

GRINCHIN' AIN'T EASY



BY THE BOLTER CLUB.

ATK: 100% / DEF: 100%

MISSION: DECEMBER 24TH, 1947. THE ENEMY IS IN LEAGUE WITH THE GRINCH! STOP THEM BEFORE THEY CAN POWER UP THEIR JAMMING DEVICE TO BLOCK THE RELAY BEACON GUIDING ST NICK.

PLAY AREA: 9 SQUARES X 12 SQUARES / 4'X6' (120X180CM)

SET UP: THE GREEN ZONE IS OCCUPIED WITH 5 TREE TILES. THE RED ZONE IS OCCUPIED WITH 3 TO 5 SQUARES OF BUILDINGS ONLY. THE NEUTRAL ZONE OF THE TABLE CAN BE OCCUPIED BY UP TO 2 OBSTRUCTIONS, 2 WALLS AND 2 TANK TRAPS. NO TERRAIN CAN BE IN RANGE 1 OF ANOTHER TERRAIN.

DEPLOYMENT: THE ATTACKER ENTERS BY THE DESIGNATED BLUE CORNER OF THE TABLE (4 SQUARES ON THE SHORT SIDE AND THE LONG SIDE OF THE TABLE). THE DEFENDER MAY DEPLOY 3 UNITS OF THEIR FORCE IN THE RED BUILDING ZONE OF THE PLAY AREA. THE REMAINING UNITS WILL ENTER NORMALLY THROUGH THE 4 SQUARES OF THE SHORT SIDE OF THE MAP IN THE BUILDING ZONE.

OBJECTIVES: TAKE CONTROL OF THE GENERATORS AND START THAT DARN JAMMING DEVICE!



VICTORY CONDITIONS: ONE PLAYER GAINED MORE VICTORY POINTS THAN THE OTHER.

WEATHER: LOW RISK. MODERATE.

SPECIAL:

- **DIE HARD IS A CHRISTMAS MOVIE:** BEFORE DEPLOYMENT, THE DEFENDER MAY DESIGNATE 3 UNITS TO GAIN THE ENGINEER SKILL. ALL UNITS WITH THE ENGINEER SKILL CAN ATTEMPT TO START THE JAMMING DEVICE BY BEING IN RANGE 1 OF THE DEVICE AND SPENDING AN ACTION. ROLL A DIE. THE DEVICE ACTIVATES FOR ONE ROUND ON A RESULT OF 6. ONLY ONE UNIT CAN ATTEMPT TO ACTIVATE THE DEVICE EACH TURN. ACTIVATE THE DEVICE GRANTS 1 POINT TO THE DEFENDER ONLY.
- **A GRISWOLD FAMILY CHRISTMAS LIGHT SHOW:** AT THE BEGINNING OF THE GAME, PLAYERS ALTERNATE PLACEMENT OF 3 GENERATORS WHICH CANNOT BE IN RANGE 1 OF THE TREE LINE OR THE DEFENDER DEPLOYMENT AREA. THEY PROVIDE COVER BUT DO NOT BLOCK LINE OF SIGHT. THE PLAYER WITH MOST UNITS IN RANGE 1 OF A GENERATOR AT THE END OF A TURN CONTROLS IT AND SCORES 1 VICTORY POINT.
- **HOME ALONE:** IF AN ENGINEER BELONGING TO THE DEFENDER CONTROLS A GENERATOR AT THE MOMENT OF THE ROLL TO ACTIVATE THE JAMMING DEVICE, ALL ENGINEER UNITS ATTEMPTING TO ACTIVATE IT GAIN A REROLL.
- **THE SANTA CLAUSE:** THE ATTACKER GAINS ONE VICTORY POINT FOR EACH ELIMINATED UNIT WITH THE ENGINEER SKILL. THE DEFENDER GAINS ONE VICTORY POINT FOR EACH SURVIVING UNIT WITH THE ENGINEER SKILL.

