



Event summary

Polar Vortex Bolt Action Escalation is a three-game tournament. Games will increase in point level each round with Game 1 at 450pts, Game 2 at 750pts and Game 3 at 1,100pts. The action will build from a small-scale clash of patrols to an all-out battle!

All players are expected to abide by the [Polar Vortex Convention Policies](#). All models must be WYSIWYG (What You See Is What You Get) with a minimum of three colors. Any models that do not meet these requirements will not be allowed on the table.

Polar Vortex Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. Polar Vortex reserves the right to remove players from the event or Polar Vortex itself without refund.

Schedule – Saturday, Feb. 17

9 – 9:30am – Check-in and Briefing

9:30 – 11am – **Game 1**

11am – 12:30pm – Lunch Break and Players Choice voting

12:30 – 2:30pm – **Game 2**

2:30 – 3:15pm – Break and Best Battlefield Voting

3:15 – 5:45pm – **Game 3**

5:45 – 6:15pm – Scoring and Awards

Event Theme

The *unofficial* theme for the event is General Winter! Grab your Woodland Scenes snow flock and put the *polar* back in Polar Vortex! The theme is not required, only encouraged.

House Rules

- **Turret Jam:** The Turret Jam rule will not be used.
- **Wrecks:** Leave the wrecks of all knocked-out vehicles on the table. The wreck counts as passible Hard Cover.
- **Command Vehicle:** Players will declare their Command Vehicle when it is deployed or arrives from Reserve.
- **General Winter:** In the spirit of the event theme, the Soviet Aerosan does not require snow to move.
 - Aerosan – *Armies of the Soviet Union* p.56 – Moves with the speed of the wheeled vehicle over Open Ground (no bonus for Roads) with one pivot on an Advance Order and no pivots on a Run Order.

Grudge matches

Have a grudge to settle? Want to challenge an old friend to battle? That's what this event is for! As long as both players agree, let Andrew know and he will get you matched up for Grudge Match. Grudges can be set up for *any* game.

Awards

Prizes will be awarded for:

- **Best Overall** - Player with the highest total points.
- **Best Painted** - Player with highest Paint score, that is not Player's Choice.
- **Player's Choice** - Player with most Player's Choice votes, that is not Best Painted.
- **Best Allies** - Player with highest Allies score, that is not Best Overall.
- **Best Axis** - Player with highest Axis score, that is not Best Overall.
- **Best Battlefield** – Table with the most Best Battlefield votes.

Scoring

A maximum of 125 Tournament Points may be earned:

- **Battle (60 points max):** 20 points for a Win, 10 points for a Draw, 5 points for a Loss, 0 points for a Withdrawal.
- **Paint (30 points max):** Scored against a painting rubric. Points are awarded through criteria including basing, conversions, free-hand, display board, weathering, decals, and above-basic level painting techniques. Written background info explaining your army is also included in the Paint score.
- **Theme/Comp (5 points max):** Awarded for bringing a thematic, time period-coherent lists with attention paid to historical weapon loadouts, Morale levels and balance.
- **Sportsmanship (30 points max):** Each player is automatically granted 10 points per game. Sportsmanship infractions will result in a reduction to the overall score.

Sportsmanship Scoring

Be gracious in victory and defeat.

Operating on the assumption that all players are good sports, opponents are automatically granted 10 points for Sportsmanship for each game. If opponents turn out to be less than good sports, players need to report it to the TO's table, before the start of the next round, using the following categories and examples as a guideline. **Keep in mind;** everyone gets a little salty now and then, forgets (or misplaces) their tape measure once in a while, temporarily forgets how a rule works, or changes their mind about a decision, etc.

Salty Attitude: Complain *a lot*. Constantly ask to see your rules—even for basic things. Act put-out if you ask to see their rules. Do not communicate intentions or establish agreement with regard to movement, line of sight, etc. Are impatient, dismissive, curt, etc.; sore losers or ungracious winners.

Unprepared for Play: Show up *very* late. Haven't read the tournament rules. Haven't read the mission description. Don't have the majority of the things needed to play the game (have to borrow a lot).

Incompetent Play: Unable to execute the core rules of the game without frequent referencing or coaching. Spend inordinate time looking things up (i.e. do not have materials prepared, marked, or printed for quick reference).

Questionable Play: Not quite cheating, but not aboveboard either. 'Generous' measurements or movement. Frequently take back movement or other decisions after they are in process. Not clearly distinguishing between similar units. Not keeping track of scoring. Abuse 'playing by intent' by failing to establish what their intent is, but taking advantage of what it 'could have been'.

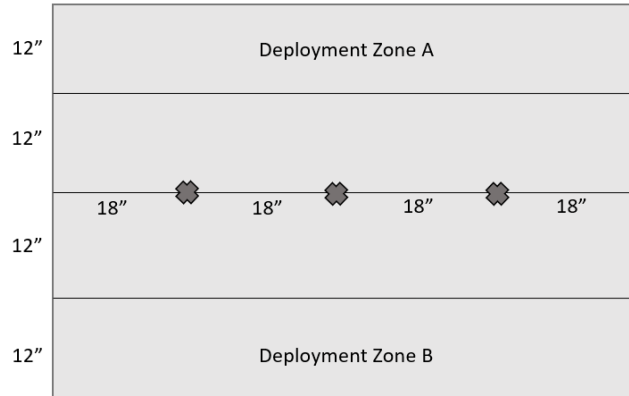
Sportsmanship Deductions: In all cases, the judge(s) will decide whether the described behaviors are Minor, Major, or Extreme instances.

- Minor instances will be minus 1-4 points each.
- Major instances will be minus 5-9 points each and a visit from the TO.
- Extreme instances will be minus 10 points and a visit from the TO.

Game 3 – The Firestorm

Keep it moving.

Mission Set Up: Place three objectives as shown. Place one objective in the middle of the table and one objective 18" to the left and one objective 18" to the right of the middle objective.



Before rolling for sides, discuss terrain and align with your opponent.

Deployment: Both players a die, the player that rolls the highest total chooses a long table edge. The other player will deploy opposite. Put the Order Dice for all units in the bag. Pull an Order Die and deploy a unit. When deploying a Transport with unit(s) aboard, pull the Order Dice out of the bag for each unit aboard when the Transport is deployed.

Continue to pull Order Dice until all units have been deployed. There is no Forward Deployment.

Turn 1: The battle begins, put all Order Dice in the bag and begin.

Game Length: The game ends after Turn 5.

The Firestorm:

- Before any Order Dice are pulled:
 - At the start of **Turn 3**, remove any unit on the table that is not **wholly** outside of 6" of the long table edges.
 - At the start of **Turn 4**, remove any unit on the table that is not **wholly** outside of 12" of the long table edges.
 - At the start of **Turn 5**, remove any unit on the table that is not **wholly** outside of 18" of the long table edges.

Units removed in this manner count as destroyed for the purposes of VPs. Players are **not** allowed to pre-measure the Firestorm.

Objective: Capture the objectives and destroy the enemy.

Scoring: At the end of the game calculate the winner by adding up Victory Points as follows. The player that scores at **least 2 more VP** than their opponent is the winner. Otherwise, the result is a Draw.

Players score **1 VP** for every enemy unit destroyed (including any destroyed by the Firestorm). Players score **3 VP** for every objective they control at the end of the game.

To control an Objective, you must have an Infantry or Artillery unit within 3" of the edge of the Objective with no enemy units within 3" of the Objective at the end of the game. *Empty* Transports and Tows cannot capture and cannot contest Objectives.

Game 3 Score Sheet

Your name: _____

Opponent name: _____

Battle points – Circle one

Win: 20 points

Draw: 10 points

Loss: 5 points

Withdraw: 0 points

Number of Order Dice *your* force lost: _____

-----Complete independent of your opponent-----

Sportsmanship

*Before making your decision, reference the **Sportsmanship Scoring** section of this event packet.*

Did your opponent behave in the manner expected of an event participant (circle one)?

Yes

No

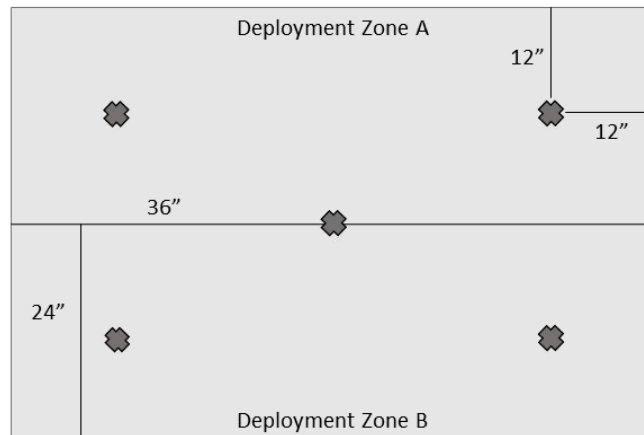
If you circled **No**, speak with the TO.

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Game 2 – Communication Breakdown

Communication is key.

Mission Set Up: Place five objectives as shown. Place one objective in the exact middle of the table and the other four in each corner, 12" up and in from the table edge.



Before rolling for sides, discuss terrain and align with your opponent.

Deployment: Both players roll a die, the player who rolls highest chooses a long table edge. The other player will deploy opposite. Starting with the player that picked sides, select which units, if any, will be held in Reserve. This may be up to half a players' units. Units in Reserve can Outflank. Any units not in Reserve will arrive via First Wave.

Turn 1: The battle begins, put the Order Dice for all units not in Reserve the bag and begin.

Turn 2: Add the Order Dice for the units in Reserve into the bag.

Game Length: The game ends after Turn 6.

Communication Breakdown:

- At the end of **Turn 3**, one unit per player must stay on Down or Ambush. Do not return the Order Dice to the bag.
- At the end of **Turn 4**, two units per player must stay on Down or Ambush. Do not return the Order Dice to the bag.
- At the end of **Turn 5**, three units per player must stay on Down or Ambush. Do not return the Order Dice to the bag.

If not enough of a player's units are Down or on Ambush at the end of the turn, the opposing player picks a unit and changes its Order Die to Down (in which case the unit immediately loses a Pin if they had one). HQ units (Officers, Medics, Forward Air/Artillery Observers, etc) and Command Vehicles may never be selected.

Objective: Capture the objectives.

Scoring: The player that holds the most objectives at the end of the game is the winner. If both players hold the same number of Objectives, the result is a Draw.

To capture an objective, you must have an Infantry or Artillery unit within 3" of the edge of the objective with no enemy units within 3" of the objective at the end of a Turn (with the exception of empty Transports/Tows). *Empty* Transports and Tows cannot capture and cannot contest objectives.

At the end of each turn, note the objectives that have been captured. Those objectives remain captured until an enemy unit ends the turn within 3" of the objective. In other words, friendly units do not need to remain on the objective to hold it. If you hold an objective at the end of the Turn, it stays yours until the enemy (except for *empty* Transports and Tows) moves within 3" and either contests or captures the objective.

Game 2 Score Sheet

Your name: _____

Opponent name: _____

Battle points – Circle one

Win: 20 points

Draw: 10 points

Loss: 5 points

Withdraw: 0 points

Number of Order Dice *your* force lost: _____

-----Complete independent of your opponent-----

Sportsmanship

*Before making your decision, reference the **Sportsmanship Scoring** section of this event packet.*

Did your opponent behave in the manner expected of an event participant (circle one)?

Yes

No

If you circled **No**, speak with the TO.

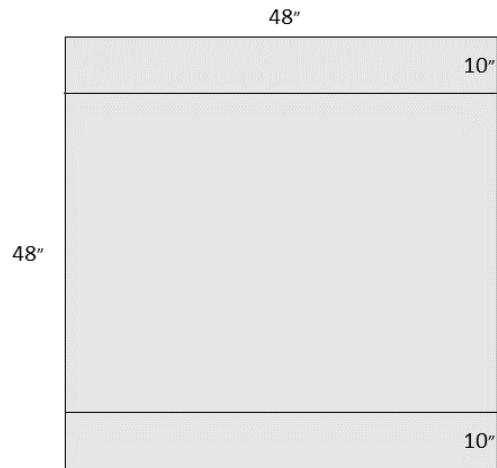
Best Battlefield Voting:

When you finish Game 2, submit your vote for Best Battlefield.

Game 1 – Flare

Night op. Watch for flares.

Mission Set Up: Create two 10" Deployment Zones along the two "long" table edges.



Before rolling for sides, discuss terrain and align with your opponent.

Deployment: Both players roll a die, the player who rolls highest chooses a "long" table edge. The other player will deploy opposite. Deployment Zones are 10" from the "long" table edge.

The player that did not pick sides deploys a unit with Forward Deployment (if any) in their Deployment Zone. The other player then deploys a Forward Deployer (if any) in their Deployment Zone. Alternate until all Forward Deploying units have been deployed.

The player that did not pick sides can leave up to two units in Reserves. Reserves can Outflank. The other player then does the same. All other units will arrive via First Wave.

Turn 1: The battle begins, put the Order Dice for all units not in Reserve and the Flare Order Die in the bag and begin.

Turn 2: Add the Order Dice for any units held in Reserve into the bag.

Flare! This battle takes place in almost pitch-black darkness.

At the start of Turn 1, line of sight is 12" until the Flare Order Die is pulled. When the Flare Order Die is pulled, a flare has gone up and lights the entire battlefield, line of sight is immediately no longer reduced until the next time the Flare die is pulled. Thus, line of sight remains unreduced until when the Flare Order Die is pulled on Turn 2 (the flare has gone out). When the Flare Order Die is pulled on Turn 2, line of sight is immediately reduced back to 12". Continue in this manner for the remainder of the game.

When a player pulls the Flare Order Die, they pull a second Order Die. At the start of each turn, put the Flare Order Die back into the bag.

Game Length: The game ends after Turn 6.

Objective: Destroy the enemy and secure the enemy Deployment Zone

Scoring: At the end of the game calculate the winner by adding up Victory Points as follows. The player that scores at **least 2 more VP** than their opponent is the winner. Otherwise, the result is a draw. Players score **1 VP** for each enemy unit destroyed. Players score **3 VP** for each friendly unit wholly within their opponent's Deployment Zone. *Empty* Transports and Tows do not score any VP in the enemy Deployment Zone.

Game 1 Score Sheet

Set up your army for *Players Choice* voting **before** turning in your Game 1 Score Sheet.

Your name: _____

Opponent name: _____

Battle points – Circle one

Win: 20 points

Draw: 10 points

Loss: 5 points

Withdraw: 0 points

Number of Order Dice *your* force lost: _____

-----**Complete independent of your opponent**-----

Sportsmanship

Before making your decision, reference the **Sportsmanship Scoring** section of this event packet.

Did your opponent behave in the manner expected of an event participant (circle one)?

Yes

No

If you circled **No**, speak with the TO.

Player's Choice Voting:

When you finish Game 1, set up your army for paint judging and submit your vote for Player's Choice.