

MERRY TANK-MAS

'Twas the night before TANKS-MAS, when all through the Citadel
 Not a TANK was stirring, not even a Cromwell;
 The Tanks were waiting by the base-camp with care,
 In hopes that battle soon would be there;
 The Tankers were nestled all snug in their beds,
 While visions of well-aimed shots danced in their heads;
 And General in his 'uniform, and I in my cap,
 Had just settled down for a well-deserved nap,
 When out in the town there arose such a clatter,
 I sprang from the bed to see what was the matter.
 Away to the window I flew like a flash,
 Tore open the shutters and threw up the sash.
 With a little old Panther, so lively and Laid-back,
 I knew in a moment it must be the attack!
 More rapid than Stuart the Axis General came,
 And he whistled, and shouted, and called them by name;
 "Now, Jagdpanther Now, Tiger and Panzer!
 On, Puma! on Stug G and, PANTHER!
 To the edge of the forest! To behind the wall!
 Now dash away! dash away! dash away all!"
 The allies sprang to their tanks, to their team they did whistle,
 And away they all advance like the down of a thistle.
 But I heard their commander exclaim, ere he drove out of sight,
 HAPPY TANK-MAS TO ALL, AND TO ALL A GOOD-FIGHT!

Your Orders

Tis the season to give gifts. For TANKS there is no better gift than Damage! Just like every gift giving holiday, for TANKS-MAS it is better to give than receive.

Setting up the scenario

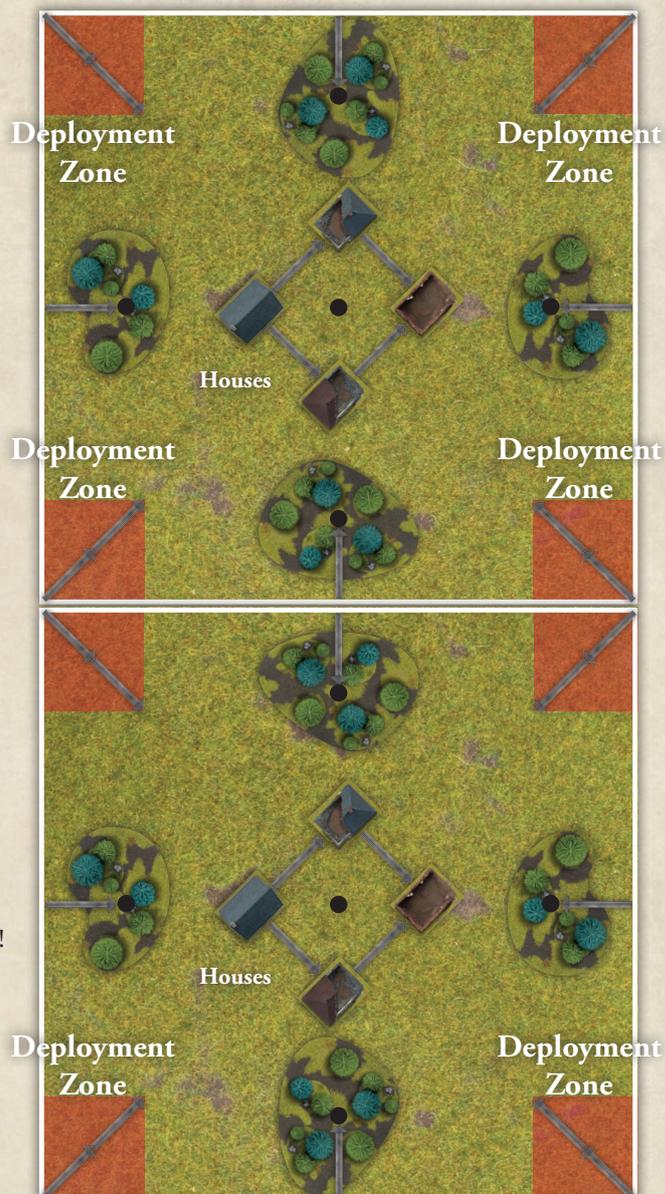
Set up the map to match the terrain setup in this scenario map. Place objectives as indicated on the map.

Deployment

For a 2-4 player game play on a 3' x 3' or 90cm x 90cm table, with each player deploying in the table corners. For up to six players add a second 3' x 3' or 90cm x 90cm table with players deploying in the corners or from the centre line. Make sure each player is deploying in a separate deployment area.

Damage Spike Points

In this game you do not take Objectives, instead any Tank within an arrow of an Objectives gains +1 dice to all of their Attacks and -1 dice to all of their Defence rolls.



Gaining Victory Points

Each time a player scores an unblocked Critical Hit against an opposing Tank they gain a Victory Point.

Timed Game

At the start of the game choose a number of turns or a set number of hours to play the game. When time or turn count ends, the player with the most Victory Points wins.

Spirit of TANKS-MAS

In this game when a tank would be Destroyed instead it redeploys in any Deployment zone at the start of the next turn.

The points of this game can be played at 100 points with normal TANKS lists or players can play with 40 points where each player only brings one tanks with Upgrades, Heros and other Crew.

Remember in this game Tanks do not get Destroyed and are instead redeployed at the start of each turn. To redeploy a Tank, choose a deployment zone and place it anywhere within two arrows at the start of the Movement Phase. This is done using the normal Movement step Initiative order.