

↑ 1	OPS + SPECIAL	1 OP OR EVENT
↑	EVENT	OPS OR SPECIAL
DELAYED	OPS	1 OP OR SPECIAL
↓ 2		
↓ 3		



CHOCOLATE COIN



SCORE

②	②	②	③	③	④	④	◇	④	⑤	♥	⑤	⑤	♠	⑥	⑥	⑥	⑦	⑦	♣
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				

CHOCOLATE COIN - BY JAKE STAINES, 2022
 WITH DEBT TO THE COIN SYSTEM BY VOLKO RUHNKE

SCAN THE QR CODE TO FIND THE FULL RULES ONLINE
 OR VISIT <http://diningtablepnp.com/games/x22/cc.pdf>
 THIS BOARD AT <http://diningtablepnp.com/games/x22/ccboard.pdf>

Universal Operations

1 OP: perform 1 Universal/Faction op in 1 Region.
OPS: perform 1 Universal/Faction op in up to (1 + # of bases) Regions.
SPECIAL: perform 1 Faction Special op in 1 Region.

RECRUIT

Add units up to 1 + # of your bases in selected Region OR add 1 base to a selected Region that already contains at least one of your units.

MOVE

Move any number of your units in the selected region to an adjacent Region.

ATTACK

Roll # of dice equal to # of your units in Region; for each roll \leq # your units in Region, remove one enemy token (units first, then bases).

Event Cards

#	FACTION	OTHER
2-4	Add one unit each to two Regions, or one base to one Region.	Remove two of card faction's units, or one base, from a single Region.
6-8	Perform two different Operations in two different Regions.	Move two of card factions units, or one base, from one Region to adjacent Regions.
J-Q	Perform a Special Operation and then two regular Ops. These may be in the same or different Regions.	Replace up to two of the card faction's units in a single Region with two of your own in the same Region.
Ace or Joker	Scoring round - do not choose actions or operations in this round. Instead check for a winner, then whichever of Santa or E.L.F. has the most support claims this card and moves their score up 1 point. Then continue with the next card.	

♣ Santa Operations

Win by scoring 15 points of gifts

You may not recruit or build in pro-E.L.F. Regions.
 When moving, you may also move any gift dice in the Region if you move at least one unit.

When removing units in an attack, reduce Santa support this area.

Whenever you take an action, at the end of your turn place a gift die in a workshop region with no gift die if possible, with a value equal to the number of Santa + E.L.F. units in that Region. Half value (round up) if an E.L.F. base is present in the Region.

MINCE PIES IN 1 AREA

Add Santa support to a single Area

Special Operation

SHIP GIFTS

Remove a gift die from a Dock Region to add the die value to your score.

◇ Big Plastic Operations

Win by stealing 6 gifts

Your units and bases are dice; their value their stealth. Your units and bases cannot be attacked unless the attacker has at least as many units in the Region as the target's stealth. If stealth is reduced below one, the unit or base is removed.

You may only recruit into Regions with other players' units present; each unit or base starts at 4 Stealth.

When attacking, halve stealth, and roll an extra die for each unit that couldn't have been attacked by your target prior to the combat.

When performing OPS you may act in two extra regions for each base instead of just one.

STEAL GIFTS

Spend stealth in this Region equal to the # of Santa tokens in this Region to remove and score the value of that gift die.

Special Operation

TAKE COVER

Add 3 to the stealth of all of your units in this Region.

♠ Internal Elfairs Operations

Win by arresting 10 Big Plastic units

When recruiting, you may not add bases. Place units in round Precinct locations only. These Precincts are considered 'in' all adjacent regions for operations.

When moving, you may only move to a Precinct directly connected to the starting precinct via a striped line.

Whenever one of your actions results in a Big Plastic token being removed, score one point per token removed.

When performing OPS you may act in as many different Regions as the number in the circle on your current score track space.

DISPERSE

Move to adjacent Regions/s 1 Plastic unit with Stealth \leq # of your units 'in' selected Region, or all of another player's units in the Region.

Special Operation

SWEEP

Reduce stealth of one Plastic token in Region by 1 for each of your units 'in' Region.

♥ Elf Labour Front Operations

Win by having 8 points of influence

You may only recruit in Regions with the cane and sickle icon. Always recruit 2 units per Region, or 3 if the Region has an E.L.F. base.

You may not recruit in pro-Santa Regions.

When removing units in an attack, reduce E.L.F. support in area.

When you build a base in an area add one to your score - or two if the base is in a Region with a workshop. If the base is subsequently removed, reduce the score again.

E.L.F. RALLY IN 1 AREA

Add E.L.F. support to a single Area

Special Operation

MEMBERSHIP DRIVE

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