

ASSAULT ON HOTH



A. Setup

Shuffle the Action and Event Decks and place them by the game board.

1. Light side

- **5 Snowspeeders** (1-5) shall be placed anywhere in the Rebel Reinforcement Sector 4.
- **6 Laser Towers, 10 Light Troopers, and 4 Heavy Troopers** shall be placed anywhere south of the Rebel Forward Line, away from cliff hexes. Troopers can be placed in the Base Box.
- Secretly assign Luke to one of the Speeders (stick the Hero card under the particular Snowspeeder Display). Put a Force counter on the Luke's Force Points track at **10**.

2. Dark side

- **4 AT-AT Walkers** (1-4) shall be placed anywhere in the Imperial Reinforcement Sector, facing **any** direction.
- **2 AT-ST** shall be placed anywhere in the Imperial Reinforcement Sector.
- **8 Light Snowtroopers and 4 Heavy Snowtroopers** are assigned into the Walkers. Place 3 Snowtroopers on "Carried Troops" box of each Walker 1-4.



B. Game sequence

The game is played in turns and these are divided into Action rounds. The players alter in taking Action rounds (= draw the top Action card and carry out the directions on it) until the Action deck is exhausted, which ends the turn. After that, shuffle the Action deck, and begin next turn by drawing the top card. **There are 4 actions in the game:** Movement, Firing, Harpooning, and Event drawing. Movement is performed via hexes, Fire range is determined by macrohexes.

Actions

Every action card makes you either **draw an Event card** or it states **a particular unit-type and an action**. That action (move, fire, or harpoon) **may** be performed once, individually by each unit of the listed type that is on the map. If more actions are listed, you can choose **one action** for each such a unit.

1. Moving Units

In general, each unit has 5 Movement Points (MP) to spend when it comes to the Movement action. It costs 1MP to move one hex in any direction. Keep on your mind that:

- Not all 5 MP have to be spent.
- Walkers are the only unit that has to **keep its direction**. To turn a Walker one hex-side costs 1MP.
- There can be only **one** unit occupying one hex.
- Units can walk through an occupied hex. Walkers destroy all units on hexes they walk through, except for other Walkers and Speeders. In this case a Snowspeeder is bounced to an empty adjacent hex (Rebel's choice).
- A Walker cannot move through another Walker.
- Walkers cannot step on the Shield Generator or Power grid hexes.
- Walkers spend **3MP** to enter a rough terrain hex.
- No unit but Snowspeeders can enter cliff hexes.

- **A Snowtrooper** can exit a Walker by jumping to the Walker's hex (for 1MP) and then he **has to** move normally to an unoccupied hex, or another Walker. He can enter a Walker in the same manner (move to the same hex and pay 1MP to get aboard). Each Walker can hold a **maximum of 3** Snowtroopers.
- **A Rebel trooper** can enter/exit the Base Box via the entrance hexes on the map. It costs 1MP. The entrance hex must not be occupied by another unit (in that case the Rebel troopers cannot move through).
- Laser Towers do not move.

2. Firing at the Enemy

The firepower and armory of each unit is written in the "Fire/Armor strength chart" on the game board. Firing player rolls a number of **fire dice** (Vaders&Sabres) **that equals to the fire strength** of the firing unit (see the Fire/Armor strength chart). The fire strength is however modified by the distance of the target (range) and a rough terrain, if the target is in it.

- For every macrohex between the firer and the target (including the target's macrohex, not including the firer's macrohex) reduce the fire strength by 1.
- If the target is a **Laser Tower, AT-ST or a Trooper in a rough terrain hex**, reduce the fire strength by 1.
- **The Shield Generator is located in a rough terrain hex**, and also it reduces the fire strength by 1 when fired at.
- Snowspeeders in the **cliff hexes** cannot fire or be fired at.
- All units can fire in any direction, except for Walkers, which can fire only in a limited angle around the direction they are looking at (this is pictured right on the game board).
- The troopers aboard Walkers or in the Base Box cannot fire or be fired at.

If the number of relevant symbols on the dice rolled is **equal or greater than the target's armor** (see the Fire/Armor strength chart), the target is **hit**. **Laser Tower, AT-ST, Trooper, Power Grid or Shield Generator** (both armor 3) are immediately destroyed. If a Walker or a Snowspeeder is hit, the firer rolls yet 2D, adds the results together, and consults the "Damage Table" on the game board for the more specific damage. The damage is then marked on the particular Walker/Snowspeeder Display by placing an appropriate damage counter to an appropriate field.

Keep the destroyed units separately from the unused units for reasons of possible reinforcement.

3. Firing Harpoons

A Walker can be harpooned by a Snowspeeder if the Snowspeeder is in an adjacent hex, and the Action card allows it. If they are adjacent, and they are in the same macrohex, the Rebel player rolls 5 fire dice. If they are adjacent, but they are in different macrohexes, he rolls just 4 fire dice. **If the Walker is hit, it is immediately destroyed.**

Assigning Luke

You will reveal Luke's Snowspeeder when he uses Force for the first time. The Force can be used right before the Speeder fires, it is being fired at, or right before it harpoons. Luke can increase his Speeder's fire strength, its armory, or a number of fire dice while harpooning a Walker, by spending an equal number of his Force Points. He can also reduce a Critical hit to his Speeder to a Body hit by spending 1 Force Point **after** he has received the Critical hit.



C. Victory Conditions

- **The Imperial Player wins** if he either destroys the Shield Generator (**armor 3**) before the 5th Transport Away Event card is pulled from the Event deck. If the Power Grid (armor 3) is destroyed, the Shield Generator armory **is reduced to 2**.
- **The Rebel player wins**, if he destroys all the Imperial units on the map, or if he manages to pull the 5th Transport Away Event card from the Event deck before the Imperial player destroys the Shield Generator.



D. Action and Event Card distribution

A. Actions

REBEL ACTIONS		IMPERIAL ACTIONS		NEUTRAL
Speeders Move	1	Walkers Move	1	Draw Event 2
Speeders Move or Fire	2	Walkers Move or fire	1	
Speeders Move, Fire or Harpoon	1	Walkers Fire	2	
Speeders Fire	1	AT-STs Move	2	
Towers Fire	2	AT-STs Fire	1	
Troopers Move	1	Snowtroopers Move	1	
Troopers Fire	1	Snowtroopers Fire	1	

B. Events

13 cards support Rebels, and 4 cards support Imperium.

Rebel Reinforcements 5x

Rebel supporting Event 3x

Imperial Reinforcements 2x

Imperial supporting Event 2x

Transport Away 5x