

BATTLE OF HOTH

FAQ v1.0

UNIT MOVEMENT

Q: When it comes to **impassable terrain**, if a card allows a unit to **ignore terrain movement restrictions**, can this unit move on or through a crevasse or a serac?

A: No. When terrain is “always impassable”, it remains impassable to units (except flying units with crevasses), even when a card allows you to ignore movement restrictions.

Q: Some command cards give an **additional movement bonus**. Can an infantry unit use this additional movement and still attack?

A: Yes. For example, if you play the *Imperial Assault* card that gives +1 movement, and you order 3 infantry units, these units may either move up to 2 hexes and attack, or move 3 hexes without attacking.

Q: If ridges are “**steep**” and are a 2 hex move, does the *Rebel Spearhead* card allow my Rebel infantry unit to move onto a steep ridge and attack?

A: Yes.

Q: If I play a card that prevents my units from moving (*Defensive Position*, *Ready for Battle*), can my **assault infantry** (special troops) still perform a breakthrough?

A: Yes.

DRAWING COMMAND CARDS

Q: If I play a **Recon card**, and I have no unit available in that section, do I still get to draw two cards and discard one?

A: Yes.

COMMAND CARDS

Q: When playing the **Determination command card** (Darth Vader leader card), can I move a unit onto a rocks (or building/wreckage) hex first, then use the second order to move out and/or attack?

A: No. The terrain rule that says a unit can move no further and cannot attack this turn would still apply, even when playing the *Determination* card.

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UNITS

Q: Can an **E-Web unit** reroll the dice for a confirmation roll against an AT-AT?

A: No, only the initial attack dice may be rerolled by an E-Web unit.

RETREAT

Q: Can I play the **Final Assault support** card even if an enemy unit does not move out of its hex, but has suffered hits because of retreats that were rolled and it had no available retreat path?

A: Yes. A unit is “forced to retreat” when it suffers the consequences of at least one retreat icon that it cannot ignore, whether this consequence is a retreat move or losing a figure.

Q: When I play the **Force Powers card** (Darth Vader leader card) or the **Orbital Strike card** (Firmus Piett leader card), retreat results are considered blasts. But if my unit attacks an infantry unit on a trenches hex, may this unit ignore a retreat before it is counted as a blast?

A: No. After playing this card, act as if the die showing a retreat symbol showed a blast symbol instead. Therefore, any retreat symbol is a hit on an infantry, even on a trenches hex.

Q: Can a unit use a **retreat** result against it to **exit the battlefield**?

A: No. A unit may only exit the battlefield with an order during the move phase of its turn. Any retreat rolled against a unit that would force it against the edge of the board counts as a hit.

SCENARIOS

Q: In **scenario 7 - “Outpost Attack”**, do I draw a command card at the end of the turn in which I called for air reinforcement?

A: No, your turn ends after you ordered the snowspeeder units, without drawing a command card, since you did not play one at the beginning of your turn.

Q: When the **special retreat rules** “moving away 1 hex from the attacking unit for each retreat icon rolled” apply (**scenarios 8, 12, and 17**), what happens if retreats are rolled after playing the *Final Assault* and *Air Support* support cards?

A: After playing *Air Support*, or in any case where there is no attacking unit, the standard retreat rules apply (i.e. towards the player baseline).

After playing *Final Assault*: the unit moves away from the attacking unit that forced it to retreat in the first place, if any. If none, see above.

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Q: When **exit rules** are in effect (**scenarios 8, 11, 13, 15, 16, and 17**), if a unit moves onto an exit hex does it immediately leave the battlefield?

A: No. A unit only exits the battlefield after it moves out of the exit hex. For example, in scenario 15 “South Gate Retreat”, a Rebel infantry unit has to first move onto a building/exit hex and stop (since it may not move further that turn). Then it may move out of this hex and off the battlefield during a subsequent turn to gain a medal with the exit rules.

Q: In **scenario 16 - “Echo Base Evacuation”**, do I draw an extra command card at the end of each turn as long as I control the ridge hex with the bonus?

A: No. You draw an extra command card only once, at the end of the turn during which you take control of this hex, and you will play with 5 command cards in hand as long as you control it.