

# VK IN THE CHRISTMAS STOCKING



BY THE BOLTER CLUB.

ATK: 100% / DEF: 100%

**MISSION:** DECEMBER 26TH, 1947. IT'S ROUGH OUT THERE AND THIS WINTER STORM IS ONLY GETTING WORSE. AN AIRDROP OF A VK STASH HAS GONE WRONG. IT'S YOUR MISSION TO CLEAN THIS MESS UP AND PREP THE PALLETS FOR PICKUP.

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

**SET UP:** AS PER THE MAP!

**DEPLOYMENT:** OPPOSITE CORNERS (3 SQUARES ON EACH EDGE OF THE TABLE).

**OBJECTIVES:** PICK UP THE CANISTERS, PLACE THEM ON THE RECOVERY ZONE! PREVENT YOUR OPPONENT FROM DOING SO.

**VICTORY CONDITIONS:** PLACE MORE VK CANISTERS ON THE RECOVERY ZONE THAN YOUR OPPONENT.

**WEATHER:** HIGH RISK. SEVERE.

**SPECIAL:**

- CLEAN UP ON AISLE 5!: THE 6 BARRELS ARE SET UP BY THE PLAYERS BEFORE THE GAME STARTS IN ORDER OF INITIATIVE. THEY CANNOT BE PLACED ON THE EDGES OF THE MAP, IN TERRAIN, IN RANGE 1 OF THE



PALLET, OR IN RANGE 1 OF ANOTHER VK BARREL. TO GRAB A BARREL, MOVE ONTO THE SQUARE IT IS AND SPEND 1 ACTION TO PICK IT UP. A UNIT WITH A BARREL CANNOT MARCH MOVE AS LONG AS THEY CARRY THE BARREL. UNITS CAN ONLY CARRY 1 VK BARREL AT A TIME. TO DROP A BARREL ON THE PALLET, BE IN RANGE 1 OF THE RECOVERY PALLET AND SPEND ONE ACTION. IF A UNIT IS ELIMINATED THEY DROP THE BARREL ON THE SQUARE THEY WERE IN.

- KEEP THE POWDER DRY!: THE MIDDLE OF THE TABLE (BLUE ZONE) IS SHALLOW WATER AND CROSSED BY 4 BRIDGES. WHEN MOVING, EACH SQUARE OF WATER COUNTS FOR TWO.

