

Vortex Customizable Miniature Skirmish Game

Gen Con Throw-down Tournament

Unified Theory Games is hosting a Vortex limited tournament at the 2011 Gen Con in Indianapolis, IN. The tournament consists of 10 individual two-player games. The individual games are open to everyone but require a \$2 Gen Con event ticket is required. Advanced reservation tickets are available and walk-up for open games are welcome at a first-come-first-serve basis. Each game is allotted up to two hours. The dates and times for the 10 individual games are listed below. For questions, contact games@unifiedtheorygames.com

<i>day</i>	<i>date</i>	<i>start</i>	<i>ID</i>
Thursday	8/4/2011	10am	NMN1118509
Thursday	8/4/2011	1pm	NMN1118510
Thursday	8/4/2011	3pm	NMN1118511
Friday	8/5/2011	10am	NMN1118512
Friday	8/5/2011	12pm	NMN1118513
Friday	8/5/2011	3pm	NMN1118514
Saturday	8/6/2011	9am	NMN1118515
Saturday	8/6/2011	11am	NMN1118516
Saturday	8/6/2011	2pm	NMN1118517
Saturday	8/6/2011	4pm	NMN1118518

Valid Rules

The Vortex Customizable Miniature Skirmish Game rules found within the Vortex: Core Rulebook and the Vortex: Basic Battlefield Rules will be valid for this tournament. The scenario to be played is found at the end of this document. There will be no Post-Game section in these games.

Available Combatants

Players in the tournament must select their combatants from the available 64 different Pre-Generated Combatants that can be found within the Vortex: Core Rulebook and the free downloadable content from the Unified Theory Games website. A complete list of the Pre-Generated combatants is found within this document. The Platoon Construction Excel Tool, found on the Downloads page of www.UnifiedTheoryGames.com, can be used to easily generate a platoon.

Game Point Maximum

Each tournament game will have a 400 Game Point Maximum. All players must create their platoons using the pre-generated combatants to have a total platoon value of 400 points or less. Sample pre-generated platoon lists are provided within this document, but players are free to create their own platoons as long as only Pre-Generated Combatants are used and the total is 400 points or less.

Valid Miniatures

Players are free to bring their own 25mm – 35mm miniatures to represent their combatants. The miniature may be from any manufacturer so long as that manufacturer does not prevent their use in such an event. Each miniature must be mounted on a base or have an easily identifiable footprint. The distance between the two farthest points on any base shape determines the size of a combatant. Small combatants have a base size of 1.25" or smaller. Average combatants have a base size between .75" and 2". Large combatants have a base size between 1.5" and 3.25". Gigantic combatants have a base size of 2.75" or greater. Unified Theory Games will provide the use of a limit number of miniatures for players who do not want to bring their own miniatures. These provided miniatures will be available on a first-come-first-serve basis.

Winning

The victory points from each individual game will be tallied. The single highest scoring player will be declared the winner of the tournament. In the case of a tie, multiple winners will be declared. The winner(s) of the tournament will receive a prize package that includes miniatures from various manufacturers and a copy of the Vortex: Core Rulebook. The event organizers will collect contact information from each player. If the winning player is available on Saturday after the last game, the prize will be awarded at that time. Otherwise, the prize will be shipped to the winner. All participants receive a complimentary d10.

Event Organizers

The Event Organizers for this tournament will be James Fallin and Scott Spear. They will be responsible for preparing the gaming table, monitoring each game and recording the results, interpreting the rules, and declaring the winner(s). In the event a game only has one available player, one of the event organizers or a selected substitute player will fill in as the opponent. The scores of the substitute players are not valid towards winning the tournament.

Sample Platoons

The pre-generated platoons below are examples of what is possible in a 400 point game using the pre-generated combatants. Players may create their own platoon or may select from one of the three below.

Combat Troop Alpha		Total Company Value: 398		
<i>Combatant</i>	<i>Cost</i>	<i>Size</i>	<i>Source</i>	
WFST Heroic Leader	56	Average	Wargames Factory Shock Troops	
WFST Rifleman	50	Average	Wargames Factory Shock Troops	
WFST Rifleman	50	Average	Wargames Factory Shock Troops	
WFST Rifleman	50	Average	Wargames Factory Shock Troops	
WFST Flamethrower Specialist	54	Average	Wargames Factory Shock Troops	
WFST Grenade Launcher Specialist	78	Average	Wargames Factory Shock Troops	
WFST Sniper	60	Average	Wargames Factory Shock Troops	

Orc Encampment		Total Company Value: 392		
<i>Combatant</i>	<i>Cost</i>	<i>Size</i>	<i>Source</i>	
Irregular Ranged Fighter	23	Average	Vortex: Basic Battlefield Rules	
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Irregular Ranged Fighter	23	Average	Vortex: Basic Battlefield Rules	
Irregular Ranged Fighter	23	Average	Vortex: Basic Battlefield Rules	
Irregular Ranged Fighter	23	Average	Vortex: Basic Battlefield Rules	
Irregular Ranged Fighter	23	Average	Vortex: Basic Battlefield Rules	
Guardian Melee Fighter	36	Average	Vortex: Basic Battlefield Rules	
Guardian Melee Fighter	36	Average	Vortex: Basic Battlefield Rules	
Guardian Melee Fighter	36	Average	Vortex: Basic Battlefield Rules	
Guardian Melee Fighter	36	Average	Vortex: Basic Battlefield Rules	
Guardian Melee Fighter	36	Average	Vortex: Basic Battlefield Rules	
Large Carnivore	74	Large	Vortex: Core Rulebook	

Zombie Mob		Total Company Value: 392		
<i>Combatant</i>	<i>Cost</i>	<i>Size</i>	<i>Source</i>	
Zombie	34	Average	Zombie Apocalypse	
Zombie	34	Average	Zombie Apocalypse	
Zombie	34	Average	Zombie Apocalypse	
Zombie	34	Average	Zombie Apocalypse	
Zombie	34	Average	Zombie Apocalypse	
Zombie	34	Average	Zombie Apocalypse	
Zombie	34	Average	Zombie Apocalypse	
Zombie	34	Average	Zombie Apocalypse	
Zombie	34	Average	Zombie Apocalypse	
Zombie	34	Average	Zombie Apocalypse	
Zombie	34	Average	Zombie Apocalypse	
Fodder Melee Fighter (Small)	10	Small	Vortex: Basic Battlefield Rules	
Fodder Melee Fighter (Small)	10	Small	Vortex: Basic Battlefield Rules	

Pre-Generated Combatant	Cost	Size	Source
Fodder Melee Fighter (Average)	10	Average	Vortex: Basic Battlefield Rules
Fodder Melee Fighter (Small)	10	Small	Vortex: Basic Battlefield Rules
Irregular Ranged Fighter	23	Average	Vortex: Basic Battlefield Rules
Forward Melee Fighter	33	Average	Vortex: Basic Battlefield Rules
Elite Fighter (Small)	34	Small	Vortex: Basic Battlefield Rules
Guardian Melee Fighter	36	Average	Vortex: Basic Battlefield Rules
Regular Ranged Fighter	47	Average	Vortex: Basic Battlefield Rules
Fast Attack Fighter	48	Average	Vortex: Basic Battlefield Rules
Heavy Ranged Fighter (Small)	48	Small	Vortex: Basic Battlefield Rules
Tactical Ranged Fighter	48	Large	Vortex: Basic Battlefield Rules
Brawler (Gigantic)	49	Gigantic	Vortex: Basic Battlefield Rules
Brawler (Large)	49	Large	Vortex: Basic Battlefield Rules
Heavy Ranged Fighter (Average)	50	Average	Vortex: Basic Battlefield Rules
Sprinter	51	Average	Vortex: Basic Battlefield Rules
Elite Fighter (Large)	52	Large	Vortex: Basic Battlefield Rules
Striker	56	Gigantic	Vortex: Basic Battlefield Rules
Hero	65	Average	Vortex: Basic Battlefield Rules
Heavy Ranged Fighter (Large)	68	Large	Vortex: Basic Battlefield Rules
Elite Fighter (Gigantic)	101	Gigantic	Vortex: Basic Battlefield Rules
Champion	137	Average	Vortex: Basic Battlefield Rules
Adept Pilot	33	Average	Vortex: Core Rulebook
Medic	37	Average	Vortex: Core Rulebook
Amphibious Fighter	39	Average	Vortex: Core Rulebook
Forward Ranged Fighter	41	Small	Vortex: Core Rulebook
Small Carnivore	42	Small	Vortex: Core Rulebook
Vortex Generator	42	Average	Vortex: Core Rulebook
Average Carnivore	44	Average	Vortex: Core Rulebook
Ranked Melee Fighter	44	Average	Vortex: Core Rulebook
Elite Ranged Fighter	50	Average	Vortex: Core Rulebook
Troublemaker	50	Average	Vortex: Core Rulebook
Spotter	51	Average	Vortex: Core Rulebook
Drop Trooper	58	Average	Vortex: Core Rulebook
Deep Strike Dominator	59	Average	Vortex: Core Rulebook
Elite Ranged Squad Leader	65	Average	Vortex: Core Rulebook
Relentless Stalker	65	Average	Vortex: Core Rulebook
Guerrilla Fighter	66	Average	Vortex: Core Rulebook
Small Carnivore Pack Leader	68	Small	Vortex: Core Rulebook
Auto-Turret	74	Average	Vortex: Core Rulebook
Large Carnivore	74	Large	Vortex: Core Rulebook
Strafer	81	Gigantic	Vortex: Core Rulebook
Gigantic Carnivore	82	Gigantic	Vortex: Core Rulebook
Large Hovering Menace	82	Large	Vortex: Core Rulebook
Ranged Duelist	90	Average	Vortex: Core Rulebook
Artillery Emplacement	95	Large	Vortex: Core Rulebook
Large Carnivorous Swarm	101	Large	Vortex: Core Rulebook
Armored Platform	120	Gigantic	Vortex: Core Rulebook
Diminutive Assassin	127	Small	Vortex: Core Rulebook
Sniper	184	Gigantic	Vortex: Core Rulebook
Construct	184	Gigantic	Vortex: Core Rulebook
Deific Avatar	313	Average	Vortex: Core Rulebook
Commander [Bonus]	75	Average	Bonus Combatants
Ranged Sprayer [Bonus]	68	Average	Bonus Combatants
Personnel Carrier [Bonus]	83	Gigantic	Bonus Combatants
Light Charger [Bonus]	94	Large	Bonus Combatants
WFST Close Combat Specialist	37	Average	Wargames Factory Shock Troops
WFST Rifleman	50	Average	Wargames Factory Shock Troops
WFST Flamethrower Specialist	54	Average	Wargames Factory Shock Troops
WFST Carbineer	55	Average	Wargames Factory Shock Troops
WFST Sniper	60	Average	Wargames Factory Shock Troops
WFST Heroic Leader	56	Average	Wargames Factory Shock Troops
WFST Veteran Leader	63	Average	Wargames Factory Shock Troops
WFST Grenade Launcher Specialist	78	Average	Wargames Factory Shock Troops
Zombie	34	Average	Zombie Apocalypse
Standard Bearer	92	Average	Bonus Combatants

2011 TOURNAMENT SCENARIO

Vortex Customizable Miniature Skirmish Game: 2011 Gencon Throw-down Tournament

SET-UP

The Gen Con Event Organizers are responsible for providing, placing, and maintaining Terrain for a 4'x4' Battlefield. Ten Victory Markers will be placed at various locations on the Battlefield. These Victory Markers represent supplies of wealth and valuable goods referred to as Caches.

DEPLOYMENT

After Set-Up each Platoon makes a Deployment Check (Opposed) of d10 adding the highest Savvy Trait of any Combatant. If the Check results in a tie, the Platoon with the Combatant possessing the highest Savvy Trait wins the Deployment Check. If a tie still exists, the tying Platoons Re-Roll the Deployment Check. The Platoon with the highest Deployment Check selects any Platoon, including itself, to Field its first Combatant. The chosen Platoon places any one of its Combatants within its Speed Trait in inches from one of the Battlefield sides. This side is the Deployment Edge for this Platoon. The second Platoon receives the Deployment Edge directly opposing the first. Once the first Platoon has Fielded one Combatant, the second Platoon Fields one Combatant within its Speed Trait in inches from its Deployment Edge. This cycle is repeated in the same order, one Combatant at a time, until all Combatants have been Fielded on the Battlefield. Combatants may not Field within 1" of an Enemy Combatant or a Cache during Deployment.

PLAY

Once Deployment is complete, the first Initiative Check is made and the game is played as per the Battlefield Rules.

High Ground

At the start of each Round, before the Initiative Check is made, the Platoon with the highest positioned Combatant on the Battlefield receives a +1 Bonus to its Initiative Check. Multiple Platoons receive the +1 Bonus to the Initiative Check if their highest Combatants occupy spaces of equal greatest height on the Battlefield.

Caches

The Caches do not have a significant presence on the Battlefield and do not block Line of Sight or provide Cover. **Retrieving Caches:** A Combatant in Base contact with a Cache may possess it by taking a Miscellaneous Action and performing an Instant Check (Automatic). A Combatant may drop a Cache at any time during its Turn with an Instant Check (Automatic). The Cache is immediately dropped if the possessing Combatant is removed from the Battlefield as a Casualty. If a Combatant in possession of one or more Caches is removed from the Battlefield by Routing or Withdrawal, its Caches are also removed from the Battlefield. Once in the possession of a Combatant, a Cache cannot be possessed by another Combatant until dropped.

Depletion Breaking

At the moment a Platoon has less than 50% of its starting Platoon points Fielded on the Battlefield, all of that Platoon's remaining Fielded Combatants receive a Break Marker.

SCORING

Platoons acquire Victory Points during the game by producing Casualties, Routing Enemy Combatants, Commitment, and Caches.

Casualties

Combatants failing a Casualty Check, such as from a Melee Attack or Ranged Attack, are removed from the Battlefield. Platoons receive Victory Points equal to the point Cost of any removed Enemy Combatant provided they *caused* the failed Casualty Check. Combatants who fail Casualty Checks not *caused* by an Enemy Combatant, such as from Falling after a failed Jump, do not score Victory Points for any Enemy Platoon.

Routing

Combatants that exit the Battlefield as a result of Compulsory Movement, or for any other reason other than Withdrawing or failed Casualty Checks, score Victory Points equal to their point Costs for all Enemy Platoons.

Commitment

Platoons receive Victory Points equal to the total Commitment Points of their Platoon.

Caches

A Combatant in possession of one or more Caches that is removed from the Battlefield from Routing or Withdrawal receives Victory Points equal to 40 for each Cache in its possession.

Withdrawal

Combatants that voluntarily exit the Battlefield via their Deployment Edge and not by Routing are considered Withdrawn. A Combatant in possession of one or more Caches that voluntary exits the Battlefield from its Battlefield Edge is considered Withdrawn but does earn its Commitment Value. Combatants not in possession of a Cache that Withdraw do not earn their Commitment Value.

Unclaimed Caches

All Caches on the Battlefield at the moment the game ends are abandon and no one receives their Victory Points.

ENDING AND WINNING

The game ends when only one Platoon has Combatants remaining on the Battlefield. The Platoon with the most Victory Points at the moment the game ends is declared the Winner. The Player with the most Victory Points in any single Tournament game will be declared the Tournament winner.