 pm – Round 3 Finishes

Lunch

1.00 pm – Round 4 Commences

4.15 pm – Round 4 Finishes

Break

5.00 pm – Awards

5.30 pm – Two Tribes 2024: The National UK Doubles Tournament finishes



## Individual Team Member 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 'Gaming' section under 'Hobby' at the Battlefront website ([www.team-yankee.com](http://www.team-yankee.com)).*
- Your army book/Team Yankee Forces printout and any Unit cards that you wish to use.*
- 2+ copies of your army list.*
- 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 before each round. Please also ensure you answer any questions your opponent may have regarding your army profiles, abilities, etc. before 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 a 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 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 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. 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.**

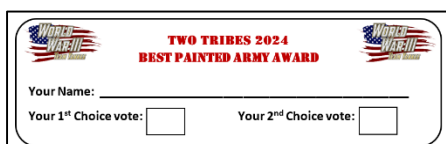
## Transport helicopters

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.

## Game Results

During registration on Day 1, you will be issued with a pack that contains a Team Scoresheet for your team. Please complete and submit the details of your games to the Tournament Organiser after each round before going for lunch, etc. To prevent delays in starting the following round, it is important to ensure that you do this promptly and that all details are correct. You should confirm what you have written with your opponent before each submission.

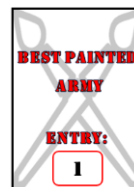
## Best Painted Army Award



The form is titled "TWO TRIBES 2024 BEST PAINTED ARMY AWARD". It includes fields for "Your Name:", "Your 1<sup>st</sup> Choice vote:" with a box, and "Your 2<sup>nd</sup> Choice vote:" with a box. The form is flanked by "WARRIOR TRIBES" logos.

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.

Your team registration pack will also contain 'Best Painted Army Entrant' slips that are assigned to each team member. 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 as detailed above.

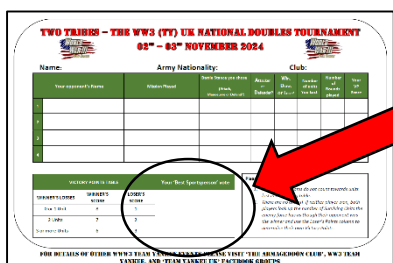


Please display your army in an aesthetically pleasing manner that appeals to you and shows off your army at its best – this may be on the table you played your Round 1 game or even on a custom-made carrying tray.

You must then place the slip that corresponds with your number 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 present your army for selection or place a Best Painted Army entrant slip on the table if your army contains any 3d printed or non-Battlefront miniatures.**

It should go without saying, but please do not vote for your army.

## Best Sportsperson Award



The form is titled "TWO TRIBES - THE WWS (TT) UK NATIONAL DOUBLES TOURNAMENT 05<sup>th</sup> - 05<sup>th</sup> NOVEMBER 2024". It includes fields for "Name:", "Army Nationality:", and "Club:". Below these are tables for "Your Opponent's Points" and "Your 'Best Sportsperson' vote". A red arrow points to the "Your 'Best Sportsperson' vote" table.

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.

## Further Details

If there are any issues that you are unsure of or you'd like clarification about any issues to do with the event, please ask your Team Captain 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>.

## 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 they should not spend more than a maximum of a couple of minutes for discussions before 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 units and so on).*

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

*Teams must decide 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.*

### **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 (e.g. If Team Player B rolls 3x dice for a Reserves roll and scores two 5+ rolls, the players can decide to bring on two of Player A's reserve units, or two of Player B's reserve units, or one unit belonging to each player).*

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

*Team players should view their combined army as if it were a single force made up of several formations rather than separate forces that are under the joint command of the two players that make up the team. Whenever a mission permits a unit to perform a special action such as an ambush, that rule applies to the overall army rather than each player's 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 regarding a team player's unit**

*Line of Sight works exactly as usual, so friendly units can block LOS for other friendly units in both their force and the other team players' force. (e.g. Team Player A moves a Tank Team into a good firing position but inadvertently blocks the LOS of Team Player 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 but may only use teams from their 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 Player's forces count as 'friendly forces' regarding friendly artillery salvos and bombardments?**

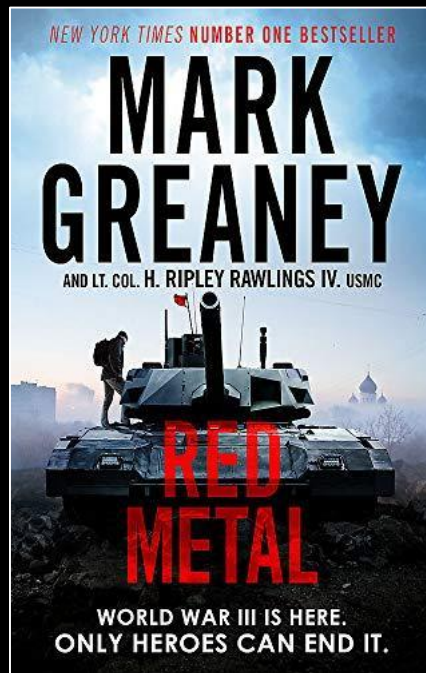
*Yes, both player's forces are treated as friendly forces to each other.*

### **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 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 an 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]