# CHOCOLATE COIN: DONA ET TUTAMEN

## A GAME FOR 2-4 PLAYERS

Jake Staines, 2022

With a debt to the COIN series by Volko Ruhnke, published by GMT

v1.1

Find these rules online at

http://diningtablepnp.com/games/x22/cc.pdf

and the board and reference sheet at

http://diningtablepnp.com/games/x22/ccboard.pdf

# Revision History

## 1.0 (2022/12/15)

- Initial release

## 1.1 (2022/12/17)

- Corrected Santa's "Mince Pies" operation and the E.L.F.'s "E.L.F. Rally" operation to affect Areas, not Regions

- Added the missing Internal Elfairs transit lines on the map.

- Fixed Attack operation to remove enemy tokens rather than units.

- Fixed Steal Gifts operation to cost for Santa tokens rather than units.

- Fixed Internal Elfairs attack special rule to score for removing Big Plastic tokens rather than units.

- Fixed Internal Elfairs Sweep operation to affect Big Plastic tokens rather than units.

# History

*For centuries, the Christmas family has been fulfilling what they see as their sacred duty to deliver presents to all good boys and girls around the world on Christmas night. To this day their elf-staffed workshops spend the year manufacturing toys and distributing them to strategic locations around the globe ready for the big night when Santa himself wakes from his slumber and takes to the skies.*

*Things changed a decade ago, when the consortium of commercial toy manufacturers colloquially known as "Big Plastic" discovered the secret location of the Christmas Campus. Almost immediately they started espionage operations to steal Santa's winning toy designs and make cheap knockoffs using sweatshop labour to corner the Christmas market. At first the Christmas family's establishment of an Internal Elfairs division to secure the Christmas Campus quickly found Big Plastic's spies, but the corporations had noticed the thankless work that Santa's legions of elves put in around the year to make Christmas a success. They started offering Elves incentives to turn traitor and sell Santa out; mysterious shipments of shortbread and candy canes arrived in Magical Lapland through covert means and Internal Elfairs' job became much harder, leading to the infamous manhu- well, elfhunt of 2020. Big Plastic's elf on the inside was captured and 'dealt with' and the corporations were shut out of Magical Lapland... or so the Christmas family thought.*

*It's 2022, and the Christmas Family is about to learn that the markets never close and plastic lasts forever. Big Plastic isn't interested in playing fair, and has come up with a way to distract Santa from their incursion; foment rebellion amongst the elf population! At the start of the year it was just polite requests for tea breaks and 8 hours of leisure time; by Easter it had grown to a full-scale revolutionary rebellion, the newly-formed Elf Labour Front finding surprising support amongst the oppressed population of workers and threatening to sweep across the Christmas Campus...*

Chocolate Coin is a game of counter-insurgency and Christmas. Players take the roles of the four asymmetric factions (Santa, Internal Elfairs, Big Plastic, and the Elf Labour Front) and attempt to meet their individual goals regardless of the cost to the other factions. Games should take 1-1.5 hours and if you enjoy Chocolate Coin, you should investigate the COIN series of games by designer Volko Ruhnke, published by GMT - which offer a more complete and less quick-play version of the same mechanics, but dealing with less-important subjects like the narco-conflicts of 1990s Colombia, the Vietnam war, the decolonisation of India or the endless war in Afghanistan.

# Rules Concepts
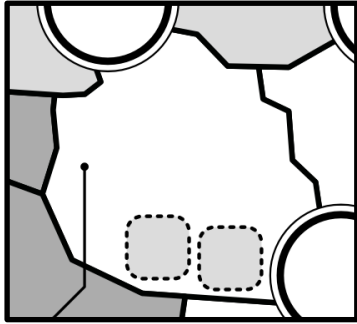


The game board is divided into nine **Regions** (the irregularly-shaped solid-bordered subdivisions of the map); whenever a game rule refers to a Region it refers to one of these areas and all the player tokens within it.
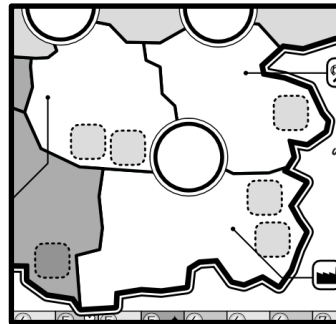


Regions are in turn grouped into **Areas** of three Regions each; these are denoted by different shading on the map. Areas are relevant because the elves in that area will swing towards supporting Santa or the E.L.F. over the course of the game.
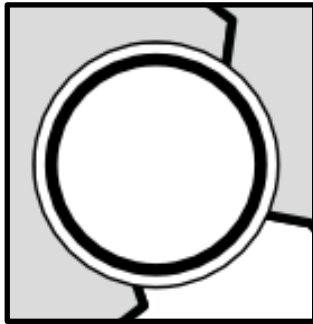


At the intersections of some Regions are double-bordered circular spaces.

These are **Precincts**. Only Internal Elfairs units may be placed into these Precincts and IE units may *only* be placed in Precincts.

For Move operations, IE units may move to any Precinct connected to their current one by an intermittently-dashed line; for all other operations, IE units are considered to be 'in' every Region adjacent to their Precinct simultaneously.
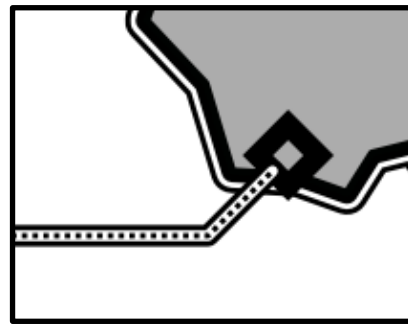


Two Regions - at the top-right and bottom-left of the map - have an outlined dashed line terminating in a square leading off of the map from that Region. These are referred to as **Dock** Regions, as they contain the necessary infrastructure to securely ship gifts from Magical Lapland to any of the various Santa staging areas around the world.
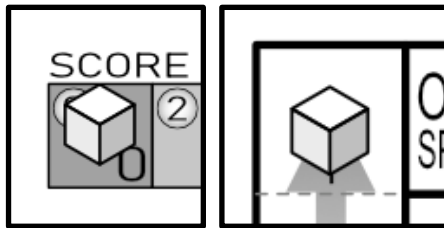
Each player has a number of tokens (see Setup, below).

Two of these are used to track the player's **score** (along the bottom of the board) and **action track** position (at the top-left of the board); the rest may be used as units, bases, or support.
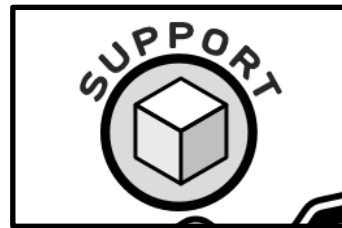


**Support** is placed within the circular spaces outside of the map marked 'Support'. Each support space relates to an area of three Regions of the map that have the same shading. All areas start out neutral (with no token); if a neutral area starts to support one faction, a token for that faction may be placed in the corresponding support space. If an area that already supports one faction starts to support another, the existing token is removed and returned to the owning player's supply.
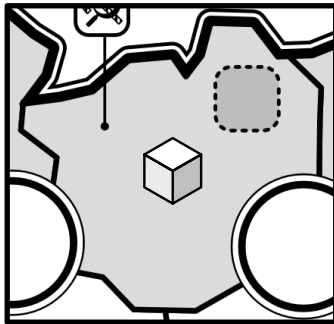


**Units** are placed within the solid-bordered Regions of the map on the game board, but not within the dash-outlined squares.

Units represent agents of that particular faction: worker elves for Santa or E.L.F., secret police for Internal Elfairs, or corrupt elves working on behalf of Big Plastic.
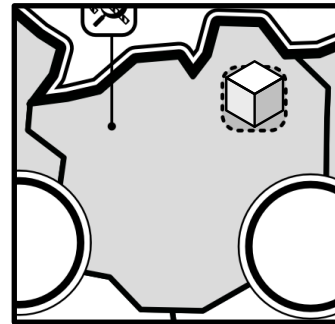


**Bases** are placed within the dash-outlined squares within the solid-bordered Regions of the map. These represent a faction having a permanent presence in the Region, whether that's a bedded-in mole for Big Plastic or a union office for the E.L.F.

Units and bases are distinct things. If a rule refers to 'units' or 'bases', the rule is specifically referring only to that type of token. The term '**token**' is used when the rules mean to specify either units or bases.

The number of tokens in the game is a strict limit, so every player should be sure to check they have the right number of tokens at the start of the game. If the Internal Elfairs player already has ten tokens in use, for example, they cannot add any more tokens to the board without first removing one of their existing ones. This is optional, a player is never forced to remove a token to place a new one, but if they have no tokens left in their supply they will not be able to place a new one for any reason without removing one from elsewhere. The score and action track tokens may never be removed for this purpose.
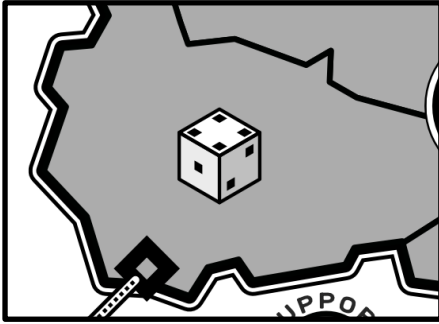
Big Plastic units and bases are dice rather than ordinary tokens. The number facing up on the die is the level of **stealth** that that token presently has. A Big Plastic token cannot be attacked by another player unless the other player has at least as many tokens in the Region as the Big Plastic token has stealth. Various game effects will reduce a Big Plastic token's stealth; if it is ever reduced below 1 for any reason, the token is eliminated and removed from the board back to the owner's supply.

Each faction has their own special rules, mentioned on the reference sheet, and these may modify or place caveats on the general rules described within this document. Players should read their faction's special rules carefully to see what they can and cannot do.

# Setup

First, each player should choose a faction. E.L.F is probably the easiest to play for a group new to the game, and Big Plastic the trickiest.

- In a 2-player game, one player takes Santa and Internal Elfairs, and the other takes Big Plastic and E.L.F.; each must satisfy both of their factions' win-conditions at the same time in order to win the game.

- In a 3-player game, one player takes both Santa and Internal Elfairs (and must satisfy both win conditions simultaneously) and the other two take one faction each.

- In a four-player game, each player takes one faction.

Find tokens for each faction's pieces that you can tell apart from one another. Coloured 8mm wooden cubes, as commonly found in eurogames, are ideal; Risk pieces work well; little screwed-up balls of coloured foil from a tin of sweets would also work!

- Santa: 15 tokens
- Internal Elfairs: 10 tokens

- E.L.F.: 16 tokens
- Big Plastic: 2 tokens and 6 six-sided dice, ideally the same colour.

The colours you choose don't matter but for the examples in these rules Santa will be shown in black, E.L.F. in red, Internal Elfairs in Blue and Big Plastic in white.

You will also need a deck of cards (a regular French deck consisting of A-K in Hearts, Clubs, Diamonds and Spades and two Jokers) and a number of other six-sided dice to use as gifts and also to roll for combat.

Take one coloured token from each faction and place them on the 0 space of the score track.

Take one coloured token from each faction and randomise their order on the action track in the top-left of the board, placing one token in each of the dashed-line-separated spaces from top to bottom. This determines the initial order of play.

Starting with the faction at the top of the action track and proceeding downwards, players take it in turns to place their starting pieces on the board:

- Santa: 2 bases and 1 unit
- Big Plastic: 1 unit at 6 stealth
- Internal Elfairs: 2 units (must be placed within the round precinct spaces).
- E.L.F. - 3 units (must be placed on spaces with the cane and sickle icon).

Prepare the Event Deck by the following process:

1. Find the 2-4, 6-8, J & Q of each suit, and shuffle all these cards together into a deck

2. Separate the deck into piles of 6, 12, 8, then 6 cards

3. Shuffle the two jokers into a group of 6 cards to start the deck

4. Shuffle two Aces into the next 8 cards, and place them on top of the deck

5. Shuffle the last two Aces into the 12 cards, and place them on top of the deck

6. Finally, place the remaining 6 cards on top of the deck.

(You won't need the remaining cards (5, 9, 10, K of each suit) so put them back away.)

Turn over the top card of the Event Deck and lay it face-up next to the deck. This is the current event for the first turn.

Turn over the next top card of the Event Deck and lay it face-up on top of the deck. This is the upcoming event for the next turn.

# Playing a Turn

A turn consists of up to two actions being played from the action selection grid at the top left of the board, generally by the top two factions in the action track to the left of the grid. Then those factions' action tracker tokens slide down to the delayed space at the bottom, the event card cycles, and the next turn begins.

No more than two factions may play an action on any given turn - the remainder will simply slide up the action tracker and have better priority on a future turn.

## SELECTING ACTIONS

Firstly, if the faction whose suit is shown on the current event card is not below the Delayed line on the action tracker, they have priority to take the 'EVENT' primary action if they wish to. Find a faction's suit next to that faction's header on the reference sheet.

If the current event faction does not wish to take the 'EVENT' action or is below the Delayed line, the faction at the top of the action tracker may select one of the three primary actions in the left-hand column of the action selection grid - "OPS + SPECIAL", "EVENT", or "OPS"; alternatively they may pass to retain their position in the tracker for a subsequent turn. If they do, the next faction down the tracker has the same choice of actions or passing, and so on until the bottom of the tracker. If no faction choses to act then the turn ends without actions. A faction choosing to take the primary action moves their faction token from the action tracker to the selected space on the grid.

Once the primary action has been selected, it is resolved using the rules below. Then - starting with the faction immediately below the one which took the primary action, and proceeding downwards in the same manner - factions may choose to either take the secondary action immediately to the right of the primary action chosen (e.g. if the primary action was 'EVENT' then the secondary action must be "OPS OR SPECIAL") or pass. If a faction chooses to take the secondary action, they move their faction token to the corresponding secondary action space on the grid. Again, if no faction takes the secondary action the turn ends without a secondary action being played. A secondary action cannot be taken if no primary action was taken.

Note that factions below the Delayed line may not take priority for their faction's event cards, but they may still take the primary or secondary action if the factions above them in the queue elect to pass.



*Example - Santa is at the top of the action tracker, followed by the E.L.F., then Internal Elfairs, then Big Plastic.*
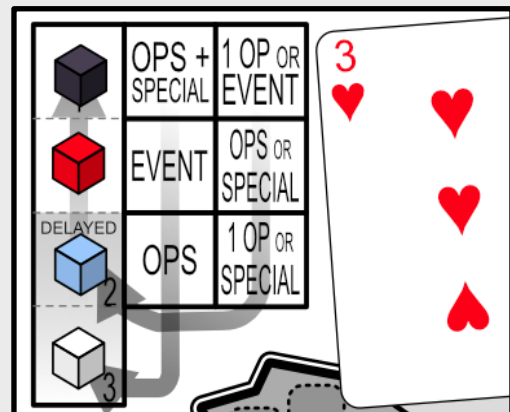
*The current event card is the three of hearts, and so E.L.F. (hearts) has the first opportunity to choose the EVENT action. They choose not to, however, and having the card suit doesn't allow them to choose OPS + SPECIAL or OPS.*

*Santa is at the top of the track, so they have the first choice of primary action, and select 'OPS' and move their token to that space.*

*Now E.L.F. may choose to take the 1 OP OR SPECIAL secondary or pass; they elect to take the action and move their token to that space.*

# PLAYING AN ACTION

The action selected will be one or two of the below options. Note that in the case of "OPS + SPECIAL" neither of the two are mandatory, but if both are taken they must be taken in that order.

## OPS - OPERATIONS

Choose a single type of operation from either the Universal Operations or the faction-specific regular operation under your faction's section on the reference sheet. You may perform the steps listed for this operation in multiple Regions, up to a maximum of (1 plus the number of bases your faction has on the board). If you choose multiple Regions they must all be different Regions - you cannot pick the same Region more than once for the same action.

- Note that Big Plastic and Internal Elfairs have different ways to determine how many Regions they may perform operations in.

- More-detailed versions of the available operations with examples where appropriate are listed in the 'Operations' appendix (A) to these rules.

## 1 OP - LIMITED OPERATIONS

Choose a single type of operation from either the Universal Operations or the faction-specific regular operation under your faction's section on the reference sheet. You may perform the steps listed for this operation in a single Region.

## SPECIAL - SPECIAL OPERATION

You may perform the special operation listed under the 'Special Operation' heading on your faction's section of the reference sheet.

## EVENT

Perform the action described for the current event card on the Event Card table on the reference sheet. If the suit of the event card is the same as your faction's suit, play the action in the 'FACTION' column; otherwise, play the action in the 'OTHER' column. Where the event action rules refer to "card faction" they mean the faction whose suit matches the suit of the current event card.

Note that you may only play the current event - never the upcoming one. That is turned face-up only so players are aware of what event will be current next turn.

## BUILD A GIFT

After an action is completed, if the faction that completed that action was Santa, then they must also build one gift if they can.

To qualify for a gift build a Region must:

- Not already have a gift die present

- Have a workshop (the factory icon ▣ pointing to that Region on the map)

- And have at least one Santa *or* E.L.F. unit present.

Note that a Region does not need a base to qualify, only units; and it still qualifies if there are no Santa units and only E.L.F. units present.

If there are any qualifying Regions, the Santa player must pick one of them and place a new gift die there turned to show a value equal to the number of Santa units plus the number of E.L.F. units in that Region. Halve this total (rounding up) if there is an E.L.F. base present (all the tea breaks and internecine bickering slow down production) and if the value is greater than 6, set the die to the 6 side.
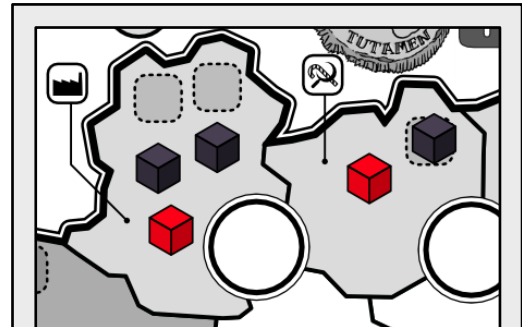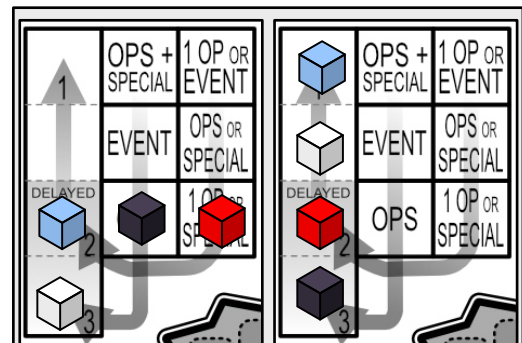


*Example: the Region on the left qualifies for building a gift because it is a workshop Region and has Santa or E.L.F. units present. The Region on the right does not because it is not a workshop Region. If Santa chose to build a gift in the left Region the die would be placed with a value of 3.*

## ENDING THE TURN

When the turn ends, perform the following steps:

1. Slide all faction tokens in the action tracker upwards so that the dashed-line-separated spaces are filled one token per space from the top downwards, retaining the order of the tokens.

2. If a faction took the secondary action (right-hand column of the actions grid) then that faction's token is moved to the third position on the action tracker, just below the Delayed line.

3. If a faction took the primary action (left-hand column of the actions grid) then that faction's token is moved to the fourth and bottom-most position on the action tracker.

4. Move the face-up upcoming event from the top of the event deck and place it over the previous current event card to become the new current event.



*Example: Santa and E.L.F. acted this turn, so the other two factions slide up, E.L.F. enters third place, and Santa fourth.*

5. Turn over the top card of the event deck to show the new upcoming event.

6. Start to play a new turn.

# ENDING THE GAME

Unlike many board games, Chocolate Coin is not won the moment a player achieves their faction's win objectives. Instead, the game ends if a player is in a winning position when a scoring round is entered.

A scoring round occurs whenever one of the scoring-round cards (Aces and Jokes) becomes the current event - so the table has at least one turn's notice that a scoring round is coming before it's checked. On a scoring round:

1. First, check if any faction has met their winning condition - that is, their score marker has reached or passed the space on the board with their faction's suit symbol depicted.

    • If only one faction has met their winning condition, the game ends and the player controlling that faction is the winner.

    • If multiple factions have met their winning condition, the game ends; the player which has scored the highest multiple of their winning condition is the winner. For example, if Internal Elfairs had a score of 12 (past their win condition of 10) and E.L.F. had reached 9 (past their win condition of 8), then I.E. has a win ratio of (12/10=) 1.2, while E.L.F. has a win ratio of (9/8=) 1.125, so the Internal Elfairs would be the winner.

2. If no faction has won, then check which faction out of Santa or E.L.F. have the most support across Regions. Compare the numbers of tokens from those factions placed in Support spaces.

    • If no support spaces have tokens or both factions have claimed support in one area each, it's a tie and no bonus point is awarded.

    • If one faction has more tokens placed on support spaces than the other, that faction gains one bonus point.

If the final event card is reached without any player having secured a win, then the win ratios are calculated as above and the player with the highest win ratio is the winner.

*Example: if the final event card is finished and the scores are:*

    • *Santa: 14*          • *IE: 7*          • *E.L.F.: 7*          • *Big Plastic: 2*

*then the win ratios are calculated as follows:*

    • *Santa*          • *IE*          • *E.L.F.*          • *Big Plastic*
      *(14/15=) 0.93*    *(7/10=) 0.7*    *(7/8=) 0.875*    *(2/6=) 0.33*

*Accordingly, the Santa player would be the winner.*

# APPENDIX A - OPERATIONS

## UNIVERSAL OPERATIONS

These are operations that every player can perform, even if they have a faction-specific operation that seems similar. Note, however, that some factions have special rules that modify the way their universal operations work; these are described below.

### RECRUIT

Choose one of two options for each selected Region:

- Add 1 unit plus the number of bases you have in that Region to the selected Region

- Add one base to the selected Region provided that you already have at least one unit present in that Region.

Notes:

- The player does not have to make the same choice in each selected Region; if playing Recruit across three Regions it's possible to add units in the first, add a base in the second, and then add units again in the third.

- Santa may not recruit in an Area with pro-E.L.F. support.

- E.L.F. may not recruit in an Area with pro-Santa support.

- E.L.F. may only recruit in one of the three Regions with the cane-and-sickle symbol marked.

- Internal Elfairs place their recruits in Precincts (the round double-bordered spaces placed at intersections of Regions) but still pick Regions for their operations; accordingly - unlike other factions - it is possible for Internal Elfairs to recruit multiple units into the same Precinct in a single turn if they act in multiple Regions all adjacent to that Precinct.

- A faction may only recruit a base in a Region if there is a vacant base space (dash-outlined square) in that Region; the token is placed directly into that dash-outlined square to denote that it is a base and not a unit. Accordingly, because there are no dash-outlined squares in Internal Elfairs Precincts, the Internal Elfairs player may not recruit bases.

- If E.L.F. successfully recruits a base, they gain a point. If the Region they recruit a base in is a workshop Region (has a factory icon pointing to the Region on the map) then they gain a second point.

- Big Plastic tokens are always recruited at stealth 4.

- Big Plastic may only recruit into Regions in which other factions have at least one token.

**MOVE**

For each selected Region:

- Move any number of your units in the selected Region to one adjacent Region.

Notes:

- It is not allowed to select two adjacent Regions, moving one or more units from one Region to the next, and then again from that Region to another; each individual unit may move only once as part of a move action.

- Note that as the action specifies 'units', bases cannot be moved.

- When a Santa unit moves, it may carry with it any or all gift dice in the starting Region

- When an Internal Elfairs unit moves, it may only move to a Precinct connected to its current Precinct with an intermittently-dashed line (  )

**ATTACK**

For each selected Region:

• Roll a number of dice equal to the number of your units in the selected Region

• For every die that rolls a value equal or less than the number of your units in the selected Region, remove an enemy token from the selected Region.

When attacking a Region with bases, you may target bases once all of that faction's units have been removed. For example, if the E.L.F. player has two units and one base in a Region, and the I.E. player rolls four dice scoring 1, 3, 4, 6, then I.E. may remove three enemy tokens; they may choose to remove the two E.L.F. units first and then finally the E.L.F. base. However, if the IE player had rolled 1, 3, 5, 6 this would only allow them to remove two enemy tokens, so they would have to remove the two E.L.F. units first and would not be able to remove the base.

Notes:

• Bases do not contribute any 'strength' in combat; the number of dice you roll is just the number of units you have in the Region, regardless of how many bases there are.

• When a Santa attack removes one or more units, reduce Santa support in that Area (if this is a pro-Santa Area, switch it to neutral by removing the Santa token from the support circle; if this is a neutral Area, switch it to pro-E.L.F. by adding an E.L.F. token to the support circle).

• When an E.L.F. attack removes one or more units, reduce E.L.F. support in that Area (same as above, but with the factions the other way around).

• When a Big Plastic unit makes an attack, regardless of whether the attack removes units, halve the stealth (rounding up) of every Big Plastic unit participating in the attack.

• Other factions may only attack a Big Plastic unit when they have at least as many tokens in that Region as the Big Plastic unit has stealth. For example, if Big Plastic has two units in a Region with stealth of 4 and 5 respectively, and Santa has three units and a base in the same Region, then Santa may attack the stealth-4 unit (three plus 1 is equal to or greater than four) but may not attack the stealth-5 unit.

• If there are multiple Big Plastic tokens in a Region, other factions will only consider legal targets when considering whether or not they can attack a Big Plastic base. For example, if Internal Elfairs has 3 units in a Region where there is a Big Plastic unit at stealth 5 and a Big Plastic base at stealth 2, they can make an attack and remove the Big Plastic base without having first removed the 5-stealth unit.

• If an E.L.F. base is removed from the map as part of an attack, the E.L.F. score is reduced by 1 point - or 2 points if this is a workshop Region (has a factory icon pointing to it on the map).

• If a Big Plastic token is removed by an Attack operation from Internal Elfairs units, Internal Affairs scores a point.

# FACTION-SPECIFIC REGULAR OPERATIONS

## MINCE PIES (SANTA)

Add Santa support to one Area

When the Mince Pies operation is chosen, target exactly one Area regardless of how many Regions you would normally be able to target.

- If the Region has no token in the corresponding support circle, add a Santa token.

- If the Region has an E.L.F. token in the corresponding support circle, remove it (the token is returned to the E.L.F. player's supply).

- If the Region already had a Santa token in the corresponding circle, Mince Pies does nothing.

## DISPERSE (INTERNAL ELFAIRS)

From each selected Region, move either:

- One Big Plastic unit with a stealth less than or equal to the number of Internal Elfairs units 'in' the selected Region

- All of the units of another faction that are in the selected Region.

to any number of adjacent Regions.

You must have at least one Internal Elfairs unit 'in' a Region in order to select it for the Disperse operation.

Notes:

- Similarly to the Move operation, you cannot use Disperse to move a unit more than once in a single turn.

- Unlike the Move operation, you may use a single Disperse in a single region to move units to multiple adjacent regions. If there are three units of an enemy faction in the selected region you may choose to move them to one, two, or three separate adjacent regions.

- Disperse only moves units, not bases.

## STEAL GIFTS (BIG PLASTIC)

In each selected Region, 'spend' stealth from your units and/or bases in that Region equal to the number of Santa tokens in the Region in order to remove that gift die from the board and score 1 point.

To 'spend' stealth, reduce the stealth of some number of units in the selected Region by that amount. For example, if a Region contains 1 Santa base, 4 Santa units, a gift die, one Big Plastic base on 4 stealth and one Big Plastic unit on 5 stealth, then Big Plastic needs to spend 5 stealth to steal the die (4 units plus 1 base). They could reduce the 4 to a 3 and the 5 to a 1; they could reduce the 4 to a 2 and the 5 to a 2; or they could reduce the 4 to a 1 and the 5 to a 3.

Notes:

- Big Plastic may not deliberately reduce one of their own dice below 1 stealth.

- The stealth spend may be spread how the Big Plastic player likes amongst any Big Plastic units and Big Plastic bases.

- The value of the gift die doesn't matter either to the amount of stealth required or the points scored.


## E.L.F. RALLY (E.L.F.)

Add E.L.F. support to one Area


When the E.L.F. Rally operation is chosen, target exactly one Area regardless of how many Regions you would normally be able to target.

- If the Region has no token in the corresponding support circle, add an E.L.F. token.

- If the Region has a Santa token in the corresponding support circle, remove it (the token is returned to the Santa player's supply).

- If the Region already had an E.L.F. token in the corresponding circle, E.L.F. Rally does nothing.

# FACTION-SPECIFIC SPECIAL OPERATIONS

### SHIP GIFTS (SANTA)

Remove a gift die from a Dock Region and add that die's value to your score.

Notes:

- There are no particular requirements for Santa units or bases to complete this action; the dock Region could be completely empty except for the gift die and it can still be performed.

### SWEEP (INTERNAL ELFAIRS)

Reduce the stealth value of one Big Plastic token in the Region by one point for each Internal Elfairs unit 'in' that Region.

If the Big Plastic token is reduced below 1 stealth it is removed and Internal Elfairs scores a point.

### TAKE COVER (BIG PLASTIC)

Add 3 to the stealth of all of your units in the selected Region

Notes:

- If this takes the stealth of a unit above 6, set that unit's stealth to 6.

- Bases cannot have their stealth increased, only units.

### MEMBERSHIP DRIVE (E.L.F.)

Replace 1 Santa unit in the selected Region with an E.L.F. unit

Remove a Santa unit from a Region (returning it to the Santa player's supply) and place an E.L.F. unit from your supply in that Region.

Notes:

- You cannot replace a base with Membership Drive

- If you do not have the spare tokens to add an E.L.F. unit to the selected Region and do not wish to remove one from elsewhere to finish the action, you may not still remove the Santa unit.

# APPENDIX B - NOTES FOR COIN VETERANS

There are some significant differences between the way Chocolate Coin works compared to most COIN games. Some of these are described here.

The action priority works differently in this game to most COIN games, for the sake of play speed. Priority for choosing an action is based on the position in the ordered queue of the action tracker, not factions listed on the event card, and having chosen an action the previous turn does not make a faction entirely ineligible for an action on this turn - only further down the priority track. The main thing being delayed does is instead to remove the possibility of jumping the queue by claiming priority on an event.

Most of the factions in this game - all but E.L.F., in fact - cannot have their score reduced. Once a faction other than E.L.F. has entered a winning position they cannot be removed from it, so the game will definitely end at the next scoring round; all other players can do at that point is to try and score a higher proportion of their win condition in order to out-score the other faction's. Again, this is a deliberate choice to make the game faster and less frustrating to play for players new to the genre.

The E.L.F. faction is the only one that can have its score reduced, but it also should find it much easier to get to their win condition than any other faction; a canny E.L.F. player in a new group can run away with the game and potentially win on the first scoring round if the other players concentrate exclusively on their own objectives. Note also that since score markers cannot move past 15 on the board, Santa is less likely than the other players to win in a tie-break situation since that faction will always either not have fulfilled their win condition or have a tiebreak win ratio of 1.0.

Bases do not contribute towards combat in any way, nor count as any special number of units when totalling for various effects. The benefit to having bases on the board - for those factions that do not score with them - is to be able to perform operations in more Regions at once.