THE BATTLE OF HOTH

On your display is holovid from one of the Alliances most crucial battlesthe Battle of Hoth. The importance of this engagement is often overlooked. After all, the Empire won a significant victory even though many fled to safety. It was a losing battle from the start, and many good sentients died. This lecture could easily been named Hoth: Our Greatest Loss.

I, however, believe the Battle of Hoth was our finest hour. To this day my chest swells with pride as I recall the cheer that went up through the south hangar when we knew the first transport was safely away.

The Battle of Hoth showed the Emperor that even in the face of terrible odds, the Rebellion stood in unity and defiance. It was proved that no military might, no matter how much larger or better equipped, could break the indomitable spirit of the Rebellion.

Today some of you will assume the role of Alliance General Carlist Rieekan; others, that of Imperial General Maximiliam Veers. You will vie for control of Echo Base. I'm going to shake you up, things will be exploding around you, and you won't always know exactly what's going on. When the dust settles, you'll have a much greater understanding of the Alliance victory at the Battle of Hoth.
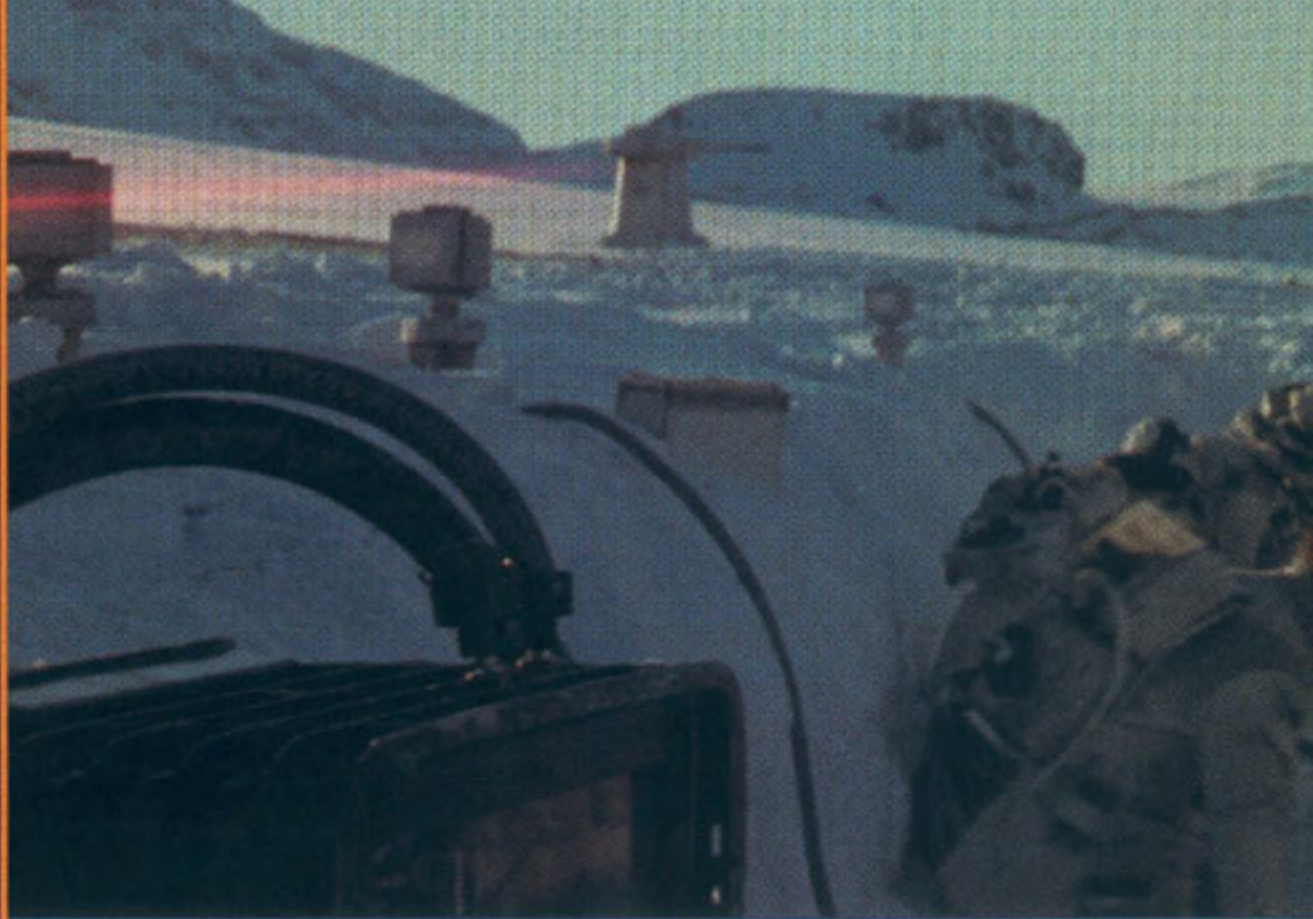
Now report to your stations; the simulation will begin shortly.

AN EXCLUSIVE REBELLION ERA GAME

BY RYAN MILLER

"BATTLE OF HOTH" IS A GAME FOR 2 PLAYERS. ONE PLAYER COMMANDS THE REBELLIONS' ECHO BASE GARRISON, THE OTHER THE IMPERIAL BLIZZARD ASSAULT FORCE.

To play you'll need at least 2 six-sided dice. Printed on pages 53 and 54 are counters, which you can laminate then cut out or photocopy. If you photocopy these counters, be sure the front and back of the page line up, as counters are flipped over during game play.

"Battle of Hoth" can be played alone or used as a backdrop for a Rebellion era campaign. If the heroes are fighting in a unit represented by a counter, you can alternate between the rules presented below and the Star Wars Roleplaying Game rules to resolve combat with enemy units. If a hero's unit is damaged or destroyed, GMs are encouraged to use the RPG combat rules to resolve the effects of damage to heroes and equipment.

UNITS

The three types of units are:

Infantry: Each of these counters represents a platoon of infantry, such as Snowtroopers or Echo Base Troopers. They have little firepower but have the ability to restore their strength.

Vehicle: Each of these counters represents a single vehicle, such as an AT-AT or Golan Laser Battery. They tend to be slow but pack a lot of firepower.

Air: Each of these counters represents a single flying unit, like a T-47 Snowspeeder or Probe Droid. They are fast, maneuverable, and can close with the enemy quickly.

ANATOMY OF A UNIT COUNTER

A two-sided counter represents each unit in the game. The front is an undamaged unit, with symbols and numbers showing its abilities. At the beginning of the game, all units are undamaged. When a unit is damaged, flip it over. There's another, less powerful set of these same abilities on the back of each counter.

GETTING STARTED

"Battle of Hoth" has three different missions. Start with Mission 1: "There's a good bet the Empire knows we're here," and fight your way through to Mission 3: "Prepare for ground assault."

Each mission details how many of each type of unit each player uses. A mission also specifies which player places units first and where they can be placed. When placing a unit in a hex, make sure the unit faces one of the hex's six sides. More than one unit cannot start the game in the same hex.

Once both sides have placed their units, it's time to play!

PLAYING THE GAME

During each mission, players take turns moving and fighting with their units. Each player's turn has two phases that follow a sequence of steps. You must complete all the steps in order before moving on to the next one. The turn sequence is as follows:

COMMAND PHASE

1. **March.** Each unit with the MARCH ability may move one hex forward. Marching units are not required to move.
2. **Command Roll.** Roll two dice; the highest roll is how many command points you get this turn. If you roll doubles, only one die counts, but you also gain the benefit of an event (see the Event Table).
3. **Issue Commands.** Spend command points to move your units (see Movement below). If you have a damaged infantry unit, you can spend 1 command point to use its RALLY ability, flipping it back to its undamaged side. If you have any reinforcement units, you can spend 1 command point to put one in play in your deployment zone.

Anatomy of a Unit Counter

SPEED: A unit can move forward up to this number of hexes for each command point you spend to move it.

ARMOR: If a unit is hit, roll a die; if the die result is more than the unit's armor, it's damaged. Flip it over.

FIREPOWER: Roll this many dice when a unit shoots.

ABILITIES: A unit's special abilities are listed here as a reminder. See Abilities below.

FACING: This arrow tells you which hex side a unit is facing.

Type: A = air
I = infantry
V = vehicle

When a unit is damaged, flip it over.

LUKE'S SNOWSPEEDER
S:3
A:2
F:2

LUKE'S SNOWSPEEDER
S:2
A:1
F:1

THE BATTLE OF HOTH

Event Table
d6

1. **"Great shot!"** Destroy an enemy unit within 3 hexes of one of your units, even if that unit is undamaged.
2. **Cunning plan.** You have 7 command points this turn instead of 2.
3. **Charge!** Your wounded infantry RALLY. Your infantry can MARCH again this turn.
4. **Take the initiative.** Skip Step 5: Return Fire! this turn.
5. **Reinforcements.** Place up to 2 infantry units on your edge of the map. If you have no more infantry units, no effect.
6. **"...Steady..."** All your units get a bonus (+) to shooting this turn.
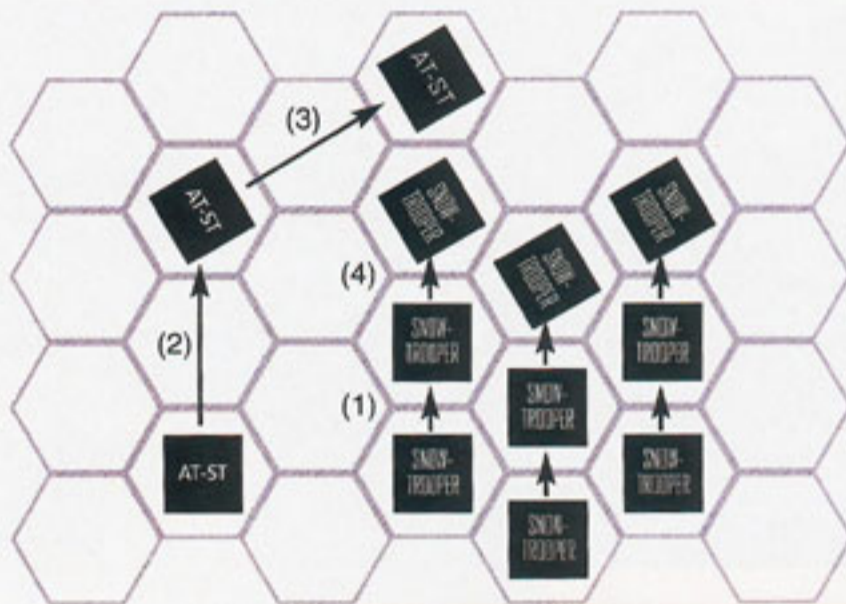
SHOOTING PHASE
4. Fire! Each of your units can shoot at a unit up to three hexes away.
5. Return Fire! Opponent's units shoot. Your opponent's T-47 Snowspeeders can use their HARPOON ability, and his or her Probe Droids can SELF-DESTRUCT.

Players alternate taking turns until one side is victorious.

EVENTS
If you roll doubles when making your command roll, you gain the benefit of an event in addition to command points. For instance, if you roll two 1s, you have 1 command point and choose one enemy unit to be destroyed ("Great shot!").

MOVEMENT
For 1 command point you can move a unit forward a number of hexes up to its SPEED (the number in the lower right-hand corner of its counter) and turn it to face any side of its new hex. Units with a SPEED of 0 can turn by spending 1 command point, and a unit can move 0 hexes if you wish. The same unit can move any number of times in one turn.

A Sample Command Phase
Matt has 3 Snowtroopers and 1 AT-ST. (1) Matt's Snowtroopers MARCH, moving forward 1 hex. Matt's command roll is a 2 and a 5. He gets 5 command points. (2) The AT-ST has a SPEED of 2; he spends 1 command point to move the AT-ST 2 hexes and chooses which hex side he wants it to face. (3) It's not quite where he wants it, so he spends another command point to move it another 2 hexes. (4) He spends his remaining 3 command points to move each Snowtrooper 1 hex, and chooses which hex side each faces.

STACKING

In some cases, more than one unit can occupy the same hex. Units cannot, however, shoot at other units in the same hex.

Air: Air units can move into a hex occupied by any number of other units.

Infantry: Infantry units can move into a hex occupied by air units.

Vehicle: Vehicle units cannot move into a hex occupied by other vehicle units.

If a vehicle moves into a hex occupied by an infantry unit, the infantry unit is overrun; the infantry unit moves back 1 hex and is damaged. (If the unit is already damaged, it is not destroyed.) If the unit cannot move into that hex, the player who controls that unit moves it 1 hex in any direction. If an overrun unit cannot move into any hexes, it is destroyed.
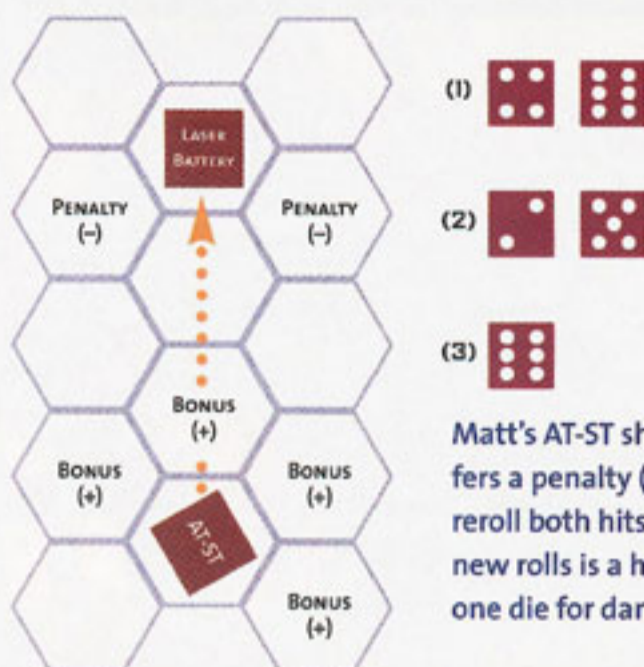
Shooting

During Step 4: Fire! and Step 5: Return Fire! units may shoot at enemy units up to 3 hexes away. A unit may only shoot at another unit that's in its fire arc (see diagram). A unit's FIREPOWER is the number of dice you roll when shooting.

Each roll of 4,5, or 6 is a hit. Roll another die for each hit. Each die result that is greater than the target's ARMOR damages the unit. The first time a unit is damaged, flip it over; its counter will remind you that it is damaged. If a damaged unit is damaged again, it is destroyed; remove it from playing surface. A unit that is damaged twice in a single attack is destroyed.

BONUSES AND PENALTIES

Several circumstances in "Battle of Hoth" can give a unit a bonus (+) or a penalty (–). If a unit has one bonus (+), reroll all of that unit's missed shots once. If a

(1)
(2)
(3)

Matt's AT-ST shoots, but suffers a penalty (–), so it must reroll both hits. One of the new rolls is a hit, so Matt rolls one die for damage.

A Sample Shooting Phase

Matt's Imperial units are now in range to fire at some of Jason's Alliance units. (1) Matt's AT-ST (FIREPOWER 2) rolls two dice when shooting, and gets a 4 and a 6. Because the target is 3 hexes away, the AT-ST suffers a penalty for this shot; Matt must pick up all the dice that hit and roll them again. Both 4 and 6 are a hit; (2) rolling them again results in a 2 and 5. This time only one die hits. Matt rolls one die for damage. Jason's Golan Laser Battery has an ARMOR of 3. (3) Matt rolls a 6; the Alliance unit is damaged, and is flipped over.

THE BATTLE OF HOTH

Fire Arc

Fire Arc of a Unit with Strafe
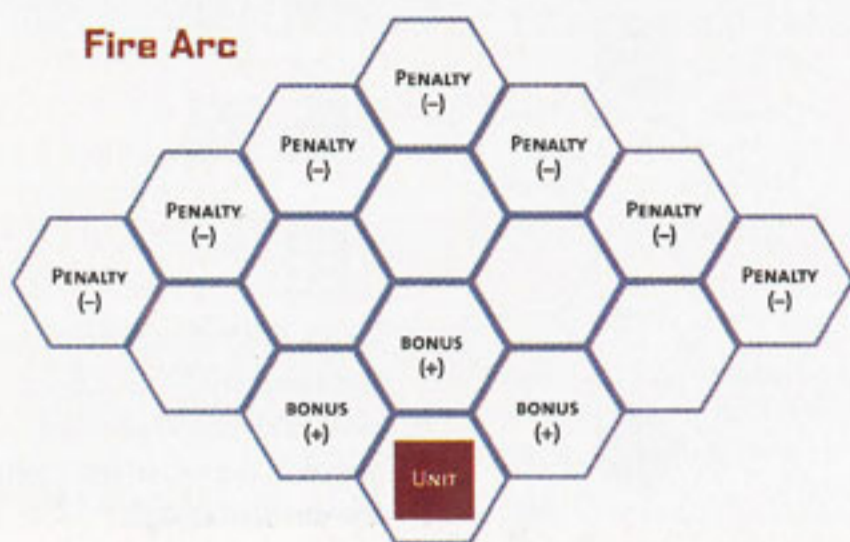
unit has two bonuses (+ +), reroll all missed shots twice. If a unit has a penalty (–), you must reroll all of that unit's hit shots once. Two penalties (– –) require you to reroll all that unit's hit shots twice.

There's no limit to the number of bonuses or penalties a unit can have. If a unit has a penalty and a bonus on the same shot, each cancels the other. For example, a unit has two bonuses (+ +) and one penalty (–); the penalty cancels one of the bonuses; the unit has a total of one bonus (+).
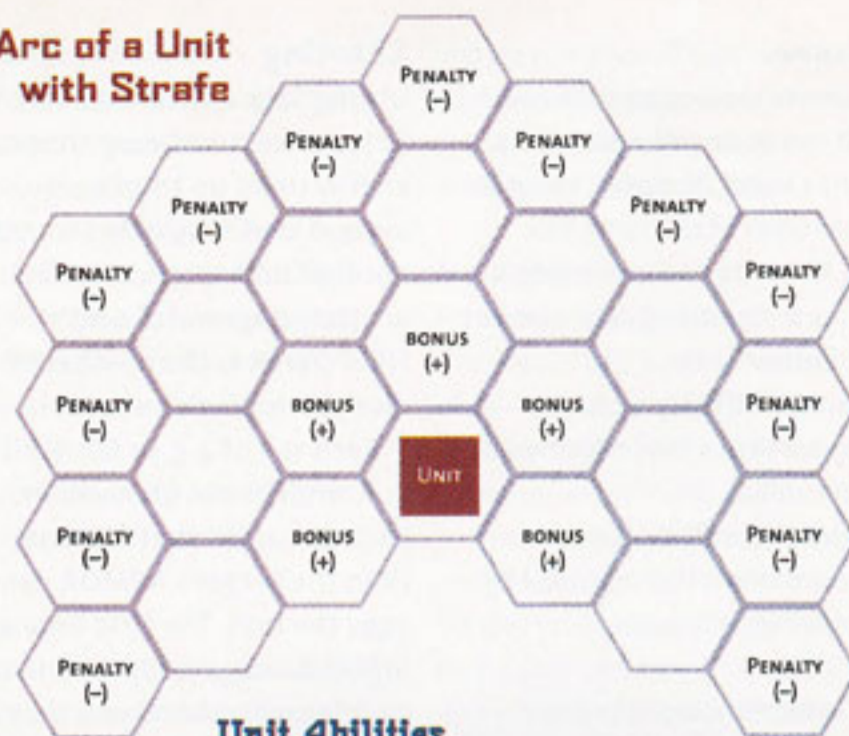
Bonuses and Penalties

+ Target unit is in an adjacent hex
+ Shooting unit is a HERO
– Target unit is 3 hexes away
– Target unit has HEAVY ARMOR
– Target unit is an air unit

ABILITIES

Some units have one or more abilities. Some gain or loss abilities when damaged, so take note of any changes to a unit if it becomes damaged.

Unit Abilities

A AGILE: This unit can move into any adjacent hex regardless of which way it's facing.

H HARPOON: If this unit occupies the same hex as an AT-AT, it can follow the AT-AT when it moves. During Step 5: Return Fire! of your opponent's turn, this unit can automatically destroy an AT-AT that occupies the same hex; no die roll is required.

HA HEAVY ARMOR: Units shooting at this unit suffer a penalty (–).

Hr HERO: This unit gains a bonus (+) when shooting.

L LUMBERING: After this unit moves, it may only change its facing by one hex side.

MP MAX POWER: This unit can change its FIRE-POWER to 1 to reduce the target's ARMOR for this shot. If the unit's FIREPOWER is normally 2, reduce the target's ARMOR by 1. If FIRE-POWER is normally 3, reduce ARMOR by 2.

M MARCH: During Step 1: March, this unit can move forward 1 hex. This movement does not cost a command point.

R RALLY: If this unit is damaged, you can spend 1 command point to restore it to its undamaged side during Step 3: Issue Commands on your turn.

SD SELF-DESTRUCT: If this unit occupies the same hex as an infantry unit, it can follow that unit when it moves. During Step 5: Return Fire! of your opponent's turn, this unit can automatically destroy itself and an infantry unit that occupies the same hex; no die roll is required.

S STRAFE: This unit can shoot at any unit except those directly behind it (see Fire Arcs diagram above).

T TURRET: This unit has no facing; it can shoot at any target within 3 hexes.

Missions

MISSION 1: "IT'S A GOOD BET THE EMPIRE KNOWS WE'RE HERE."

Incoming transmission from General Blake: "The morning of the battle, Captain Solo encountered an Imperial probe droid. In the initial encounter, the droid jammed Solo's transmission and tried to eliminate him and his companion to conceal its presence. Shots were fired, and though the probe droid self-destructed it failed to take out Solo. Will you be so lucky?"

Alliance: Han's Tauntaun
4 Tauntaun Scouts

Imperial: 6 Probe Droids

Setup: The Alliance player places units first, within 3 hexes of the Alliance map edge. The Imperial player then places units anywhere on the map. There must be at least 3 hexes between each Probe Droid, and 6 hexes between Imperial and Alliance units.

Objectives: The Alliance player must move at least 3 units off of the Imperial side of the map. The Imperial player must destroy at least 3 Alliance units.

MISSION 2: "OUR FIRST CATCH OF THE DAY."

Incoming transmission from General Blake: "Captain Solo's warning came just in time. Soon after, several Imperial Star Destroyers were detected coming out of hyperspace in the Hoth system. The energy shield was

Mission 1
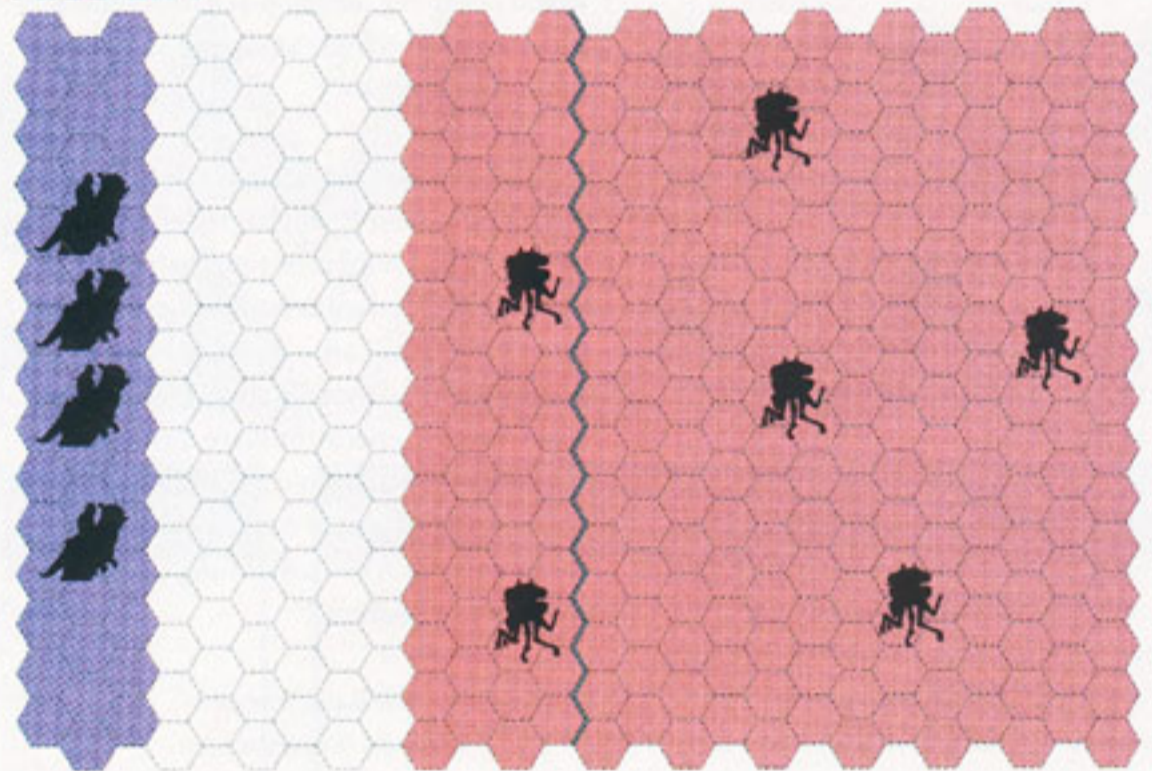
Mission 2
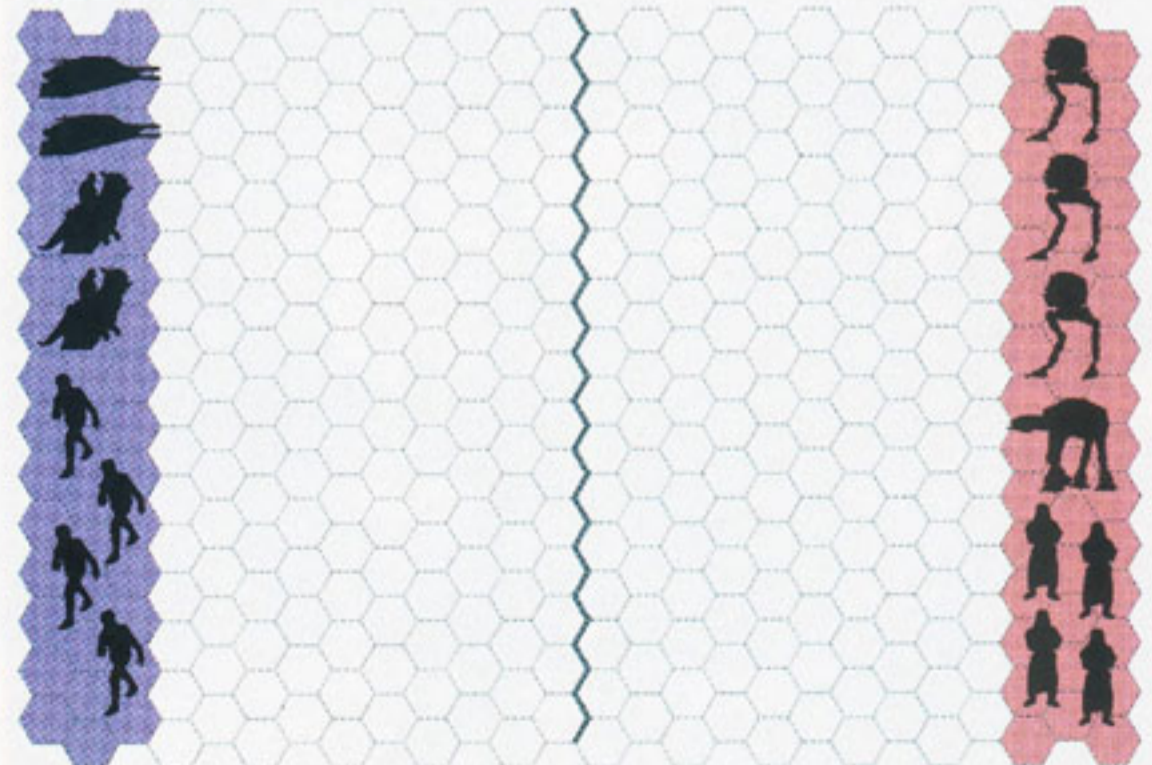
THE BATTLE OF HOTH — Mission 3

raised to protect Echo Base from orbital bombardment, but a surface attack was inevitable. The Empire deployed an advanced scout unit in hopes of catching us off guard. We sent a detachment to slow them down on the open ice plains, in hopes of softening the main attack and buy time for the transports."
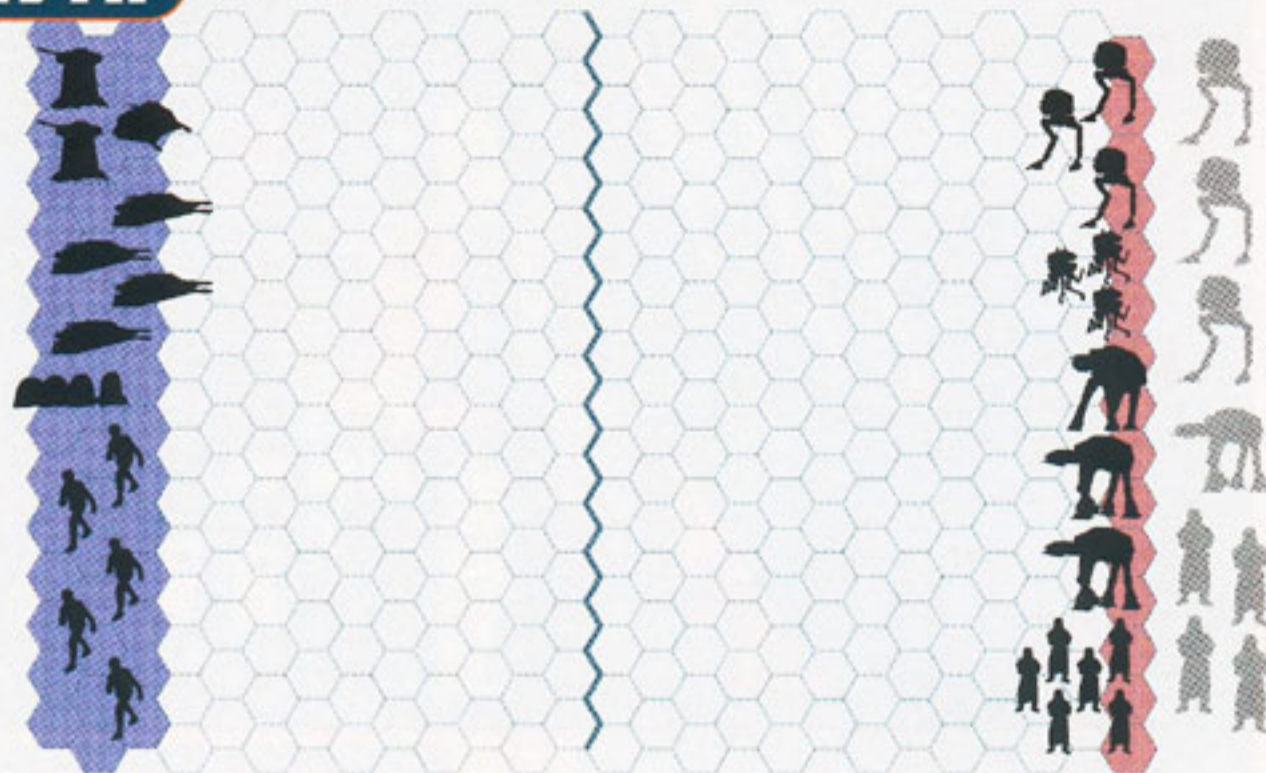
Alliance: 2 Snowspeeder
2 Tauntaun Scouts
4 Echo Base Troopers

Imperial: 1 AT-AT
3 AT-ST
4 Snowtroopers

Setup: Whichever side failed Mission 1 places units first and takes the first turn. Both sides may only place units within 3 hexes of their side of the map.

Objectives: The mission ends when there are no Imperial units left on the map. The Imperial player must move as many of his or her units off of the Alliance side of the map as possible.

Special: If the Alliance lost Mission 1, then they will not be warned of the attack. In this case, only the 2 Tauntaun Scouts are deployed at the beginning of the mission. During each of the Alliance player's command phases, he or she may spend 1 command point per unit to place those remaining undeployed from Setup in the Alliance deployment zone.

MISSION 3: "PREPARE FOR GROUND ASSAULT."
Incoming transmission from General Blake: "It was only a matter of time before an all-out assault reached Echo Base...only a matter of time. It all came down to buying enough time to evacuate the base. If the Main Power Generators were destroyed before the evacuation was complete, orbital bombardment would have been inevitable. Faced with such overwhelming odds, retreat was our only option."

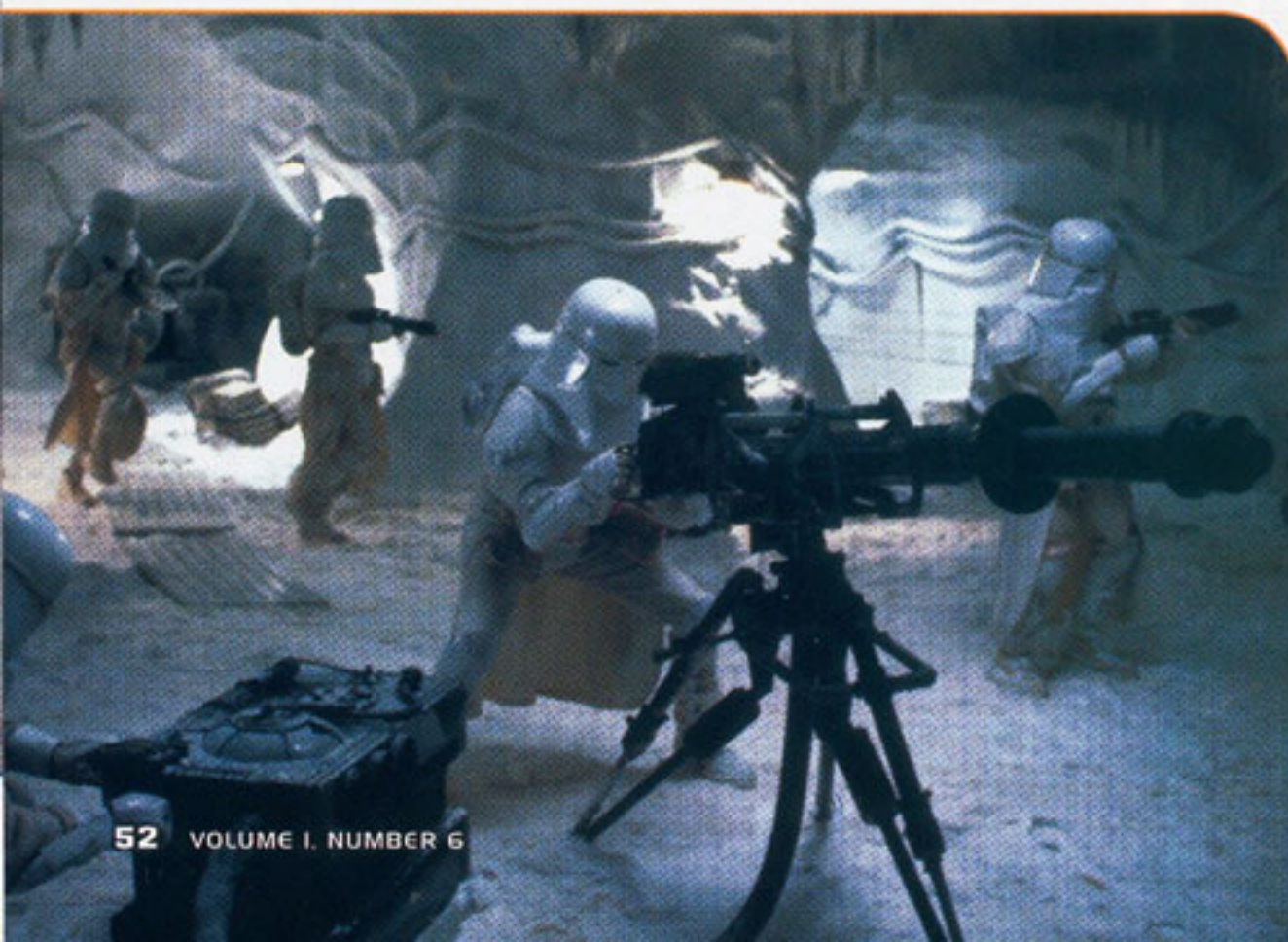**Alliance:** 5 Echo Base Troopers
1 Luke's Snowspeeder

4 T-47 Snowspeeder
2 Golan Laser Battery
1 Main Power Generator

Imperial: All units not destroyed in Mission 2
1 General Veer's AT-AT
2 AT-AT
3 AT-ST
6 Snowtroopers
3 Probe Droid

Setup: The Alliance player places units first, within 3 hexes of the Alliance side of the map. The Main Power Generators must be placed in the center of the Alliance's side. The Imperial player places units on the edge of the Imperial side of the map, and takes the first turn.

Objectives: The Imperial player wins if the Main Power Generators are destroyed. If the Main Power Generators have not been destroyed by the end of the Alliance player's 15th turn, the Rebel player

Incoming transmission from General Blake: "Well done. Never forget; the lessons learned today were written in the blood of those who came before you. It will be your duty, as an officer of the New Republic, to pass these lessons on. That is all. May the Force be with you."

Rebel units (top rows):

ECHO BASE TROOPER	TAUN-TAUN SCOUT	T-47 SNOWSPEEDER	GOLAN LASER BATTERY
S:1 A:2 F:1 (M)	S:2 A:2 F:1	S:3 A:2 F:1 (HA A)	S:0 A:3 F:2 (T MP V)
S:1 A:2 F:1 (M)	S:2 A:2 F:1	S:3 A:2 F:1 (HA A)	S:0 A:3 F:2 (T MP V)
S:1 A:2 F:1 (M)	S:2 A:2 F:1	S:3 A:2 F:1 (HA A)	—
S:1 A:2 F:1 (M)	S:2 A:2 F:1	MAIN POWER GENERATORS S:0 A:3 F:0 (HA V)	—
ECHO BASE TROOPER S:1 A:2 F:1 (M)	HAN 'S TAUN-TAUN S:2 A:2 F:1 (Hr)	LUKE'S SNOWSPEEDER S:3 A:2 F:2 (Hr HA A)	—

Empire units:

SNOWTROOPER	SNOWTROOPER	AT-AT	AT-ST
S:1 A:2 F:1 (M)	S:1 A:2 F:1 (M)	S:0 A:4 F:3 (MP L HA M V)	S:2 A:3 F:2 (S V)
S:1 A:2 F:1 (M)	S:1 A:2 F:1 (M)	S:0 A:4 F:3 (MP L HA M V)	S:2 A:3 F:2 (S V)
SNOWTROOPER S:1 A:2 F:1 (M)	SNOWTROOPER S:2 A:2 F:1 (S A)	PROBE DROID S:0 A:2 F:1 (A)	AT-ST S:2 A:3 F:2 (S V)
SNOWTROOPER S:1 A:2 F:1 (M)	SNOWTROOPER S:2 A:2 F:1 (S A)	PROBE DROID S:2 A:2 F:1 (A)	AT-ST S:2 A:3 F:2 (S V)
SNOWTROOPER S:1 A:2 F:1 (M)	SNOWTROOPER S:2 A:2 F:1 (S A)	PROBE DROID S:2 A:2 F:1 (A)	GENERAL VEER'S AT-AT S:0 A:4 F:3 (L HA Hr MP V)

REBEL ALLIANCE REFERENCE CARD

Command Phase
1. MARCH
2. COMMAND ROLL
3. ISSUE COMMANDS

Shooting Phase
4. FIRE!
5. RETURN FIRE!

Bonuses and Penalties
- + Target unit is in an adjacent hex
- + Shooting unit is a HERO
- − Target unit is 3 hexes away
- − Target unit has HEAVY ARMOR
- − Target unit is an air unit

Unit Abilities
- AGILE
- HARPOON
- HEAVY ARMOR
- HERO
- LUMBERING
- MARCH
- MAX POWER
- RALLY
- SELF-DESTRUCT
- STRAFE
- TURRET

Event Table
d6 Event
1. "Great shot!" Destroy an enemy unit within 3 hexes of one of your units, even if that unit is undamaged.
2. Cunning plan. You have 7 command points this turn instead of 2.
3. Charge! Your wounded infantry RALLY. Your infantry can MARCH again this turn.
4. Take the initiative. Skip Step 5: Return Fire! this turn.
5. Reinforcements. Place up to 2 infantry units on your edge of the map. If you have no more infantry units, no effect.
6. "...Steady..." All your units get a bonus (+) to shooting this turn.

EMPIRE REFERENCE CARD

Command Phase
1. MARCH
2. COMMAND ROLL
3. ISSUE COMMANDS

Shooting Phase
4. FIRE!
5. RETURN FIRE!

Bonuses and Penalties
- + Target unit is in an adjacent hex
- + Shooting unit is a HERO
- − Target unit is 3 hexes away
- − Target unit has HEAVY ARMOR
- − Target unit is an air unit

Unit Abilities
- AGILE
- HARPOON
- HEAVY ARMOR
- HERO
- LUMBERING
- MARCH
- MAX POWER
- RALLY
- SELF-DESTRUCT
- STRAFE
- TURRET

Event Table
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4. Take the initiative. Skip Step 5: Return Fire! this turn.
5. Reinforcements. Place up to 2 infantry units on your edge of the map. If you have no more infantry units, no effect.
6. "...Steady..." All your units get a bonus (+) to shooting this turn.

The counter sheet below contains unit markers. The top rows show Empire (red) and Alliance (blue) units:

- **AT-ST** — S:1, A:2, F:1
- **AT-AT** — S:0, A:3, F:2
- **SNOWTROOPER** — S:0, A:2, F:0
- **PROBE DROID** — S:1, A:1, F:0
- **GENERAL VEER'S AT-AT** — S:0, A:3, F:2
- **GOLAN LASER BATTERY** — S:2, A:2, F:1
- **T-47 SNOWSPEEDER** — S:2, A:1, F:1
- **TAUN-TAUN SCOUT** — S:0, A:2, F:0
- **ECHO BASE TROOPER** — S:0, A:2, F:0
- **MAIN POWER GENERATORS** — S:0, A:2, F:0
- **LUKE'S SNOWSPEEDER** — S:2, A:1, F:1
- **HAN'S TAUN-TAUN** — S:0, A:2, F:0

EMPIRE REFERENCE CARD

Unit	SPEED	ARMOR	FIREPOWER
		(STANDARD/DAMAGED)	
ALLIANCE			
Echo Base			
Trooper	1/0	2/2	1/0
Tauntaun	2/0	2/2	1/0
Snowspeeder	3/2	2/1	2/1
Laser Battery	0/0	3/2	2/1
Generators	0/0	3/2	0/0
EMPIRE			
Snowtrooper	1/0	2/2	1/0
Probe Droid	2/1	2/1	1/0
AT-ST	2/1	3/2	2/1
AT-AT	0/0	4/3	3/2

ALLIANCE REFERENCE CARD

Unit	SPEED	ARMOR	FIREPOWER
		(STANDARD/DAMAGED)	
ALLIANCE			
Echo Base			
Trooper	1/0	2/2	1/0
Tauntaun	2/0	2/2	1/0
Snowspeeder	3/2	2/1	2/1
Laser Battery	0/0	3/2	2/1
Generators	0/0	3/2	0/0
EMPIRE			
Snowtrooper	1/0	2/2	1/0
Probe Droid	2/1	2/1	1/0
AT-ST	2/1	3/2	2/1
AT-AT	0/0	4/3	3/2