



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 1,000pts. 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. 18

9 – 9:25am – Check In
9:25am – Briefing
9:30 – 11am – **Game 1**
11 – 12pm – Lunch Break and Players Choice voting
12 – 2pm – **Game 2**
2 – 2:30pm – Break
2:30 – 5pm – **Game 3**
5 – 5:30pm – Scoring and Awards

Event Theme

The *unofficial* event theme for Polar Vortex 2023 is, “Be cool and play in the desert.” Italy, Sicily, the Mediterranean, North and East Africa are all encouraged (but **not** required). Themed matchups for games will be made whenever possible.

House Rules

- **Turret Jam:** The Turret Jam rule will **not** be used.

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.

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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 Theme score.
- **Theme/Army List Submission (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 with sportsmanship infractions resulting in a reduction in total 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 a TO.
- Extreme instances will be minus 10 points and a visit from the Head TO.

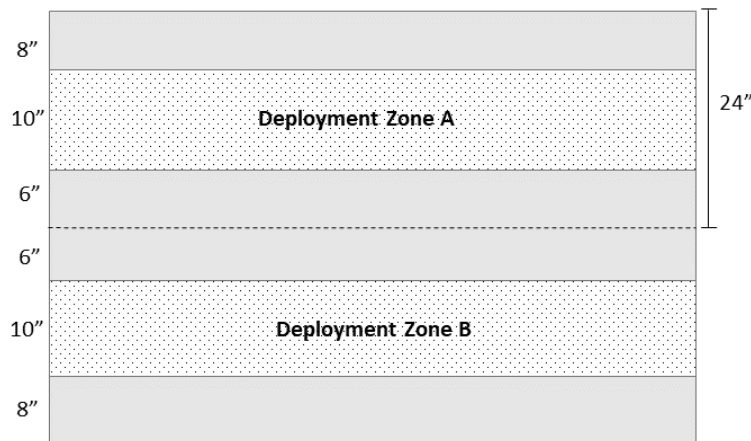
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Game 3 – FUBAR!

Everything is FUBAR.

Deployment: Both players roll a die, the player that rolls highest is the Attacker. The Attacker picks a Deployment Zone (A or B), the other player is the Defender and will deploy opposite. Both players put all their Order Dice into the bag. Randomly pull out a single Order Die. That player then deploys a unit. If a player deploys a Transport with a unit aboard, pull a second die for the unit aboard. Continue to pull Order Dice until all units have been deployed.

There are no Reserves or Forward Deployment.



FUBAR: Once all units have been deployed, the Attacker puts **one** Pin marker on any **two** of the Defender's units. The Defender then puts **one** Pin marker on any **two** of the Attackers units.

Then, starting with the Attacker, select **two** of the Defenders' Infantry units (with five or more models) and remove the NCO. This represents them being killed in action before the start of the battle. The Defender then does the same. This will trigger any Green, Unprepared, Mixed Quality, ect. Make the roll after the NCO is removed. This will **not** trigger the German Initiative Training Army Special Rule.

Finally, starting with the Attacker, select **three** of your own units. Pull their Order Dice from the bag and mark the three units Down. The Defender then does the same. Those six units will be Down for Turn 1.

Turn 1: The battle begins, put all Order Dice (except for the six Down units) in the bag and begin.

Turn 2: Put all the Order Dice in the bag.

Game Length: At the end of Turn 5, roll a die. On a 1-3, the game ends. On a 4-6, play a Turn 6. If a Turn 6 is played, the game ends at the end of Turn 6.

Objective: Suppress 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.

Players score **1 VP** for every 3 Pins (in total) on their opponents' units at the end of the game.

Players score **1 VP** if they end the game with fewer total Pins than their opponent.

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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.

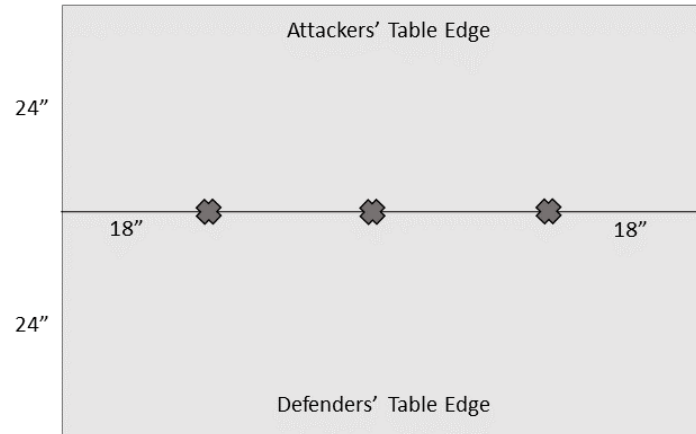
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Game 2 – Scattered Drop

You've missed the drop zone. Linkup and destroy the enemy.

Mission Set Up: Place the first Objective in the middle of the table. Place the second Objective 18" from the right table edge. Place the third Objective 18" from the left table edge.

Deployment: Both players roll a die, the player that rolls highest is the Attacker and chooses a long table edge. The other player is the Defender and will deploy opposite.



Scattered Drop: Starting with the Attacker, each player selects half of their force (rounding up) to Airdrop. The selected units cannot be vehicles. All other units will arrive via Reserves (no Outflank). Put all Reserve units to the side along with their Order Dice. Put the Order Dice for all the Airdrop units into the bag.

Pull an Order Die. That player then places one model from an Airdrop unit anywhere on their half of the table. Once the model has been placed, scatter it 2d6" in a random direction. If the model would scatter off the table, place the model on the edge of table. The unit then takes d3 hits (no Pins, just hits). Once the model is placed, "deploy" the rest of the models in the unit within 3" of the first model. If the model scatters into terrain (woods, a building, ruins, etc.) the unit will "deploy" in the terrain.

Pull the next Order Die and continue until all Airdrop units have been deployed.

Turn 1: The battle begins, put only the Order Dice for the deployed units in the bag and begin.

Turn 2: Put all the Order Dice in the bag. Reserves arrive via the players long table edge.

Game Length: At the end of Turn 6, roll a die. On a 1-3, the game ends. On a 4-6, play a Turn 7. If a Turn 7 is played, the game ends at the end of Turn 7.

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 3" of the edge of the Objective with no enemy units within 3" of the Objective at the end of a Turn. Note that *empty* Transports and Tows cannot capture or contest.

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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-----

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 1 – Prisoner Capture

A captured enemy soldier is worth his weight in gold to HQ.

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, choose at least half of your force (rounding up) to be First Wave. The rest of your units (if any) will arrive via Reserves. Reserves **can** Outflank.

Scout the Enemy: The primary goal of both forces is to discover as much information as possible about the enemy force they are facing. At the end of each Turn (before Order Dice are added back to the bag) both players’ Lieutenants identify every enemy unit in open ground or soft cover within line of sight and 24” of the Lt. If the Lt is Down, they **cannot** identify enemy units. Multiple enemy units may be simultaneously identified.

Mark each identified unit with one of the provided tokens. Once a unit is identified, it stays identified. The Lt is **not** required to keep the identified units within line of sight and/or 24”.

Prisoner Capture: If you defeat an enemy Infantry or Artillery unit in assault, an enemy soldier has been captured. Add one model from the defeated unit to the victorious unit to represent the prisoner. The prisoner does **not** count as a member of unit in any way. The model is only a token. Each unit can only capture one prisoner at a time.

If a unit with a prisoner is destroyed, the prisoner is lost and does **not** score VPs.

Turn 1: The battle begins, put **only** the Order Dice for the First Wave units in the bag and begin.

Turn 2: Put all the Order Dice in the bag.

Game Length: At the end of Turn 6, roll a die. On a 1-3, the game ends. On a 4-6, play a Turn 7. If a Turn 7 is played, the game ends at the end of Turn 7.

Objective: Identify the enemy and capture prisoners.

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 identified. Each unit can only be identified once.

At the end of the game, players score **3 VP** for each captured prisoner and **5 VP** for a captured Lieutenant. Note, a captured Lt is worth a *total* of 5 VP, not 8 VP.

Player A	Player B
Units Identified (1 VP Each):	Units Identified (1 VP Each):
Prisoners Captured (3 VP Each):	Prisoners Captured (3 VP Each):
Lieutenant Captured (5 VP):	Lieutenant Captured (5 VP):

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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 and Best Battlefield Voting:

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