

**TOP SECRET**

# Bolt Action Escalation Tournament

Polar Vortex  
February 14, 2026

# MISSION 3

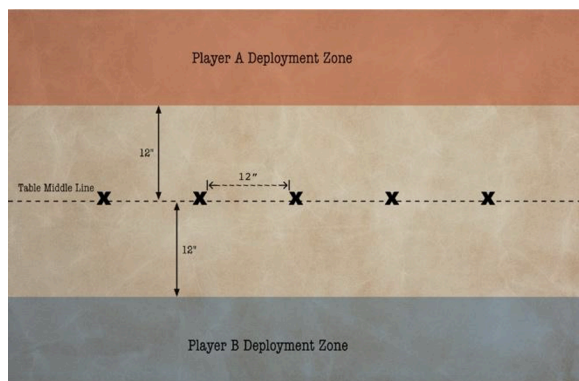
## Shifting Frontlines

Game 3 | 1250 points

GAME LENGTH: 6 Turns

*The battlefield is unstable and control of key ground is constantly shifting. Commanders must adapt quickly as objectives drift across no man's land. Securing territory requires both aggression and flexibility.*

## DEPLOYMENT



Place 5 objectives equally spaced along the centerline of the table. The first objective must be placed in the exact center of the table. The remaining objectives are placed 12" apart from one another along the centerline.

Both players roll a die. The highest scorer chooses which long table edge they wish to deploy on.

Both players then roll a die again. The highest scorer must:

- Declare which units will be held in Reserve (up to half of their units, rounding down).
- Declare any units using the Outflank rule.
- Declare any Infiltrators.

The opposing player then declares their Reserves, Outflankers, and Infiltrators.

## PREPARED POSITIONS

Each player places one Order Die in the bag for every unit that is not:

- Held in Reserve
- Mounted on a Transport
- Using the Infiltrator special rule

These units must be deployed.

Draw one Order Die from the bag. The player whose die is drawn must deploy one of their units entirely within their Deployment Zone (DZ).

Continue drawing dice and deploying units until all such units have been placed.

## DEPLOY INFILTRATORS

Each player places one Order Die in the bag for each Infiltrator unit.

Infiltrators may be deployed anywhere on the table as long as they are more than 12" away from any enemy unit already deployed, including enemy Infiltrators.

Once all Infiltrators are deployed, place all remaining Order Dice into the bag (including those for units in Reserve) and begin Turn

## RESERVES

Reserves that are not Outflanking may enter play from the start of Turn 2. They may move onto the table from anywhere along their controlling player's long table edge.

## OBJECTIVE

At the end of Turn 6, the player controlling the most objectives wins.

## MOVING OBJECTIVES

At the start of Turn 2, and at the start of each turn, thereafter, roll a D6 and a Scatter Die for every objective that is not claimed or contested. Move the objective a number of inches equal to the D6 roll in the direction indicated by the Scatter Die.

If an objective is claimed but the controlling player has no Infantry or Artillery unit within 3" of it, the objective will also drift D6" in a random direction.

## CAPTURING OBJECTIVES

To capture an objective:

- An Infantry or Artillery unit (not inside a Transport and not on a Tow) must end its activation within 3" of the objective.
- No enemy units may be within 3" of the objective.

Once captured, an objective remains under that player's control until an enemy Infantry or Artillery unit captures it.

Vehicles and Tanks may prevent an objective from being captured by being within 3". However, once an objective has been captured, it cannot be contested by a vehicle.

## VICTORY!

At the end of the game:

- If one player controls more objectives than their opponent, they win a **Clear Victory**.
- If both players control the same number of objectives, count the number of enemy units destroyed. The player who destroyed more enemy units wins.
- If both players destroy the same number of enemy units, the game is a **Draw**.

# MISSION 2

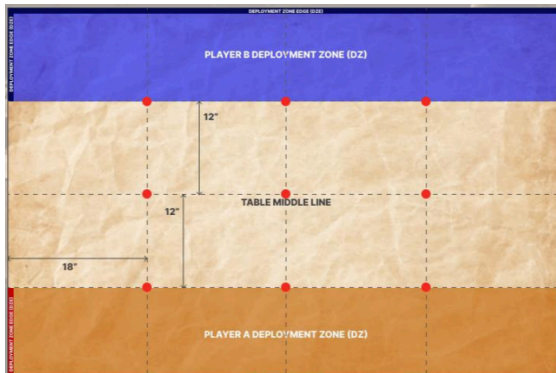
## PIN GRID

Game 2 | 1000 Points

GAME LENGTH: 6 Turns

*The battlefield is divided into a tactical grid of strategic points. Commanders must seize key ground quickly and decisively while weakening the enemy's ability to respond. Speed and aggression are paramount.*

## DEPLOYMENT MAP – PIN GRID



## DEPLOYMENT

Place 9 objectives as indicated on the deployment map.

If an objective cannot be placed exactly on the indicated point due to terrain, move it to the nearest viable position while remaining on the same long line.

There are **no Outflankers, Forward Deployers, or Infiltrators** allowed in this mission. Special rules such as *Rangers Lead the Way*, or similar abilities, may not be used.

Both players roll a die. The highest scorer selects one long table edge as their Deployment Zone (DZ).

That player declares which units, if any, are being held in Reserve (up to half of their force, rounding up). The remaining units form their First Wave.

The opposing player then does the same.

## FIRST WAVE

During Turn 1, both players must move their entire First Wave onto the table from anywhere along their long table edge.

Units entering as part of the First Wave must be given either a **Run** or **Advance** order. No Order test is required to enter the table as part of the First Wave.

## RESERVES

Units held in Reserve may enter play beginning on Turn 2 using the standard Reserve rules.

## OBJECTIVE

Capture as many objectives as possible while inflicting damage to the enemy. To capture an objective, an Infantry or Artillery unit (not inside a Transport and not on a Tow) must **end the turn** within 3" of the objective, and there must be no enemy unit of any type within 3" of it.

## SCORING OBJECTIVES

Starting at the end of Turn 2, and at the end of each subsequent Turn:

- Score **3 Victory Points (VP)** for each objective you control.
- Once scored, that objective is permanently removed from the game.

## ADDITIONAL VICTORY POINTS

- Score **1 Victory Point** for each enemy unit destroyed.

## VICTORY CONDITIONS

At the end of the game:

- If one player has scored **at least 2 more Victory Points** than their opponent, they win a **Clear Victory**.
- If the difference in Victory Points is less than 2, the game ends in a **Draw**.

# MISSION 1

## MEETING AT DAWN

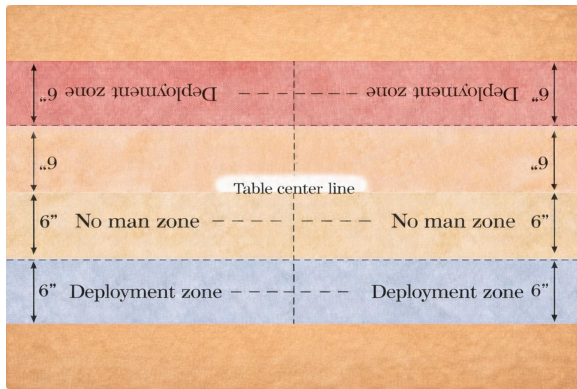
Game 1 | 750 Points

GAME LENGTH: 6 Turns

*Two scouting forces unexpectedly make contact at dawn. As the commander of your scouting force, you must decide on your approach. Hold your position and destroy the enemy. Break through their lines and push into hostile territory. Or withdraw toward your own table edge and await reinforcement.*

### DEPLOYMENT MAP – MEETING AT DAWN

#### DEPLOYMENT



The table is divided horizontally by a center line running parallel to the long table edges.

From the center line outward toward each long table edge, the table is divided into the following zones on both sides:

- A **6" No Man Zone** measured from the center line.
- A **6" Deployment Zone** immediately beyond the No Man Zone.

Each player deploys their entire force within their **6" Deployment Zone**, which runs the full 72" width of the table.

There are **no Reserves, Forward Deployers, Infiltrators, or Outflankers** allowed.

#### PREPARED POSITIONS

Place one Order Die in the bag for every unit in both forces.

Draw one Order Die from the bag. The player whose die is drawn must deploy one of their units entirely within their Deployment Zone (DZ).

Continue drawing Order Dice and deploying units in this manner until all units have been placed on the table.

#### OBJECTIVE

Choose your approach:

- Hold the ground and destroy the enemy.
- Break through and advance into enemy territory. Without moving off the board.
- Fall back and consolidate near your own table edge.

#### SCORING

At the end of the game, players score Victory Points as follows:

- **3 Victory Points** for each of their own units (excluding unarmored Transports or Tows) that have moved completely within 9" of the opponent's long table edge. You may not move off the board.
- **2 Victory Points** for each of their own units (excluding unarmored Transports or Tows) that are completely within 6" of their own long table edge.
- **1 Victory Point** for each enemy unit destroyed.

#### VICTORY CONDITIONS

- If one player has scored **at least 2 more Victory Points** than their opponent, they win a **Clear Victory**.
- If there is no Clear Victory, both players total the number of Order Dice lost. The player who lost fewer Order Dice wins.
- If both players lose the same number of Order Dice, the game ends in a **Draw**.

# Mission 3

## Score Sheet

Your name

Opponent name:

GAME RESULTS TABLE							
BATTLE POINTS – CHECK BOX							
Win – 20 points	<input type="checkbox"/>	Draw – 10 points	<input type="checkbox"/>	Loss – 5 points	<input type="checkbox"/>	Withdraw – 0 points	<input type="checkbox"/>
NUMBER OF ORDER DICE YOUR OPPONENT LOST <input type="checkbox"/>						Total	

----- 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 one of the Tournament Organizers*

# Mission 2

## Score Sheet

■

Your name

■

Opponent name:

GAME RESULTS TABLE							
BATTLE POINTS – CHECK BOX							
Win – 20 points	<input type="checkbox"/>	Draw – 10 points	<input type="checkbox"/>	Loss – 5 points	<input type="checkbox"/>	Withdraw – 0 points	<input type="checkbox"/>
NUMBER OF ORDER DICE YOUR OPPONENT LOST <input type="checkbox"/>						Total	

----- 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 one of the Tournament Organizers*

# Mission 1

## Score Sheet

■

Your name

■

Opponent name:

GAME RESULTS TABLE							
BATTLE POINTS – CHECK BOX							
Win – 20 points	<input type="checkbox"/>	Draw – 10 points	<input type="checkbox"/>	Loss – 5 points	<input type="checkbox"/>	Withdraw – 0 points	<input type="checkbox"/>
NUMBER OF ORDER DICE YOUR OPPONENT LOST <input type="checkbox"/>						Total	

----- 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 one of the Tournament Organizers*

# Ballot for Best Army

Player Name: \_\_\_\_\_

Army: \_\_\_\_\_