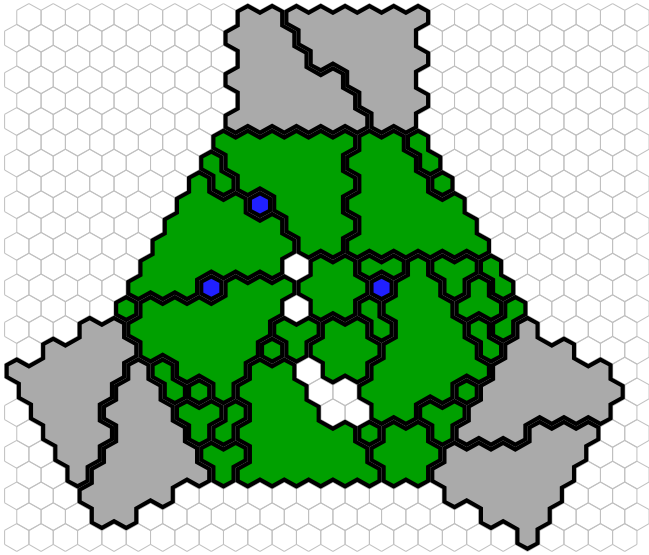


Chinese Checkers

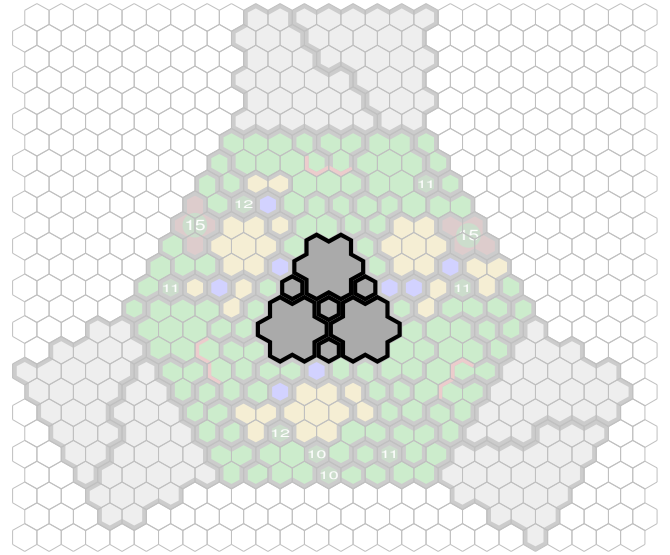


Author : Sherman Davies

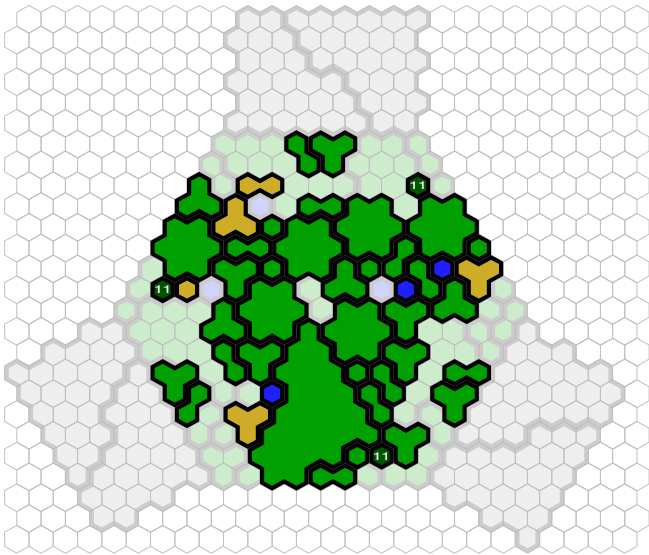
Level : 1



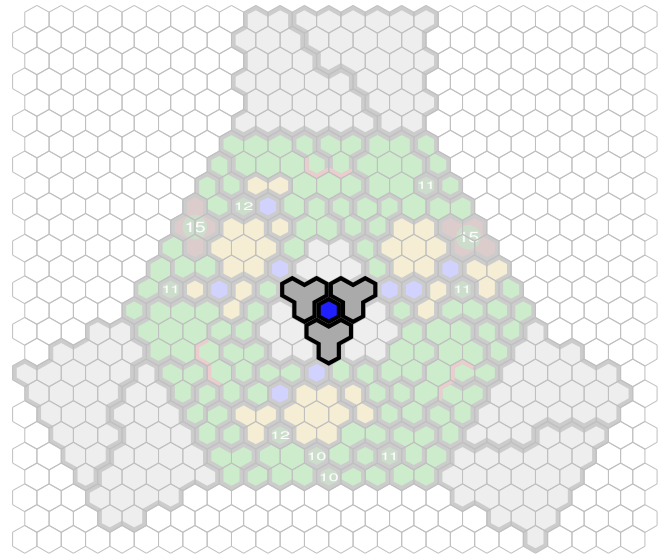
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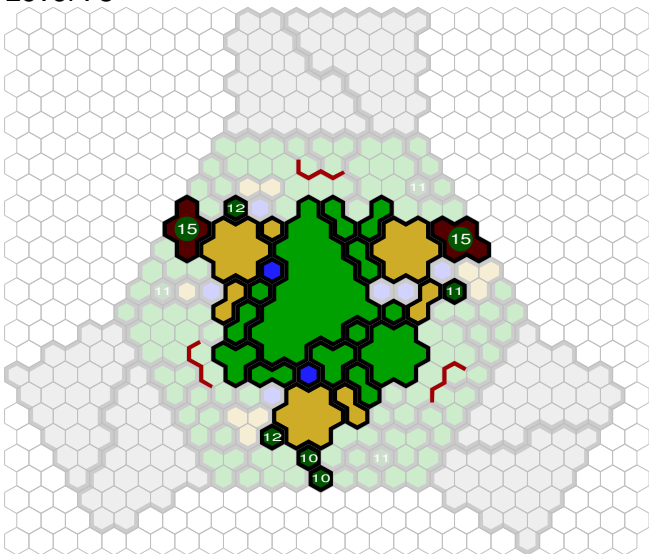
Level : 2



Level : 5



Level : 3



PLAYERS AND ARMIES

Five players will be split into three teams, with two players per team. (One of the players will play as a team of two.) Each player's army can be up to 500 points and 24 spaces. All official, VC and Shermanverse units are allowed, using Delta VC point costs.

VICTORY CONDITION

At the end of Round 8, the team with the most points worth of figures within any opposing start zones wins the game. Partial card scoring will be used.

SCENARIO SPECIAL RULES

All water spaces on the map are Wellspring Water.

SHERMANVERSE SPECIAL RULES

All trees on the map are treated as Jungle Trees.
Knockback rules are in effect.