

THE ARMAGEDDON CLUB

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MINIATURES



THE WW3 (TY) INTERNATIONAL

TEAM CHAMPIONSHIP 2025

08TH – 09TH FEBRUARY 2025

AT FIRESTORM GAMES, CARDIFF



THE WW3 (TY) INTERNATIONAL TEAM CHAMPIONSHIP 2025



The Armageddon Club is proud to present the WW3 (Team Yankee) International Team Championship 2025. This is a two-day event where players will compete as part of International teams 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 who are kindly supplying Award Plaques, Tournament Objectives, and prize support.

Where and when is it?

This tournament will be held at Firestorm Games, Cardiff on Saturday 08th– Sunday 09th February 2025. The Team Ticket is £160.00 for a 4x player team, and £200.00 for a 4x player team with a Reserve Player (£40.00 per team member) and includes event entry and lunch served at the Firestorm Café, on both days, for all team members. Please let us know as soon as possible if you have any specific dietary requirements.

Team Information

Team composition

Teams must have a minimum of 4x players and 4x armies although teams may choose to bring a Reserve Player with them and rotate between the team players each round (the Reserve Player may choose to use their own army or another team player's army list). An International Team must adhere to the following:

- ⌚ A minimum of 3x team members must be either born in, or are presently residing in, the country that they are representing.
- ⌚ Each player must use an army of different nationality to their teammates
- ⌚ Each army list must not exceed 100pts
- ⌚ A player's army list may not contain any duplicate formations
- ⌚ 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)

Event organisation group

Team Captains will be invited to join the International Team Championship organisers Facebook group and contribute to the discussions and arrangements being made regarding both the event and social meet-up on the Saturday evening.

Army list submission

To minimise army list errors and assist with the administration process for this event, Team Captains must email the army lists of all team members as email attachments in the Battlefront Team Yankee Forces format (<https://forces.team-yankee.com>).

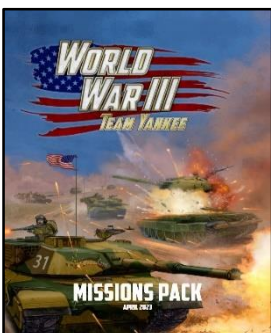
Please select the PDF output version when emailing the lists and also ensure each list has: nationality, first and last name in the army list title as well as the nationality and army type being used: e.g. 'Team England - Shaun Carlyon – Soviet – T80 Formation' as the army list heading.

These attachments must be emailed to armageddonclubevents@gmail.com before **Friday 24th of January 2025**. All team lists will then be openly posted on the Team Yankee and Team Yankee UK Facebook groups on **Sunday 26th January** and may not be changed from this point onwards.

Round 1 Draw and subsequent pairings

Round 1 pairings for teams that have registered for entry to The International Team Championship will take place at Firestorm Games at 6pm (GMT) on Thursday 30th of January and be broadcast on both the 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.

Mission selection



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 4 of the Missions Pack (March 2024) to determine the Battle Plan that is to be used. This Mission Pack is available to download at www.team-yankee.com.

EXTENDED BATTLE PLANS			
The Extended Battle Plans mission adds many of the missions that first appeared in the <i>Flames Of War</i> D-Day series of books to give a greater variety of missions for each battle plan.			
NATO PLAYER'S PLAN	WARSAW PACT PLAYER'S PLAN		
	ATTACK	MANOEUVRE	DEFEND
ATTACK	Roll to see who Attacks 1: Counterattack or Counterstrike 2: Dust-Up 3: Encounter 4: Free for All 5: Probe 6: Scouts Out	NATO Player Attacks Warsaw Pact Player Defends 1: Breakthrough 2: Counterattack or Counterstrike 3: Escape 4: Fighting Withdrawal or Covering Force 5: Spearpoint or Bypass 6: Valley of Death	NATO Player Attacks Warsaw Pact Player Defends 1: Bridgehead 2: Dogfight 3: Encirclement or Hold the Pocket 4: Fighting Withdrawal or Covering Force 5: Killing Ground or It's a Trap 6: No Retreat
MANOEUVRE	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Counterattack or Counterstrike 3: Escape 4: Fighting Withdrawal or Covering Force 5: Spearpoint or Bypass 6: Valley of Death	Roll to see who Attacks 1: Counterattack or Counterstrike 2: Dust Up 3: Encounter 4: Outflanked or Outmanoeuvred 5: Probe 6: Scouts Out	NATO Player Attacks Warsaw Pact Player Defends 1: Breakthrough 2: Cornered 3: No Retreat 4: Outflanked or Outmanoeuvred 5: Spearpoint or Bypass 6: Valley of Death
DEFEND	Warsaw Pact Player Attacks NATO Player Defends 1: Bridgehead 2: Dogfight 3: Encirclement or Hold the Pocket 4: Fighting Withdrawal or Covering Force 5: Killing Ground or It's a Trap 6: No Retreat	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Cornered 3: No Retreat 4: Outflanked or Outmanoeuvred 5: Spearpoint or Bypass 6: Valley of Death	Roll to see who Attacks 1: Breakthrough 2: Dust-Up 3: Encounter 4: Free for All 5: Probe 6: Scouts Out

Board size

All games will be played on **8ft x 4ft boards**.

Player matchups

Both teams move to the area with the tables they will be playing on. Each team member, on both teams, rolls a D6. Team Captains should total the individual scores of the opposing team: - the team with the highest score will become Team A. Teams are then permitted 15 minutes to review the opponent team's rosters and consider their strategy regarding matching players.

Player 1 matchup:

- 1) Captain A places one of their teams Army Cards (face up) along with an accompanying Stance Card (face down).
- 2) Captain B places 2x Army Cards (face up) with their accompanying Stance Cards (face down).
- 3) Captain A selects which opponent Army Card will be used in this matchup.
- 4) Captain B then reclaims the Army Card and Stance Card (which remains face down) that wasn't selected.
- 5) The Stance Cards for the Army Cards that were matched-up are then turned face up to determine the mission to be played.

Player 2 matchup:

- 1) Captain B places one of their teams Army Cards (face up) along with an accompanying Stance Card (face down).
- 2) Captain A places 2x Army Cards (face up) with their accompanying Stance Cards (face down).
- 3) Captain B selects which opponent Army Card will be used in this matchup.
- 4) Captain A then reclaims the Army Card and Stance Card (which remains face down) that wasn't selected.
- 5) The Stance Cards for the Army Cards that were matched-up are then turned face up to determine the mission to be played.

Players 3 and 4 matchups:

- 1) Captain A selects a table and places an Army Card and Stance Card (both cards should be face down) on this table.
- 2) Captain B selects a different table and places an Army Card and Stance Card (both cards should be face down) on this table.
- 3) Captain B then places his last Army Card and Stance Card (both cards should be face down) on the table selected by Captain A.
- 4) Captain A then places his last Army Card and Stance Card (both cards should be face down) on the table selected by Captain B.
- 5) The Stance Cards for players 3 and 4 matchups are then turned face up to determine the mission to be played.

Determining Player 1 and 2 tables

To determine the tables that will be used for Players 1 and 2, Team Captains should go to one of the remaining tables that doesn't have any players assigned to it and roll a D6. On a 1-3 it will be allocated to Player 1s, and on 4-6 it will be allocated to Player 2s. The remaining players will use the last unallocated table.

Playing the round

There will be a maximum of 25x minutes for both players to deploy their armies. After this time, remaining units must be placed into Immediate Reserve. If another form of Reserve is in play for a player 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).

Scoring System

Upon completing their game, team players will submit their completed results sheet to their Team Captain. When all completed results sheets are collected the Team Captain collate them on the Team Scoresheet and submit this to the Tournament Organiser to update the results software. The scoring system is as follows:

Team Player 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

Team Points

Teams are awarded Team Points depending on the combined number of Victory Points scored by the team players during the round:

- ⌚ If a team has more Victory Points than its opponent team, it gains 3x Team Points
- ⌚ If a team has the same number of Victory Points as its opponent team, it gains 2x Team Points
- ⌚ If a team has less Victory Points than its opponent team, it gains 1x Team Points

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

Sudden Death Mode (Courtesy of the ETC format)

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 to shoot, assault etc.). The Sudden Death format is as follows:

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

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

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

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

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

Example:

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

EVENT SCHEDULE

DAY 1 – Saturday 8^h February

10.00am - Firestorm Games opens

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

Team Captains and players receive Entrant Packs

Team Captains to check terrain layout

10.30am – Round 1 Commences

1.45pm – Round 1 Finishes

Lunch and Best Painted Army selection (*please see details on Page 8 before leaving your army on your table*)

2.30pm – Round 2 Commences

5.45pm – Round 2 Finishes

Day 1 Gaming finishes

DAY 2 – Sunday 9th February

9.00am - Firestorm Games opens

9.15am – Round 3 Commences

12.30pm – Round 3 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.

Lunch

1.00pm – Round 4 Commences

4.15pm – Round 4 Finishes

Break

4.45pm – Awards

5.00pm – The International Team Championship 2025 finishes

Team member Information

Team eligibility

To qualify for an international team, you must be a WW3 Team Yankee player who lives in, or was born in, the country that you wish to represent. If you're interested in finding out more details, please visit the Team Yankee (UK) Facebook group and register which country you are interested in representing.

You will be playing as a member of a competitive team throughout this tournament and should ensure that you are aware of the structure and Victory Conditions of this event. If there is anything that you are unsure of, you should contact your Team Captain who, if required, can contact the Tournament Organiser for any clarifications etc., prior to the event.

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).*
- Your army book/Team Yankee Forces printout and any Unit cards that you wish to use.*
- 2+ copies of your army list.*
- Your painted 100pt army.*
- 2x Objective markers, 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.*

Your army list

Your army must not exceed 100pts and may not duplicate any formations or contain any allied formations or units unless specifically listed in your army Force Organisation Chart.

You should submit your list as a PDF output in the official Battlefront Team Yankee Forces format (<https://forces.team-yankee.com>) to your Team Captain who, after checking, will be responsible for emailing all of the team members army lists to the Tournament Organiser. If you make any errors in your list and it is submitted by your captain, your team will receive a negative modifier to its final Team Score – please ensure that you check for errors before sending to your Team Captain!

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 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 and, as stated previously, these miniatures do not require a flight stand.

Game Results

During registration on Day 1 your Team Captain will be issued with a pack that contains a Team Scoresheet for your team. Using the Player Scoresheet that you will receive in your Registration Pack, please complete and submit the details of your games to your Team Captain promptly after each round so they can then update and submit the Team Scoresheet. 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

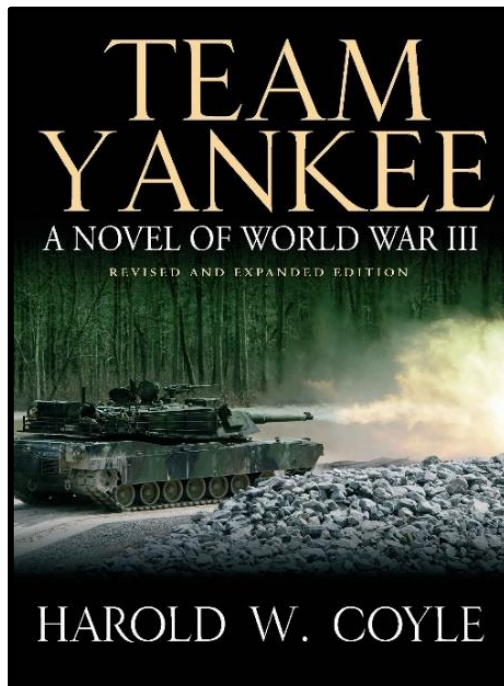


Your team registration pack will also contain 'Best Painted Army Entrant' slips that are assigned to each team member. If you wish to enter your army for the Best Painted award, please ensure that it complies with the minimum painting requirements and alternative miniatures as detailed above. You must place the slip that corresponds with your number beside your army when you present it during the lunchbreak on Day 1. Due to this event being supported by Battlefront, 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. **Please do not vote for your own army.**

Further Details

If you'd like clarification about any issues to do with the event, please ask your Team Captain or email us at: armageddonclubevents@gmail.com. For more details regarding the Firestorm Games venue including access and facilities, please visit: <https://www.thebattlefields.co.uk>.



The Team was charged and ready. Bannon could feel it. Having issued all the orders that 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