The Miser Tank platoon has been spotted stealing all the Christmas gifts in the nearby village. Your orders are to secure the village’s gifts from the enemy!

**Table Set Up**

After placing the terrain, the Attacker places five Objective tokens within a Measuring Arrow of the Defender’s side of the board.

**Securing Presents**

An Attacking Tank that is within an arrow of a Present Objective may pick it up instead of shooting. A tank may only carry one Present Objective at a time. While carrying a Present Objective a Tank cannot not shoot and cannot move more than twice per turn. Once an Attacking tank moves within one Measuring Arrow of the Attacker’s table edge they secure the present, dropping it and placing the Present Objective aside.

**Check for Victory**

The Attacker Wins when they have retrieved all the presents.

The Defender wins if they destroy all the attacking players Tanks.

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*Endless Defenders*

If a Defending Tank is destroyed, roll a die. On a 4+ it is placed back on the table, within an arrow of the defending players table edge. On any other roll it is Destroyed.

*The Tanks That Stole Christmas*

This mission can be played with TANKS or TANKS: The Modern Age. If you want to play with four players, with two players on each side, then double the amount of Present Objectives.