Event summary

The Polar Vortex Bolt Action Escalation event 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 1,000pts. The action will build from a small-scale clash of patrols to an all-out battle!

What to Bring:
- A good attitude.
- Second Edition Rulebook, *Armies of…* and *Campaign* book for your force.
- Three copies of **each** of your army lists: One for yourself, one for the TO, one per opponent.
- Equipment: Dice, templates, tape measure, dice bag, Order Dice, Pin markers.
- Your models!

All players are expected to abide by the Polar Vortex Convention Policies.

All models used in the tournament must follow these requirements:
- All models must be WYSIWYG (What You See Is What You Get)
- Minimum three colors
- Based

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.

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. You can request a Grudge Match via email, the Chicago Bolt Action Facebook group or in-person on the day of the event.

House rules

Turret Jam – The Turret Jam rule will not be used.

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.
  - Order Dice lost will **only** be used in the case of ties for Best Overall, Best Allies and Best Axis.
- Sports (30 points max) – Each player will rate both their opponent and opponent's army to a max of 10 points per game.
- 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.
- Theme/Army List Submission (5 points max) – Awarded for bringing themed, time period-coherent lists with attention paid to historical weapon loadouts, morale levels and balance.

Awards

Prizes will be awarded for:

- **Best Battlefield** – Table with most Best Battlefield votes
- **Best Overall** - Player with the highest total points – combination of Battle, Paint, Sports and Theme
- **Best Allies** - Player with highest Allies score, that is not Best Overall
- **Best Axis** - Player with highest Axis score, that is not Best Overall
- **Player's Choice** – Player with most Player's Choice votes
- **Best Painted** – Player with highest paint score that is not Player's Choice

Terrain

Terrain will be preset and locked by Tournament Organizers.

Schedule – Saturday, Jan. 22, 2022

9am – 9:30am – Check-in and Briefing
9:30am – 11am – Game 1
11am – 12pm – Lunch Break and Players' Choice voting
12pm – 2pm – Game 2
2pm – 2:30pm – Break and Best Battlefield voting
2:30pm – 5pm – Game 3
5pm – 5:30pm – Scoring and awards

Event Feedback

Thank you for playing! We are always looking for ways to improve the tournament player experience. Please take a few minutes to provide feedback on the event and especially the missions. Any and all feedback is most appreciated.

For Polar Vortex 2023 we would like to format the event with an *optional* but highly encouraged event theme. What would you like to see? A specific theater? Year? Again, the theme would **not** be required, just encouraged.

Event Feedback Cont.

Game 3 – Fuel Shortage

Mission Set Up: Game 3 is played on a 6'x4' table. There are a total of six Objectives. Place the objectives as shown.
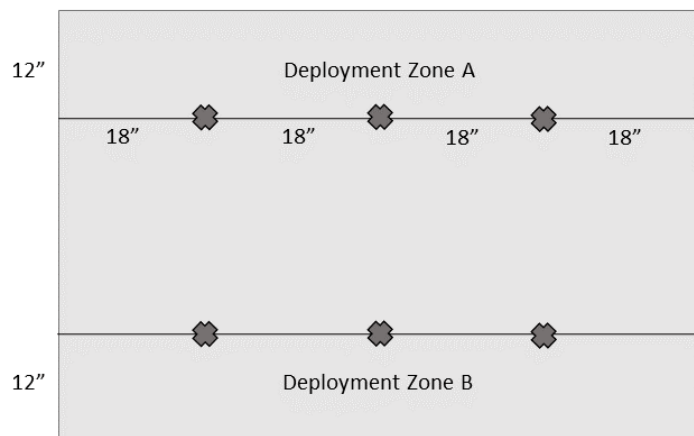
Deployment: Each player rolls a die. The winner is the Attacker. The Attacker picks a Deployment Zone (A or B), the other player is the Defender. The Attacker then must deploy all units with Forward Deployment anywhere in their Deployment Zone. The Defender then does the same. Only units with Forward Deployment are deployed at the start of the game.

To continue deployment, the Attacker may select up to half their units (rounding up) to hold in Reserve. Reserves **can** Outflank. Any unit not in Reserve will arrive via First Wave. The Defender then does the same.

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

Game Length: The game ends after Turn 5.

Objective: Capture and destroy the Objectives.

Scoring: The player that scores more VPs than their opponent is the winner. Otherwise, the result is a draw.

Starting at the end of Turn 2, at the end of each Turn, a player can **destroy** one or more Objectives they control to score the following VPs:

- If the player gained control of the Objective this turn, they score 1 VP.
- If the player controlled the Objective at the end of the last turn and has not lost control of it since, they score 2 VPs.
- If the player controlled the Objective at the end of the Turn before last and has not lost control of it since, they score 4 VPs.
- If the player gained control of the Objective in Turn 1 and has not lost control of it by the end of Turn 5, they score 8 VPs.

Once an objective is scored, it is **destroyed** and removed from the game. To destroy an Objective, simply remove the token from the table.

To capture an Objective, you must have a friendly Infantry or Artillery unit within 3" of the edge of the Objective with no enemy units (excluding empty Transports) within 3" of the Objective at the end of a Turn. If, at the end of the Turn, there is an enemy unit within 3", the Objective is contested.

At the end of each Turn, check for control of each Objective. If a player controls an Objective, make a note for how many consecutive Turns it has been held. The Objective remains held if, at the end of the Turn, it is not contested. It is recommended to use a die on the Objective to track the consecutive turns or keep note on the Event Packet.

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----------------------------------

Please fill out the following in private. Check all that apply.

___ My opponent was prepared for the game (books, dice, tape measure, army list, etc.).
___ Rules disputes were handled in a mature way.
___ My opponent played at a timely pace (no slow play, understood the rules, etc.)
___ My opponent played both to the spirit and objectives of the game
___ I would voluntarily play against my opponent again.
___ I would voluntarily play against my opponent's army list again.

___ Rate your gut feeling of your experience, 1-4, 4 is the highest.

_____ **Total number of checks + the 1-4 rating**

Game 2 – Take & Hold

Secure the objective at all costs.

Mission Set Up: Game 2 is played on a 6'x4' table. Place Objective 1 in the middle of the table.

Each player rolls a die. The winner then rolls a d3+1. This is the number of remaining Objectives. The player who rolled the d3 places Objective 2. Players then take turns placing Objectives 3, 4 and 5 (if needed). Objectives can be placed anywhere on the table, more than 12" from a table edge and more than 12" from another objective.
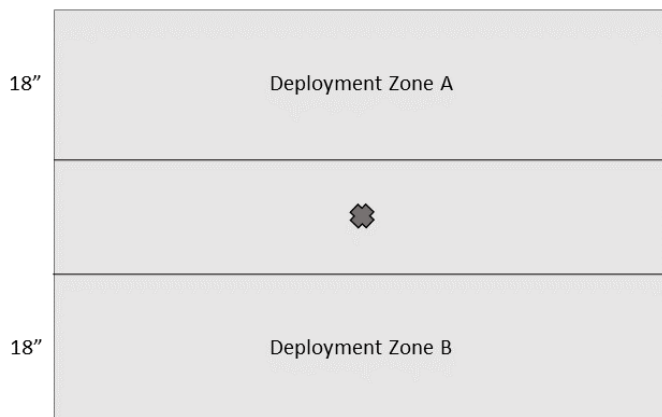
Deployment: Each player rolls a die. The winner is the Attacker. The Attacker picks a Deployment Zone (A or B), the other player is the Defender. The Attacker must then deploy all units with Forward Deployment anywhere in their Deployment Zone. The Defender then does the same. Only units with Forward Deployment are deployed at the start of the game.

All other units arrive via First Wave. Reserves are **not** allowed.

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

Game Length: At the end of Turn 5, roll a die. On a 1-2, the game ends. On a 3-6, play a Turn 6. If a Turn 6 is played, the game ends at the end of Turn 6.

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 a friendly Infantry or Artillery unit within 3" of the edge of the Objective with no enemy units (excluding empty Transports) within 3" of the Objective at the end of a Turn.

At the end of each Turn, note the Objectives that have been captured. Those Objectives remain captured until an enemy unit ends a Turn within 3" of the Objective. In other words, a friendly unit does 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 an enemy unit (except for empty Transports) moves within 3" and either contests or captures the Objective.

Best Battlefield Voting: When you finish Game 2, remember to submit your votes for Best Battlefield.

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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---------------------------------

Please fill out the following in private. Check all that apply.

___ My opponent was prepared for the game (books, dice, tape measure, army list, etc.).
___ Rules disputes were handled in a mature way.
___ My opponent played at a timely pace (no slow play, understood the rules, etc.)
___ My opponent played both to the spirit and objectives of the game
___ I would voluntarily play against my opponent again.
___ I would voluntarily play against my opponent's army list again.

___ Rate your gut feeling of your experience, 1-4, 4 is the highest.

_____ **Total number of checks + the 1-4 rating**

---**Tear Here** --

Best Battlefield Vote

Vote for your favorite table.

Table number: _____

*Polar Vortex 2022 – Bolt Action Escalation*

Game 1 – Scattered Deployment

The enemy is out there, search and destroy.

48″

Mission Set Up: Game 1 is played on a 4'x4' table. The table is divided into four equal sections that intersect in the middle of the table.

48″

Deployment: Both players roll a die. The winner is the Attacker. The Attacker picks a pair of Sections – either **1 and 3** or **2 and 4** as their Deployment Zone. The Defender will deploy in the other pair.

The Attacker places a single unit anywhere in each of their Sections. Put an Order Die next to each of these units.
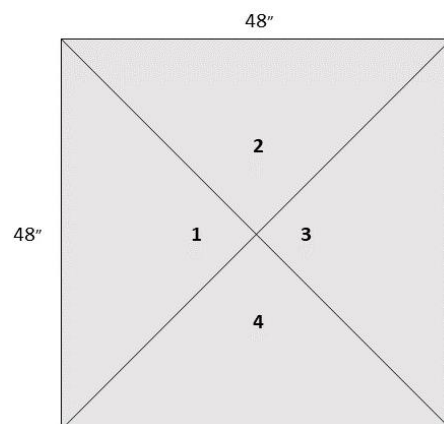
To continue deployment, put the remaining Order Dice into the bag. Pull an Order Die at random. For each Order Die pulled, deploy a unit. Units **cannot** be consecutively placed in the same Section – players must alternate placing units in each of their paired Sections. Units **cannot** be deployed within 12" of an enemy unit.

Spotters are deployed at the same time as their weapon team and may be deployed in the same Section as the weapon team. Units can be deployed in Transports. To do so, pull an additional Order Die and place it next to the Transport to represent the unit inside.

Scattered All to Hell: After all units are deployed, the Attacker selects a friendly unit to scatter. Roll an Order Die and 2d6 for the unit. The arrow on the Order Die represents the direction and the 2d6 represents the distance in inches the unit scatters. Alternate players and complete a scatter for **every** unit. For Fixed weapons and Vehicles, maintain the original facing during the scatter. Do *not* scatter Spotters. Units inside of Transports scatter with the Transport (only roll to scatter the Transport). Units *can* scatter into another Section. Units *can* scatter within 12" of an enemy unit.

If the scatter distance is not enough to **clear** an obstruction - impassable terrain, a building, another unit (friendly or enemy) or the table edge – end the scatter 1" from the obstruction. Do not cross the obstruction.

When scattering Artillery and wheeled Vehicles, you have the option to not scatter the unit into any terrain that would immobilize the unit (Rough Ground). Stop 1" from the Rough Ground. In other words, you *can* scatter these units into Rough Ground, but you are not required to.

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

Game Length: At the end of Turn 6, the game ends.

Objective: 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 each enemy unit destroyed. Score 1 additional VP per enemy unit destroyed in close combat.

Player's Choice Voting: When you finish Game 1, set up your army for voting and submit your vote.

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----------------------------------

Please fill out the following in private. Check all that apply.

___ My opponent was prepared for the game (books, dice, tape measure, army list, etc.).
___ Rules disputes were handled in a mature way.
___ My opponent played at a timely pace (no slow play, understood the rules, etc.)
___ My opponent played both to the spirit and objectives of the game
___ I would voluntarily play against my opponent again.
___ I would voluntarily play against my opponent's army list again.

___ Rate your gut feeling of your experience, 1-4, 4 is the highest.

_____ **Total number of checks + the 1-4 rating**

---Tear Here --

Player's Choice Vote

Vote for your favorite army at the event. This is not necessarily the best painted army – it could be the most thematic, the coolest display board, etc.

Player name: _____

Army: _____