

# ASIAN TEAM CHAMPIONSHIP 2022



## WORLD WAR III TEAM YANKEE

**WE ARE** RETURNING **2ND** GLOBAL TY  
WITH THE **2ND** TOURNAMENT

**October 15<sup>TH</sup> - 16<sup>TH</sup> 2022 (SAT-SUN)**

**BLITZMINIS STORE 115A COMMONWEALTH DRIVE 03-03/4 SINGAPORE 149596**

*information*

ORGANISED BY:



VENUE:



[WWW.BLITZMINIS.COM](http://WWW.BLITZMINIS.COM)

SUPPORTED BY:



# Content Page

1. Team list restrictions & List submission
2. Schedule & Missions
3. Game timings, Pairing system
4. Tournament rules & Rules resolution
5. Player Guidelines
6. Goodie Bag contents & Prizes

## Main Event Details

**Event** : ATC WW3: Team Yankee 2022

**Venue** : Singapore, BlitzMinis

**Missions**: Expanded Battle Plans from 'More Missions' pack to be used (please see Page 4)

**Game** : World War 3: TEAM YANKEE

**Points** : 100

**Dates** : October 15-16 , 2022, 10 - 7 PM

**Players per team** : 3 (players to assign a Captain)

**Fee**: SGD50 per player

## 1.1 Forming a Team

Teams are comprised of 3 players each, with 1 of them nominated as the team captain. The team captain is responsible for the overall administration of team matters such as list submission, overall VP tracking, communication with the organisers and other sundry matters. Players may not join more than 1 team.

### LIST BUILDING

Each Team will submit 3 army lists, each controlled by a single player. No army lists may change hands between players once submitted.

The points limit for each list allowed is 100 points. Any lists exceeding this limit are illegal and will need to be re-submitted. Each List may confirm no more than 3 formations. This restriction includes allied formations. For example, you may have up to 2 core formations and 1 valid allied formation or 3 formations from the same nation.

Each Team may only use any Nation once in their team. This means that any Nation can only appear in your team as a Core formation OR as an ally formation and never both. It should be noted that some nations have support from other factions such as Iraqis may bring US support air assets and Iran may bring Soviet support air assets. This does not count towards this restriction

Available Source books:

- WWII American
- WWII Soviet
- WWII British
- WWII West German
- WWII Warsaw Pact
- Free Nations
- Oil War

For any list that is represented on Forces of War, the Forces of War list shall be used and its rules shall prevail. For any mistakes that are clearly problems on the weblists, TOs will clarify on the spot.

Army Book/PDF publication date cut-off: Only briefings published by 30 September 2022 may be used.

FAQs (FM101) published after 30 September 2022 will be ignored.

## 1.2 List Submission

Team Captains must submit their team's rosters by **23:59 (CET) on September 30<sup>th</sup>, 2022**. Lists should be emailed [col.clausewitz@blitzandpeaces.com](mailto:col.clausewitz@blitzandpeaces.com). Ideally, they will be in the form of Easy Army or Forces of War pdfs, but other methods can be used as long as they are clear, and include the following information:

- Player's Name
- Player's Team
- Company Type
- Briefing Used
- The details of each platoon, including the page it can be found on, name of platoon, number of teams, types of teams, any upgrades, points.

After the deadline, all rosters will be distributed to each captain who submitted their list on time. The lists will be verified by **Blitz and Peaces**, and any necessary corrections made ASAP with minimal changes to the list. There will be a **VP penalty** for teams that submit their lists late, and for each illegal list. Three or more incorrect lists will result in one Win penalty.

List checking deadline will be **October 7<sup>th</sup>, 2022**. Lists will be checked by a party not attending the tournament. All lists will also be published on our website and page.

## 2.1 Schedule

### Saturday October 15<sup>th</sup>, 2022

**Briefings** : 0930 - 0945  
**Game 1** : 0945 - 1245  
**Lunch** : 1245 - 1330  
**Game 2** : 1330 - 1630  
**Game 3** : 1645 - 1945

### Sunday October 16<sup>st</sup>, 2022

**Game 4** : 0930 to 1230  
**Lunch** : 1230 to 1315  
**Game 5** : 1315 to 1615  
**Prize presentation** : 1700

## 3.1 Timings

1. Each round will last for 3 hours. This includes the time for the pairings process which must be completed within 10 minutes. This also includes the deployment for the match.

2. Any players not paired after 10 minutes should be randomly paired.
3. Both Players must get the same number of turns played. There will be an overtime period of up to 10 minutes available to give the player who went second the opportunity to catch up.
4. Refer to **section 4.2** for Resolution of games that end with no one achieving the objectives by the time limit.

## 3.2 Pairing System

First round pairings will be a random draw. For rounds 2 to 5, teams will be paired using the Swiss Chess system (i.e. 1<sup>st</sup> on the Leaderboard plays 2<sup>nd</sup>, 3<sup>rd</sup> plays 4<sup>th</sup> etc.), with the exception that rematches will be avoided.

The players will be matched up using the following system:

1. The player in each team that has the most accumulated VP in the team is its Champion (for the first round, this should be nominated by team consensus)
2. Both teams declare their champions who will play each other.
3. The Team who is lower on the scoreboard then chooses if they would like to assign the 4 remaining players or decide on tables for the games to take place.
4. If they choose to assign, they may assign the remaining 2 players from each team in any way they like (after seeing their list and consulting amongst themselves) and the other team will designate which table each matchup would be played on.
5. If they chose to assign tables, then the other team will assign players to games, and then they will decide which table each matchup is fought on.

## Example for pairing

Team A,

Player 1, 9 VP

Player 2, 12VP (must be champion)

Player 3, 8 VP

Team B

Player 4, 9 VP (Team must declare one of the 9 VPs as champion)

Player 5, 9 VP

Player 6, 7 VP

1. Team B chooses its champion to confront Team A as it has a tie in VP. Player 1 must be Team As champion as he/she has the most VP. Champions are common knowledge and so Team B can ask who is the Team As champions (as well as see their list) before deciding on theirs.
2. Whoever Team B chooses, then faces Player 2.
3. Team has a lower overall VP score and thus decides to either match the remaining players at their choice or to choose tables. Whichever choice they make, the opposing player gets to decide the other option
4. Whoever is deciding pairings will now announce their pairings
5. After pairings have been decided, the team that decides tables will then assign match ups to tables. (including the champions)
6. Once team meet at the table, they are the to proceed to battle plans

## 4.1 Missions Table

Upon being assigned a table, players then choose their stances secretly and reveal them to their opponent at the same time. Use the following Extended Battle Plans table (p.4, See attached) to determine the mission played for that match.

Found at

<https://www.flamesofwar.com/Portals/0/Documents/TeamYankee/WIII-Missions2021-NB.pdf>

**EXTENDED BATTLE PLANS**  
The Extended Battle Plans mission adds many of the missions that first appeared in the *Flames Of War* D-Day series of books to give a greater variety of missions for each battle plan.

<b>EXTENDED 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>	Roll to see who Attacks 1: Contact 2: Counterattack 3: Dust-Up 4: Encounter 5: Free for All 6: Scouts Out	NATO Player Attacks Warsaw Pact Player Defends 1: Breakthrough 2: Counterattack 3: Escape 4: Fighting Withdrawal 5: Gauntlet 6: Spearpoint	NATO Player Attacks Warsaw Pact Player Defends 1: Bridgehead 2: Dogfight 3: Encirclement 4: Fighting Withdrawal 5: Killing Ground 6: No Retreat
<b>MANOEUVRE</b>	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Counterattack 3: Escape 4: Fighting Withdrawal 5: Gauntlet 6: Spearpoint	Roll to see who Attacks 1: Contact 2: Counterattack 3: Dust Up 4: Encounter 5: Outflanked 6: Scouts Out	NATO Player Attacks Warsaw Pact Player Defends 1: Breakthrough 2: Cornered 3: Gauntlet 4: No Retreat 5: Outflanked 6: Spearpoint
<b>DEFEND</b>	Warsaw Pact Player Attacks NATO Player Defends 1: Bridgehead 2: Dogfight 3: Encirclement 4: Fighting Withdrawal 5: Killing Ground 6: No Retreat	Warsaw Pact Player Attacks NATO Player Defends 1: Breakthrough 2: Cornered 3: Gauntlet 4: No Retreat 5: Outflanked 6: Spearpoint	Roll to see who Attacks 1: Breakthrough 2: Contact 3: Dust-Up 4: Encounter 5: Free for All 6: Scouts Out

## 4.2 Scoring System

**Scoring System:** Victory points are scored as per the WW3: Team Tankee rulebook (p.83).

There are no draws, so if neither player wins a fair fight then both score as if they lost.

The points scored in each game are added to a team's score and are recorded as **VP**. A win is scored under a Team's **W/L/D** and is added to the team's total score as well. The leader board will be sorted primarily by **VP > Wins > Strength of Schedule (SOS)**.

### 4.3 Rules/Issues Resolution

1. Players should first consult the rule book and FM101 (FAQ). Go over the rule/issue step-by-step together to see if a solution can be found.
2. If this doesn't work, call over both team captains and have each player (if needed) explain the situation and show the relevant section in the rules. Allow the two captains to discuss to see if they can reach consensus.
3. Call a referee. This can be either one of the official referees or one of the player/captain referees. The only requirement is that the referee cannot be from one of the teams involved in the rules/issue discussion.
4. The decision of the referee is final and may not be contested.

### 4.4 Tournament Rules

1. Bring a copy of your list with you and give it to your opponent. The list must include all of the information that would be found in a **Forces of War** print out including the armoury.
2. Units/platoons and leaders need to be readily identifiable. In multi-formation lists, units must be clearly marked to show to which formation they belong. If a list contains two or more identical units some of which are core and some are non-core, the player must inform his opponent which is which at deployment and, if requested, must remind him during the game. Any disputes arising from failure to identify team/platoons/leaders should first go to the captains then a referee. Their decision stands.
3. No proxies are allowed unless the model is not available from any source pre-approved by the organisers.
4. Roll the dice in the open and allow your opponent to see the rolls. If he/she did not see the dice, the roll didn't happen and the roll is re-done. All dice not on a completely flat surface should be re-rolled. EITHER player may demand a re-roll, and conversely, if both players are fine with a roll, it can be kept.



5. Cooked or tampered dice – any players found using tampered dice will be disqualified and barred from the event and future ATC events.
6. Games are to be played one on one. No one other than those playing at the table should ask any questions. No leading, tips or any other comments are to be passed by a third party. Leading questions such as “What’s left in your core formation?” or “hmmm have you rolled your strike aircraft?” are not allowed and instances should be reported to TO and a penalty will apply.
7. Discuss the terrain and agree on how each piece will be played. If you can’t come to an agreement, either dice off or call a referee or the TO. The referee’s/TO’s decision is final.
8. If there are questions, call your team’s captains to solve the issue at hand and if no solution is found, then call a referee or the TO. Each side explains the situation and the ref makes a decision. Refrain from having people all speaking at once; it causes tensions to rise and makes it difficult to understand the situation.
9. Changes in game states cannot be undone after any dice are rolled. If there is any doubt, please resolve it before rolling dice.
10. Slow Play / Stalling
  - a. Set-up.

Intentionally taking more time than needed during set-up or while playing a game is cheating. The defender gets 10 minutes to set up their force in mobile and defensive battles if setting up half of their army, and 15 minutes when setting up their full army. Any platoons not fully on the table at the end of the time limit arrive as reserves (needing the standard 5+ roll to appear; these platoons appear as per reserves placement per the scenario).
  - b. Gaming.

You have 3 hours for your game, and there is no maximum number of rounds. Roll multiple dice at a time when taking saves for a stand that receives more than one hit. Work out your plans during the other guy’s turn. If slow play is occurring, the player should first discuss with their captains. If the issue persists, call a referee. The penalty for Slow Play is **one point deducted from the game score for each instance.**

## 5.1 Player Guidelines

1. We're all here to have fun and play with toy soldiers. Civil and respectful behavior is the standard expected from all players in the event. Aggressive, rude behaviour or violence is unacceptable and will result in a disqualification of the player and a ban from future events.
2. Remember that English is not everyone's first (and sometimes fourth) language at ATC. Speak slowly and clearly. Half of the arguments out there are caused not by nefarious intent, but through misunderstandings.
3. Doubts about special rules or potentially tricky situations should be discussed BEFORE a conflict arises. It is essential that both players feel comfortable with how the game is being played at every moment. Intentions and moves should be stated clearly to all players so no misunderstandings arise.
4. At any time if a team feels that they have been treated in an unsporting manner, they should inform a ref or the TO about it. This way the conflicting situations can be recorded and further discussed with the affected teams in order to prevent further unsporting behaviour during the event.

For the penalties listed above, small point deductions can alter the winner of the game. The penalty for violations is **one point deducted from the game score for each instance.**

## Goodie Bag and Loot

Each player who has played at least three games in the tournament will receive the following:

- 4 X Neoprene Minefields produced by BlitzMinis
- Battlefront Nationals Objective for WW3: Team Yankee
- 15mm scale tractor model

## Prizes

- The winning team will get an **ATC 2022 Patch with a Gold Crown** pronouncing their victory and that they can place on their Army bag or any other piece of equipment or gear they wish. Bragging rights for a year is also definitely valid!
- Random Raffles prizes for all teams: Team Yankee/Flames of war / Gaming accessories to be given out
- The player with the best painted army will receive an **order of the British Empire patch**.  
Requirements for best painted:
  - The entire roster is fully painted and based
  - Objective markers must also be fully painted and based