

BATTLE OF HOTH

DETAILS ON HOW TO PLAY IN TEAMS & ADDITIONAL RULES FOR PLAYING CAMPAIGNS IN TEAMS

GENERAL TEAM PLAY DETAILS

As a general rule, when playing in a team, whenever the terms “the player” or “you” are used, it is referring to “the team” and “your team”.

For example, in scenario 7 – Outpost Attack: the Air Reinforcements special rule requires the Rebel team to take 5 victory medal tokens (and not 5 tokens for each player on the team). At the end of each team member’s turn, 1 token will be discarded. Therefore, the last token will be discarded at the end of turn 5, played by the Rebels’ 1st player, so the 2 snowspeeder units will be ready to come into battle anytime starting on turn 6, played by the Rebels’ 2nd player.

Another example, in scenario 14 – Protect Rebel Transports: the Rebel team shares the ion cannon charging counter and at the end of each Rebel turn, one counter is added. Once the team has 3 counters, either Rebel player may choose to skip their turn to fire the ion cannon.

The exception to this general rule is everything related to the number of command cards.

When a rule affects the number of command cards you have in hand, it affects only the active player in a team.

For example:

- ♦ **Attrition of war special rule (scenarios 12 and 17):** if the active player chooses to pass on their turn to discard all their command cards to draw the same number -1, their teammate’s hand of command cards remains unchanged.
- ♦ **Extra card bonus (scenario 16):** only the active player who captured the ridge hex is allowed to draw an extra command card at the end of their turn. This same player will have to discard a card of their choice if their team loses control of the ridge.

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TEAM PLAY IN CAMPAIGNS

Although the Battle of Hoth campaigns are designed to be played 1 vs 1, you can play them in teams of 2 vs 2 or 2 vs 1 by following the instructions below.

If a single player faces a team of 2 players, both the game and campaign rules for this single player are the same as usual.

During the campaign, players in a team follow the team mode rules outlined on page 11 of the rulebook with the following changes and additions:

Adding leader(s) to the command card deck

- ◆ **During setup, if one side is instructed to add 1 leader to its deck:** shuffle the 3 leader's cards into the deck before creating the personal decks. Therefore, one teammate will have 10 command cards in their personal deck and the other will have 9.
- ◆ **During setup, if one side is instructed to add 2 leaders to its deck:** the team members agree on which leader they each want and they follow the standard team mode rules; add the 3 cards of each leader to their personal deck after the command cards deck has been split.

Support Cards

- ◆ Support cards are awarded to a team and not a single team member. All support cards won by a team are shared, facedown, between the teammates. Each player may, on their own turn, play one of the shared support cards along with their command card.

Secondary Objectives & Battle Outcomes

- ◆ Secondary objectives are assigned to the team and either team member can participate in their achievement.
- ◆ When ordered to add a unit or a badge during setup, both teammates must agree on how to use these bonuses.
- ◆ The "Play the next battle with 1 less command card" secondary objective/battle outcome must be ignored; it is replaced by the following outcome: "During the next battle, when either player of the team plays a Recon card, they only draw 1 card at the end of their turn, instead of 2".
- ◆ The "Play the next battle with 1 additional command card" secondary objective/battle outcome must be ignored; it is replaced by the following outcome: "After drawing cards for the next battle, each player of the team may discard as many command cards as they want from those they have in hand and draw the exact same number of new command cards from their individual draw pile".