

THE BATTLE OF HOTH

The battle will be played on several maps, one represents the Echo Base hanger interior and the other features the Echo Base shield generator and the north approach to the base.

Setup is different on each map area. Each faction only activates two figures per turn per map (2 figures outside, two figures inside). The two battles (outside and inside) are played as though they are two separate games (each battle rolls their own initiative, etc.)

Rebel players must place all units before Imperial players place units.

The left side of the game is made from two fan created maps of the interior of Echo Base. These lead outside to four copies of the AT-AT battle maps (each pair set up side to side).



Below is the starting areas and the forces placed on each map.

Rebel Forces

Inside forces set-up in the Command Center and Ion Cannon Control Room marked on the map.

Outside forces set-up anywhere on the generator map half and on the closer half of the second map.

INSIDE A

R2-D2-cost 8
C-3PO-cost 6
Chewbacca, Rebel Hero-cost 30
x3 Elite Hoth Trooper-cost 12 -- 36
x2 Hoth Trooper-cost 7 – 14
Medical Droid-cost 12
x2 Rebel Trooper-cost 5 – 10
x1 Rebel Heavy Trooper-cost 11 – 11

TOTAL 127

INSIDE B

Han Solo, Rebel Hero-cost 35
Princess Leia, Hoth Commander-cost 19
Admiral Ackbar-cost 21
x3 Elite Hoth Trooper-cost 12 -- 36
x1 Hoth Trooper-cost 7 – 7
x1 Rebel Heavy Trooper-cost 11 – 11

TOTAL 129

OUTSIDE C

Wedge Antilles-cost 22 (Can return to map after defeat see Rebel Events below)
6 Snowspeeders-cost 38 – 228
x3 ATGAR (marked on map)-cost 15 -- 45
x1 Rebel Officer-cost 13 -- 13
x3 Elite Hoth Trooper-cost 12 -- 36
x1 Hoth Trooper-cost 7 -- 7
x2 Rebel Pilot-cost 10 – 20
x1 Rebel Captain-cost 21 – 21
x2 Golan Arms Turret
TOTAL 392

OUTSIDE D

Luke Skywalker on Tauntaun-cost 16 (Can upgrade to Rebel Pilot figure (Luke Skywalker, Young Jedi Knight 21) see Rebel Events below)
6 Snowspeeders-cost 38 – 228
x3 ATGAR (marked on map)-cost 15 – 45
x1 Rebel Officer-cost 13 -- 13
x4 Elite Hoth Trooper-cost 12 -- 48
x3 Hoth Trooper-cost 7 – 21
x1 Rebel Captain-cost 21 – 21
x2 Golan Arms Turret
TOTAL 403

Imperial Forces

Indoor Imperial teams start in the Command Center's map on the edge opposite the Command Center near either door.

Outside force can be placed anywhere 36 spaces deep on your end of the map. The AT-AT Walkers must be placed so the rear of the base touches the Imperial starting edge of the map.

INSIDE A

Darth Vader, CotS-cost 50
x3 Elite Snowtrooper-cost 12 -- 36
x3 Snowtrooper-cost 7 -- 21
x1 Stormtrooper Officer-cost 14 – 14
x1 Stormtrooper -cost 5 – 5

TOTAL 126

INSIDE B

General Veers-cost 21

Probe Droid-cost 8

x4 Elite Snowtrooper-cost 12 -- 48

x5 Snowtrooper-cost 7 -- 35

x1 Stormtrooper Officer-cost 14 – 14

TOTAL 126

OUTSIDE C

Start within first 12 squares of the outside map edge, furthest from the base.

Imperial forces can start the game INSIDE the ATATs. See page 5 of ATAT rules.

x1 ATAT-cost 200 -- 200

x2 Imperial Officer-cost 14 -- 28

x1 Snowtrooper with E-Web-cost 18 -- 18

x2 Snowtrooper-cost 7 -- 14

x2 AT-ST-cost 54 – 108

TOTAL 368

OUTSIDE D

Start within first 12 squares of the outside map edge, furthest from the base.

Imperial forces can start the game INSIDE the AT-ATs. See page 5 of ATAT rules.

x1 ATAT-cost 200 -- 200

x2 Imperial Officer-cost 14 -- 28

x1 Snowtrooper with E-Web-cost 18 -- 18

x2 Snowtrooper-cost 7 -- 14

x2 AT-ST-cost 54 – 108

TOTAL 368

Goals

See the end of the scenario for details on the victory conditions. These are the general guidelines for what your team is trying to accomplish.

Inside map

Rebels: At the end of every round if you have units in the **command center** and **ion control room**, Rebels successfully make an ion cannon attack that allows a transport to leave the base. If the Rebels are only present in one of the two rooms, they only manage to make the ion cannon attack on a save of 11. There are three transports that need to leave. Once all the transports are away the Rebel forces must activate the evacuation command and all forces on both maps try to escape to the Millennium Falcon (or on the outside map, escape to a map edge).

Imperials: Enter Echo Base, take over command center and ion control and capture Rebels.

Outside map

Rebels: Defend shield generator until Rebels on interior map issue evacuation command (at the earliest, the start of Turn 7). Then escape into bases entrances and try to reach the Millennium Falcon or off the edge of an exterior map.

Imperials: Destroy shield generator and all Rebel forces. Other units can shoot at generator but due to its high damage reduction, they won't be as effective.

Random Events

Wampa attack-When a player rolls a 1 for initiative, at the start of that turn his opponent places a Wampa figure 6 squares or more from the low rolling player's forces.

Rebel Events

FOR OUTSIDE D TEAM: Luke crashes - Once during game, when a snowspeeder is destroyed, you may replace destroyed speeder with Luke pilot figure (use Luke Skywalker, Young Jedi Knight) . If Luke Skywalker on Tauntaun is still in play, remove that figure. You can do this even if Luke Skywalker on Tauntaun has already been defeated.

FOR OUTSIDE C TEAM: Wedge crashes- once during game, when a snowspeeder is destroyed, you may replace destroyed speeder with Wedge figure if you choose. You can do this even if Wedge has already been defeated.

Imperial Events

FOR INSIDE A AND B TEAM: At the beginning of every turn, the Imperial players (both teams A and B) on interior map receives 20 points of trooper figures. They are placed in their starting set-up area before the start of the turn.

FOR OUTSIDE C AND D TEAM: When a AT-AT is adjacent to the generator terrain on the outdoor map place 30 points of Imperial figures along the interior map's hangar door. These units are pulled from defeated units. If there are less than 30 points of defeated units, take what is available. They must wait until an initiative is rolled and a new round starts on that map to activate in their new location.

PLANETARY BOMBARDMENT: If the generators are destroyed, Imperial planetary bombardment begins.

If one generator is destroyed:

At the beginning of every following round if the Imperial players wish, every character inside **either** or **both** (Imperials choice) halves of the Echo Base must make a save 4 or take 20 damage in cave in.

If both generators are destroyed:

At the beginning of every following round if the Imperial players wish, every character inside **either** or **both** (Imperials choice) halves of the Echo Base must make a save 8 or take 20 damage in cave in.

FOR OUTSIDE C AND D TEAM:

AT-AT defeat

When an AT-AT is defeated, roll save of 11 to salvage reinforcement troops inside (Not troops you placed in there. These are bonus troops now that you have lost your AT-AT). If you make the save, place 40 points of Imperial figures adjacent to the space the defeated AT-AT occupied.

Moving between Indoors and Outdoors

Rebels

All base entrances marked on outside map lead to any of the turbo lifts marked on the indoor map and vice versa. Small and medium size figures ending their movement in base entrance/turbo lift can choose to move to a different map with an entrance/turbo lift on their next turn. Remove them from the starting map and place them next to the map they will enter. They must wait until an initiative is about to be rolled and a new round starts on the destination map to be placed and then to activate in the new location.

You can use this to move from an indoor to outdoors or vice versa. Or you can use it to move from an indoor location to another indoor location.

Imperials and Rebels

All sizes of figures except the AT-AT can gain entrance/exit from the base via the hanger doors on the inside, and by moving off the shield generator edge of the outdoor map. This is the only way larger figures like the AT-ST and snowspeeders can get inside the base. The same

delay mentioned above applies to this map transfer as well.

Trenches

Areas with red outline are trenches. It cost twice as much to move into or out of a square with a red outline unless you are moving from one trench area to another. Trenches do not block line of sight. Trenches give Improved Cover (+6 Defense unless attacker adjacent but not in trench, then +4).

Towers, Turrets, and Deflector Shield Generator

The outside ATGAR Turrets printed on the map are using the stat card of the 3-D ATGAR model. For the other terrain features see AT-AT rules page 7-9.

Millennium Falcon Map

The Falcon's weaponry (on the stat card) can be controlled by anyone in the cockpit of the Falcon. Attacking with the Falcon's gun replaces that character's turn.

Millennium Falcon

Hit Points: 200

Defense: 8

Attack: +9

Damage: 20

1 Ventrally Mounted
Anti-Infantry Swivel
Laser Cannon

Colossal Large and smaller characters may occupy squares on this character's base and are considered adjacent. Low objects and Large and small characters do not provide cover against this character's attack. Never has cover. Cannot benefit from Bodyguard or Draw Fire.

Damage Reduction 10 Whenever this character takes damage, reduce the damage dealt by 10. Adjacent enemies with lightsabers ignore this special ability.

Mounted Weapon Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character.

Penetration 10 Enemies damage reduction is reduced by 10 against this characters attacks.

Rigid Can't squeeze.

Twin Attack Whenever this character attacks, it makes 1 extra attack against the same target.

Winning the Scenario

Game ends when the last Rebel unit leaves the map. The winner has the most victory points.

Both forces get a victory point for every point of unit defeated (If unit costs 10 points, he is worth 10 victory points).

Imperials get 100 victory points the first time they eliminate all Rebels from the command center and 100 victory points for the same in the Ion Control Room. Destroying each shield generator outside is worth 200 victory points.

Rebels get 5 victory points per unit that escapes. (If unit costs 50 points, he is only worth 5 victory points when he escapes). Rebels also get 100 points for each transport that gets away.