

STAR WARS

BATTLE OF HOTH

SCENARIO BOOK



**DAYS OF
WONDER**

IMPERIAL SCOUT MISSION



Rebel troopers are on a routine scouting mission when their sensors pick up Imperial Code being broadcast from the snowy plains of Hoth. The stark landscape of the icy planet, already harsh and unforgiving, now bears the weight of Imperial forces.

The small snowtrooper battalion is just beginning their search for the Rebel base when blaster fire comes from the dunes ahead. As the Rebels move to engage the snowtroopers and eliminate their ability to transmit any more information back to their larger forces, the Imperial forces seek to crush this first attack and locate the Rebel base.



REBEL ALLIANCE

- Start with 4 command cards
- You start the game
- Victory: **4 medals**

• If you eliminate an Imperial probe droid unit, you gain 2 victory medals.

4



4x



GALACTIC EMPIRE

- Start with 3 command cards
- Victory: **4 medals**

3



4x



2

SNOWSPEEDER COUNTER-ATTACK

0
0
2

1



2

After making initial contact with Imperial forces, it's time for the Alliance to organize their defenses against the imminent Imperial landings on Hoth. There's no time to waste, either, because advanced recon troops just made contact with armored Imperial forces.

Echo Base high command quickly scrambles some of their valuable Modified T-47s to delay the quickly shifting balance of forces toward the Empire. The Rebel objective is to eliminate as many snowtroopers as possible, delay their advance, and maybe even eliminate an AT-AT in the process.

For the Imperial forces, these insignificant Rebels are no threat. The heavily armored walker should pass through them without even slowing down.



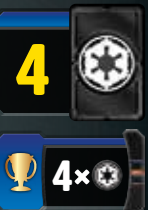
REBEL ALLIANCE

- Start with 4 command cards
- You start the game
- Victory: 4 medals



GALACTIC EMPIRE

- Start with 4 command cards
- Victory: 4 medals



ENEMY SPOTTED



As their patrol was wrapping up, Rebel troopers spotted movement in the distance among the rocky formations. Moments later, they were warned of Imperial troops in the area, and their worst fears were confirmed: The enemy was indeed there, and soon would be within firing range.

The Imperial forces, still searching for the location of the rebel base, were determined to eliminate this minor threat and quickly resume their reconnaissance mission. However, their sensors detected the arrival of aerial reinforcements and caution seemed necessary after all. No one wanted to be the one to report the loss of a valuable AT-AT to Lord Vader, especially before the invasion had even begun.



REBEL ALLIANCE

- Start with 4 command cards
- Victory: **5 medals**
- If you eliminate the AT-AT unit, you gain 2 victory medals.

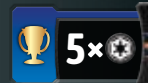
4



GALACTIC EMPIRE

- Start with 4 command cards
- You start the game
- Victory: **5 medals**

4





Multiple AT-ATs sway into view but the Rebel veterans are prepared to sacrifice everything to slow down the Imperial advance and defend their outpost. Every soldier knows their objective: Provide Echo Base time to get their forces organized and ready for the main assault.



REBEL ALLIANCE

- Start with 4 command cards
- Victory: 4 medals

4



4x



GALACTIC EMPIRE

- Start with 4 command cards
- You start the game
- Victory: 4 medals

4



4x



- Occupying the buildings hex with the  symbol grants 1 temporary victory medal (the Rebel Alliance starts with this medal).



HILL ALPHA DEFENSE



Imperial reconnaissance revealed a well-established defensive position in the valley ahead with interlocking Rebel artilleries. The threat to heavy armor was deemed too high for a full-frontal assault so a small nimble battle group is tasked with clearing the way and taking the central hill.

The Alliance established Hill Alpha as a key defensive position because of its control of the valley that leads to Echo Base. The artilleries are supported by ground troops to cover their flanks and a snowspeeders unit has been dispatched to help the ground forces. The Rebels know that if this position falls, it will be an open corridor for the Imperial invasion forces to access the main base along multiple approach vectors.



REBEL ALLIANCE

- Start with 5 command cards
- Victory: 5 medals

5





GALACTIC EMPIRE

- Start with 5 command cards
- You start the game
- Victory: 5 medals

5



- Occupying the wreckages hex with the   symbols grants 2 temporary victory medals (the Rebel Alliance starts with these two medals).





When an Imperial Shuttle went down near some forward trenches, Rebel reconnaissance units were sent to check the wreckage. The shuttle is still intact and could contain vital information on Imperial troop movements and landing force allocations so the Rebel objective is to take control of the shuttle and hold it for as long as possible to transmit the data back to Echo Base for analysis.


When the distress signal came in from the Officer Shuttle, an Imperial attack force was dispatched to the crash site. Imperial orders are to crush the enemy forces that were seen moving toward the wreckage and continue committing snowtroopers until that is accomplished.



REBEL ALLIANCE

- Start with 4 command cards
- You start the game
- Victory: 5 medals

• Data Collection:

At the start of your turn, if a Rebel infantry unit occupies the wreckage hex with the , you gain a permanent victory medal. You gain a medal this way every turn you occupy the hex.

4



5x



GALACTIC EMPIRE

- Start with 4 command cards
- Victory: 5 medals

• Imperial War Machine:

When one of your infantry units has been eliminated, place a miniature on the edge of the board as a reminder. At the end of your next turn, remove these miniatures and for each of them, add a new infantry unit to any of your baseline hexes.

4



5x

007

7

OUTPOST ATTACK



As the Blizzard One assault group continues their ruthless advance towards the Rebel base, an Imperial reconnaissance unit discovers a threat on their flank. What initially seemed like scattered Rebel forces is actually an outpost concealed in the icy dunes of Hoth defended by an artillery. Before they can safely continue, forces are dispatched to deal with the threat.

Echo Base High Command orders their forces to engage the Empire on all fronts to stop their advance and inflict as much damage as possible. Snowspeeders are committed to the battle but the ground forces will need to hold out against the weight of the Imperial war machine until they can arrive.



REBEL ALLIANCE

- Start with 4 command cards
- Victory: 5 medals

• Air Reinforcements:

At the start of the game, take 5 Rebel victory medal tokens and place them in front of you. At the end of each of your turns, discard 1 token. After you have discarded the last token, instead of playing a command card, you may, on any turn you want and only once a game, deploy 2 snowspeeder units on any of your baseline hexes.

These 2 units are considered immediately ordered and can move and attack normally this turn.



GALACTIC EMPIRE

- Start with 4 command cards
- You start the game
- Victory: 5 medals

• The building hex (Rebel outpost) is a permanent medal objective for you.





While conducting an inspection of the troops, a senior Rebel officer came under heavy fire from an Imperial barrage and was critically wounded. The Empire is determined to capture this officer to disrupt the Rebel Alliance defensive efforts and extract valuable military intelligence.

The Rebel Alliance realize their dangerous position and priority orders come down to evacuate the wounded officer back across their lines to safety. Nearby snowspeeders are sent as reinforcements to help with the retreat.



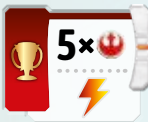
REBEL ALLIANCE

- Start with 4 command cards
- Victory: 5 medals or Sudden Death ⚡

• Sudden Death Objective: Evacuate the Officer.

The Rebel officer is represented by the medal.

When you move a unit that's on the same hex as the officer, you can move it with your unit. When a unit with the officer moves out of the battlefield through one of the exit hexes, you have evacuated the officer and you immediately win the game.



GALACTIC EMPIRE

- Start with 4 command cards
- You start the game
- Victory: 5 medals or Sudden Death ⚡

• Sudden Death Objective: Capture the Rebel Officer.

If at any time, one of your units occupies the same hex as the medal, you have captured the Rebel officer and you immediately win the game.








• **Special Retreat Rules:** For each retreat rolled against it, a unit must retreat 1 hex away from the attacking unit, so that the distance from the attacking unit is increased by 1. This rule replaces the typical retreat rules for this scenario.

009

9

SECURING DEFENSIVE POSITIONS



- 1  x10
- 2  x1
- 3  x2
- 4  x4
- 5  x1

The discovery of Echo Base has left the Rebel Alliance with no choice but to adopt a completely defensive posture. There's no stopping the unrelenting might of the Imperial war machine but if they want any hope of evacuating the base, delaying actions are key.


Survival and accomplishing their mission requires this Rebel battalion to secure the prepared defensive positions in the rugged terrain near the oncoming waves of snowtroopers. As they charge toward their enemy, the rebels realize they'll have to face a dreaded E-Web heavy blaster team as well.



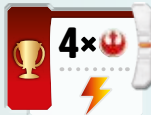
REBEL ALLIANCE

- Start with 4 command cards
- You start the game
- Victory: 4 medals or Sudden Death ⚡

• Sudden Death Objective:

If your units simultaneously occupy the 3 hexes with  medals, you immediately win the game.

4



GALACTIC EMPIRE

- Start with 4 command cards
- Victory: 4 medals

4



10

TARGET THE SHIELD GENERATORS

0
1
0

From their vantage point, the AT-ATs can finally see the shield generators protecting Echo Base. The Empire has ordered the complete eradication of the Rebels so the next objective is the destruction of their shields.

Because of the Rebel delaying actions leading up to this battle, artilleries are ready, the trenches are full of Rebel troopers, and two squadrons of snowspeeders are flying in reserve. If there's any hope of evacuating Echo Base they will need to protect the shield generators at all costs and buy even more time.



REBEL ALLIANCE

- Start with 4 command cards
- Victory: 5 medals



GALACTIC EMPIRE

- Start with 4 command cards
- You start the game
- Victory: **Sudden Death** ⚡

• Sudden Death Objective :

If both shield generators are destroyed, you immediately win the game. Units on the board can attack the shield generators following normal rules. They are destroyed on a blast roll.

- Eliminating Rebel units does not grant you any victory medals.



REBEL BREAKOUT



As the Empire continues their relentless advance toward Echo Base, Rebel forces are ordered to retreat as their defensive lines are overwhelmed. In the confusion, a small group of elite Rebel scouts and special forces find themselves cut off and isolated behind Imperial lines.

Before the Empire can surround them further, the Rebel troopers launch a desperate escape past the snow dunes. They have to deal with the E-Web in the area and punch through the enemy lines to safety.



REBEL ALLIANCE

3



- Start with 3 command cards
- You start the game
- Victory: **5 medals**



- Every Rebel unit that exits the battlefield through one the Empire baseline hexes grants you 1 victory medal.
- If you eliminate an Imperial probe droid unit, you gain 1 victory medal.

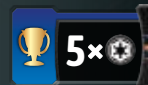


GALACTIC EMPIRE

4

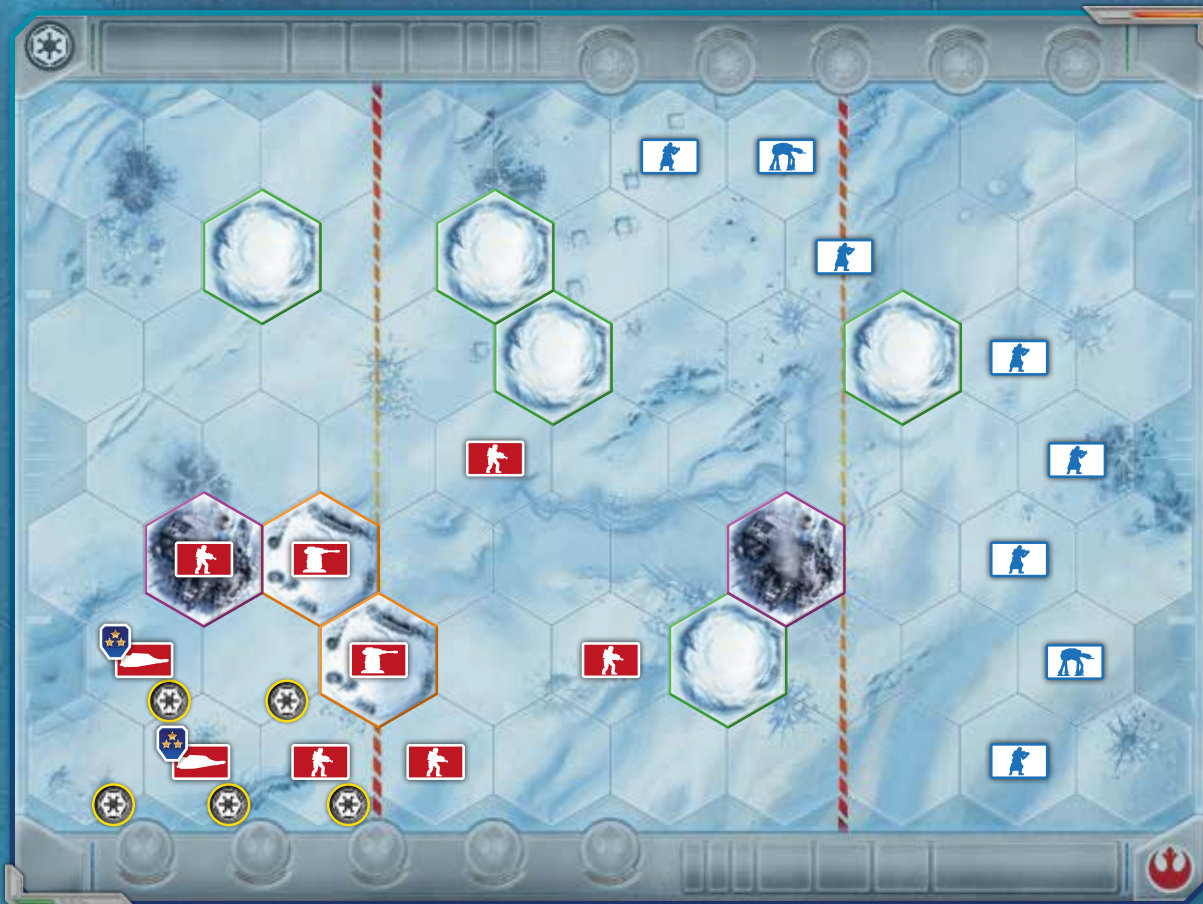


- Start with 4 command cards
- Victory: **5 medals**



- All ridges are steep. Moving onto a steep ridge is a two hex move, unless the unit is moving from another steep ridge hex.





While the AT-ATs maneuver into position, snowtroopers ready their blasters and prepare to launch their assault. The rolling snow hills provide a safe approach to the waiting Echo Base turrets but no matter what the Rebels try, breaching the base is the objective.

The Rebels commit some of their most experienced snowspeeder pilots in a desperate attempt to stall the Imperial attack on the very doorstep of Echo Base. Now is the perfect opportunity to prevent Imperial infantry from accessing the base with a precise strike against the Empire forces.



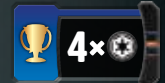
REBEL ALLIANCE


- Start with 5 command cards
- Victory: 4 medals



GALACTIC EMPIRE

- Start with 5 command cards
- You start the game
- Victory: 4 medals



- Occupying any of the hexes with a  with an infantry unit grants you a temporary victory medal. You can only gain 1 medal this way.

- **Special Retreat Rules:** For each retreat rolled against it, a unit must retreat 1 hex away from the attacking unit, so that the distance from the attacking unit is increased by 1. This rule replaces the typical retreat rules for this scenario.
- **Attrition of war:** You can pass on your turn to discard all your command cards and draw the same number of command cards -1.

ENTER ECHO BASE



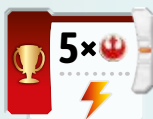
Imperial forces have finally breached the Rebel facility but failed to establish a foothold in Echo Base. However, their imposing transports are ready to disembark waves of Imperial troopers to assault the base. It is time to crush the Rebel resistance in the name of Lord Vader.

The Rebels manage to pull together one last line of defense centered around their artilleries, supported by surviving snowspeeders and Rebel veterans who reclaim their trenches. Rebel high command sends orders that they need the AT-ATs eliminated and every precious moment counts without Imperial forces in the base.



REBEL ALLIANCE


- **Start with 4 command cards**
- **Victory: 5 medals or Sudden Death ⚡**
- **Sudden Death Objective:**
If you eliminate all 3 AT-AT units, you immediately win the game.



GALACTIC EMPIRE

- Start with 4 command cards
- You start the game
- Victory: **Sudden Death** ⚡



- **Sudden Death Objective:**
If you exit 3 infantry units through  exit hexes, you immediately win the game.
- Eliminating Rebel units does not grant you any victory medals.
- At the end of your turn, you may deploy ONE infantry unit in any hex adjacent to ONE of your AT-AT units.



An AT-AT and endless snowtroopers are tasked with eliminating the ion cannon that is allowing the successful evacuation of Rebel transports. Rebel casualties are an added bonus but not the main objective.

The evacuation of Echo Base continues as Imperial forces enter the base but everything rests on protecting the transports and their fighter escorts with the ion cannon. Rebel ground forces need to protect the cannon long enough for the transports to get away so the Rebels can escape to regroup and live to fight another day.



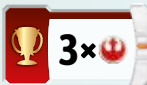
REBEL ALLIANCE

- Start with 4 command cards
- Victory: 3 medals

• Eliminating Imperial units does not grant you any victory medals.

• Firing the Ion Cannon:

At the end of each of your turns, place 1 victory medal in front of you as a charging counter, up to 3. When you have 3 counters, you may skip a turn to fire the ion cannon and protect one transport: place one counter on your scoring track as a victory medal and discard the other two. If you choose not to fire the ion cannon, do not add another counter that turn.



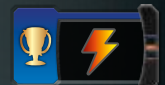
GALACTIC EMPIRE

- Start with 4 command cards
- You start the game
- Victory: Sudden Death ⚡

• Sudden Death Objective:

If the ion cannon is destroyed, you immediately win the game. Units on the board can attack the ion cannon following normal rules. It is destroyed on a blast roll.

• Eliminating Rebel units does not grant you any victory medals.



SOUTH GATE RETREAT



Rebel high command gets word out that all surviving Rebels should retreat to their designated evacuation routes. To help preserve as many troops as possible, a Rebel artillery and a snowspeeder group will run interference to hold off the Imperial forces so the Rebel troopers can escape.

Seeing the defenders beginning to withdraw, the Empire pushes forward to crush this fighting force and prevent them from escaping into the frozen wastes of Hoth or regrouping with other Rebels. Although the rough terrain will slow the retreating enemy, it will eventually shield them from Imperial fire so a decisive attack is vital.



REBEL ALLIANCE

- Start with 5 command cards
- You start the game
- Victory: 5 medals

- Eliminating Imperial units does not grant you any victory medals.
- Rebel infantry units can exit the board through the exit hexes. Place one miniature from the exited infantry unit on a blank spot on the Rebel track as a medal.

5



5x



GALACTIC EMPIRE

- Start with 4 command cards
- Victory: Sudden Death ⚡

• Sudden Death Objective:

If you eliminate 4 Rebel infantry units, you immediately win the game.

4





Imperial forces have successfully taken total control of Echo Base and the last transport ship has slipped away. The Rebel troops are surrounded by hostile Imperial forces and their mission has shifted to survival and escape.

The Empire blocks the way and although they failed to prevent the evacuation of Echo Base, the capture or elimination of all remaining Rebels is their new priority. The AT-AT in this sector opens fire as the Rebel troopers try to escape through Imperial lines to find safety. Meanwhile snowtroopers move to take the high ground to survey the battle field and ensure the total destruction of the fleeing Rebel scum.



REBEL ALLIANCE



- Start with 4 command cards
- You start the game
- Victory: 5 medals


• Rebel units can exit the battlefield through any Empire baseline hex. Place one miniature from the exited unit on a blank spot on the Rebel track as a medal.



GALACTIC EMPIRE



- Start with 4 command cards
- Victory: 5 medals

• If a unit occupies the ridge with the  symbol, the controlling player draws an extra card at the end of their turn. If they lose control of this ridge, they must immediately discard a card of their choice.



LAST STAND



With Echo base fallen and the last Rebel transports evacuated, the Imperial troops now only faced a few scattered enemy forces—some in retreat, others encircled.

Among them, a small group of infantry, entrenched around the last operational Rebel artillery, watch the noose tighten. If these Rebels still have a chance to leave the surface of this planet, this would very likely be their last.

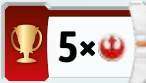


REBEL ALLIANCE

- Start with 5 command cards
- You start the game
- Victory: 5 medals

• Rebel units can exit the battlefield through the exit hex. Place one miniature from the exited unit on a blank spot on the Rebel track as a medal.

5



GALACTIC EMPIRE

- Start with 5 command cards
- Victory: 5 medals

• Occupying the ridge hex with the symbols grants you 2 permanent victory medals.

5



• **Special Retreat Rules:** For each retreat rolled against it, a unit must retreat 1 hex away from the attacking unit, so that the distance from the attacking unit is increased by 1. This rule replaces the typical retreat rules for this scenario.

• **Attrition of war:** You can pass on your turn to discard all your command cards and draw the same number of command cards -1.

Epic scenario: If you own two copies of the base game or have the opportunity to combine your game box with that of a friend, you can play an Epic scenario on an oversized battlefield, involving more units on both sides. To do this, simply place the backs of the boards side by side. The rules are identical to those of the standard scenarios.



After their successful landings on Hoth, Imperial forces have the shield generators protecting Echo Base in sight. Lord Vader has ordered the complete eradication of the Rebels. The destruction of their shields is vital but Blizzard force must also destroy the Rebel ion cannon to prevent any more enemy transport ships from escaping the icy planet.

Because of the Rebel delaying actions leading up to this battle, defensive positions are ready, the trenches are full of Rebel troopers, and squadrons of snowspeeders are ready to join the battle. If there's any hope of evacuating Echo Base they will need to protect the shield generators and the ion cannon at all costs and buy even more time.



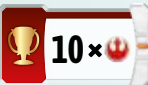
REBEL ALLIANCE

- Start with 6 command cards
- Victory: 10 medals

Firing the Ion Cannon:

At the end of each of your turns, place 1 victory medal in front of you as a charging counter, up to 4. When you have 4 counters, you may skip a turn to fire the ion cannon and protect one transport: place one counter on your scoring track as a victory medal and discard the other three. If you choose not to fire the ion cannon, do not add another counter that turn.

- The 2 elite snowspeeder units cannot attack until they have moved out of the building hexes.



GALACTIC EMPIRE

- Start with 6 command cards
- You start the game
- Victory: 10 medals

- Units on the board can attack the ion cannon and the shield generators following normal rules. They are destroyed on a blast roll. The destruction of the ion cannon and of each shield generator immediately grants you two victory medals each.



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