

HOTH LIGHT SIDE SPOILER LIST

•2-1B (Too-Onebee) **1**
 Lore: Made by Genetech. Unusually independent for a droid. Forced to serve a Moff on Firro, but was liberated by Tiree. Now dedicated to serving the Alliance.
 CHARACTER-DROID [Hoth] [R1]
 POWER: 0 MEDICAL DROID
 Text: Once per turn, one of your non-droid characters lost from same site may go to your Used Pile rather than your Lost Pile. Subtracts 2 from X on you
 Bacta Tank.
 DEPLOY: 2 FORFEIT: 5

•Anakin's Lightsaber *Clarification* **1**
 Lore: Constructed by Anakin Skywalker. Kept by Obi-Wan Kenobi until given to Luke.
 CHARACTER WEAPON [Hoth] [R1]
 Text: Deploy on your Skywalker of ability > 3. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

Artillery Remote **4**
 Lore: Although artillery weapons have a manual firing mechanism, this optional device allows weapons operation from a remote location. Uses coded signals.
 DEVICE [Hoth] [R2]
 Text: Use 2 Force to deploy on any warrior. Your artillery weapons anywhere on same planet may fire without a warrior present. Also, once each turn during your control phase, one of your artillery weapons on same planet may be fired (at normal use of the Force).

Atgar Laser Cannon *Clarification* **5**
 Lore: Atgar 1.4 FD P-tower anti-vehicle cannon. Adapted to operate with minimal performance loss in the extremes of a cold environment.
 ARTILLERY WEAPON [Hoth] [U2]
 Text: Deploy on an exterior planet site. Your warrior present may target a vehicle at same or adjacent site using 2 Force. Draw destiny. Target crashes if destiny +2 > armor. Target hit if destiny +1 > maneuver.
 DEPLOY: 2 FORFEIT: 2

Attack Pattern Delta **3**
 Lore: Snowspeeder attack plan devised by Commander Skywalker and Rebel tactician Beryl Chifonage. Single-file formation protects the squadron as the leader draws fire.
 LOST INTERRUPT [Hoth] [U1]
 Text: If a battle was just initiated at a site, identify your lead T-47 there. For remainder of this turn, all other T-47s at same site are power +1, are immune to attrition and cannot be targeted by weapons.

•Bacta Tank **3**
 Lore: Medical wonder invented centuries ago by the Vratix insectoid species. Gelatinous red bacta is suspended in a synthetic solution to create a healing bacterial medium.
 EFFECT [Hoth] [R2]
 Text: Use 4 Force to deploy on your side of table. A non-droid character you just lost may be placed here instead of Lost Pile. Holds 1 'patient' at a time. During your deploy phase, may use X Force to bring 'patient' to hand, where X = deploy cost of 'patient.'

•Cal Alder **2**
 Lore: An expert scout originally from Kai'Shebbol in the Kathol sector. Served with Bren Derlin for many years. Patrols the outer perimeter of Echo Base.
 CHARACTER-REBEL [Hoth] [U2]
 POWER: 2 ABILITY: 1
 Text: Power +1 at Defensive Perimeter. Your vehicles move for free if moving toward same site as Cal.
 DEPLOY: 2 FORFEIT: 3
 Icons: Warrior

•Commander Luke Skywalker *Clarification* **1**
 Lore: Hero of Yavin. Promoted to Commander in his third year of military training with the Alliance. Squadron flight leader at Echo Base during the Battle of Hoth.
 CHARACTER-REBEL [Hoth] [R1]
 POWER: 4 ABILITY: 4 FORCE-SENSITIVE
 Text: Deploys only on Hoth. Adds 3 to power of anything he pilots. When piloting Rogue 1, also adds 2 to maneuver. Immune to attrition < 3. Adds 1 to forfeit of each other Rogue Squadron pilot or gunner at same Hoth site.
 DEPLOY: 4 FORFEIT: 7
 Icons: Pilot, Warrior

Concussion Grenade *Clarification* **3**
 Lore: Mier-Lan V-59 grenade. Blows stuff up.
 CHARACTER WEAPON [Hoth] [R1]
 Text: Use 2 Force to deploy on your warrior. May 'throw' at same or adjacent site. Draw destiny. All characters, weapons and devices with that destiny number present at that site are lost. (Only your warrior is lost if destiny = 0.) Concussion Grenade also lost.

•Dack Ralder *Clarification* **2**
 Lore: Born in an Imperial labor camp on Kalist 6. Joined the Rebellion after his escape. Young student of Commander Skywalker. Experienced crack-shot gunner.
 CHARACTER-REBEL [Hoth] [R2]
 POWER: 2 ABILITY: 2
 Text: Adds 1 to weapon destiny draws of anything he is aboard as a passenger (adds 3 if aboard Rogue 1 or with Luke).
 DEPLOY: 2 FORFEIT: 5
 Icons: Warrior

Dark Dissension **3**
 Lore: The huge Imperial officers corps, with its high rate of turnover, is rife with competitiveness and ambition. Advancement comes at the expense of another's career.
 USED OR LOST INTERRUPT [Hoth] [R1]
 Text: USED: Cancel Dark Collaboration or Lone Pilot. LOST: If two Imperials each with ability > 2 are in a battle together, use 2 Force to draw two destiny. Subtract that amount from opponent's attrition and total power (cannot fall below zero).

•Derek 'Hobbie' Klivian *Clarification* **2**
 Lore: Defected from the Empire with Biggs Darklighter. Aided in mutiny aboard the transport Rand Ecliptic. Served in the Ecliptic Evaders. Luke's wingman at the Battle of Hoth.
 CHARACTER-REBEL [Hoth] [U1]
 POWER: 2 ABILITY: 2
 Text: Power +2 when at same site as Biggs. Adds 2 to power of anything he pilots (3 if a Star Destroyer is at same location). When piloting Rogue 4, also adds 2 to maneuver.
 DEPLOY: 2 FORFEIT: 4
 Icons: Pilot, Warrior

Disarming Creature **6**
 Lore: Luke's defensive maneuver put him out of arm's way.
 IMMEDIATE EFFECT [Hoth] [R1]
 Text: If you have a character with a weapon at same site as any creature (except Space Slug), deploy on that creature during any deploy phase. Creature is Disarmed (each time ferocity is calculated, draw destiny, subtract that amount). (Immune to Control.)

Dual Laser Cannon *Clarification* **3**
 Lore: Sund x2-100 laser cannon. Popular among outlaw organizations because it is both cheap and powerful. Frequently mounted on T-47 airspeeders.
 VEHICLE WEAPON [Hoth] [U1]
 Text: Use 2 Force to deploy on your T-47. May target a character, creature or vehicle using 1 Force. Draw destiny. Subtract 1 if targeting a character or creature. Add 2 if targeting a vehicle. Target hit if total destiny > defense value.

•Echo Base Operations **2**
 Lore: Following the Battle of Yavin, the Alliance garnered the support of systems ready to oppose the Empire. Echo Base provides a command center for focusing that support.
 EFFECT [Hoth] [R2]
 Text: Deploy on Main Power Generators if you occupy at least three Echo sites. At every system location, you deploy is -1, your Force drains are +2 and your total power is +3 in battles. Effect canceled if opponent occupies five Hoth sites. (Immune to Alter).

Echo Base Trooper **3**
 Lore: The personnel assigned to protect Echo Base are veteran warriors. Troopers such as Jess Alashane are trained to counter Imperial tactics in cold environment.
 CHARACTER-REBEL [Hoth] [C3]
 POWER: 2 ABILITY: 1
 Text: Deploy only on Hoth, but may move elsewhere. Power -1 when at a site other than a Hoth site.
 DEPLOY: 2 FORFEIT: 3
 Icons: Warrior

•••Echo Base Trooper Officer **2**
 Lore: Like many Rebel specialists, Trey Callum defected from the Imperial officer corps. Trooper officers are masters at stretching the meager resources of the Rebellion.
 CHARACTER-REBEL [Hoth] [C1]
 POWER: 2 ABILITY: 2
 Text: Deploy only on Hoth but may move elsewhere. Echo Base Troopers deploy -1 to same site. Your troopers may move to same Hoth site as a 'react.'
 DEPLOY: 3 FORFEIT: 3
 Icons: Warrior

Echo Trooper Backpack *Clarification* **5**
 Lore: Rebels carry a variety of equipment to be fully prepared for enemies and the elements. Weather-resistant backpacks keep gear protected and operational.
 DEVICE [Hoth] [C2]
 Text: Deploy on your trooper. May use any number of weapons and devices. Trooper is immune to attrition < 3 when at a planet site.

EG-4 (Egeee-Four) *****
 Lore: Very popular droid on inhospitable worlds. Rugged design. Modified top-mounted power sockets. Donated to the Alliance by the Bothan underground.
 CHARACTER-DROID [Hoth] [C1]
 POWER: 0 POWER DROID
 Text: Adds 1 to power of each of your droids present, except power droids. * Destiny equals zero, but if drawn as a battle destiny where you have less power than opponent, your total power present is doubled (once per battle).
 DEPLOY: 1 FORFEIT: 3

Evacuation Control *Clarification* **3**
 Lore: "Give the evacuation code signal...and get to your transports!"
 EFFECT [Hoth] [U1]
 Text: Deploy on your war room. Once during each of your move phases, your Planet Defender Ion Cannon at same planet may fire. Also, each of your medium transports at same planet is hyperspeed +2, is immune to attrition < 3 and may move for free.

Fall Back! *Clarification* **5**
 Lore: "K-one zero...all troops disengage."
 LOST INTERRUPT [Hoth] [C2]
 Text: If opponent just initiated a battle at an exterior site with more than double your total power, use 1 Force to cancel the battle and move all your characters there to an adjacent site (for free) where the opponent has no presence.

•Frostbite **4**
 Lore: "Then I'll see you in hell!"
 EFFECT [Hoth] [C2]
 Text: Deploy on Hoth system. At the end of each player's turn, for every character that player has present at a marker site under "nighttime conditions," that character must lose 1 Force (2 if character is missing).

FX-7 (Effex-Seven) **2**
 Lore: Model nicknamed "Fixit" by Rebels at Echo Base. Though obsolete in advanced hospitals, FX-7 droids still operate at many Rebel outposts as assistant surgeons.
 CHARACTER-DROID [Hoth] [C2]
 POWER: 0 MEDICAL DROID
 Text: Once per turn, one of your 'hit' non-droid characters at same or adjacent site may go to your Used Pile rather than your Lost Pile. Cumulatively subtracts 2 from X on your Bacta Tank.
 DEPLOY: 2 FORFEIT: 3

•General Carlist Rieekan **1**
 Lore: One of the original founders of the Rebel Alliance. Former civilian strategist with the House of Organa. Somber leader of Echo Base.
 CHARACTER-REBEL [Hoth] [R2]
 POWER: 2 ABILITY: 2
 Text: Each Rebel present with him at a Hoth site is power +1. May use 1 Force to cancel Death Squadron. While at an Echo site, opponent must occupy an additional Hoth site to cancel Echo Base Operations.
 DEPLOY: 3 FORFEIT: 5
 Icons: Warrior

Golan Laser Battery *Clarification* **4**
 Lore: Modified Golan Arms DF0rfeit: 9 anti-infantry battery. Proton-shielded control cylinder capped by one or more rotating turret-mounted laser cannons.
 ARTILLERY WEAPON [Hoth] [U1]
 Text: Deploy on any exterior planet site. Your warrior present may target a creature, character or vehicle at same or adjacent site using 2 Force. Draw destiny. Add 2 if targeting a creature or character. Target hit if destiny > defense value.
 DEPLOY: 3 FORFEIT: 3

•HOTH
 LOCATION-SYSTEM [Hoth] [U2]
 LIGHT (2): If you control, for each of your starships here, your total power is +1 in battles at Hoth sites.
 DARK (1): If you control, for each of your starships here, your total power is +1 in battles at Hoth sites.
 Icons: Planet, Parsec: 5

Hoth Survival Gear **4**
 Lore: Cold-weather gear worn and carried by Echo Base troops. Enhances their ability to function and survive in Hoth's hostile environment.
 DEVICE [Hoth] [C2]
 Text: Deploy on any Rebel or warrior. While on Hoth, that character is power and forfeit +1 and is immune to Frostbite, Exposure and Ice Storm.

•HOTH: DEFENSIVE PERIMETER (3RD MARKER)
 LOCATION-SITE [Hoth] [C2]
 LIGHT (1): Your Echo Base Troopers deploy -1 here. If you control, Force drain +1 here.
 DARK (1): If you control, Force drain +1 here.
 Icons: Exterior, Planet

•HOTH: ECHO COMMAND CENTER (WAR ROOM)
 LOCATION-SITE [Hoth] [U2]
 LIGHT (2): If you control, with X leaders here, your total power is +X in battles at Hoth locations.
 DARK (0): If you initiate a battle here, add one battle destiny. If you control, Force drain -1 here.
 Icons: Underground, Interior, Planet, Scomp Link

•HOTH: ECHO CORRIDOR
 LOCATION-SITE [Hoth] [C2]
 LIGHT (1): If you control, once per turn, may use 4 Force to raise a converted Hoth site to the top.
 DARK (0): -
 Icons: Underground, Interior, Planet, Scomp Link

•HOTH: ECHO DOCKING BAY
 LOCATION-SITE [Hoth] [C2]
 LIGHT (1): Your docking bay transit from here requires 1 Force.
 DARK (0): Your docking bay transit from here requires 3 Force. Your transit to here requires +4 Force.
 Icons: Exterior, Interior, Planet, Scomp Link

•HOTH: ECHO MED LAB
 LOCATION-SITE [Hoth] [C2]
 LIGHT (1): Once per turn, one of your medical droids is deploy -2.
 DARK (0): If you control, with an Imperial present, Force drain +1 here.
 Icons: Underground, Interior, Planet, Scomp Link

•HOTH: MAIN POWER GENERATORS (1ST MARKER)

LOCATION-SITE [Hoth] [U2]
 LIGHT (1): "Hoth Energy Shield Rules" in effect. Your artillery weapons here are powered.
 DARK (0): "Hoth Energy Shield Rules" in effect. If "blown away," Light Side loses 8 Force.
 Icons: Exterior, Planet

•HOTH: NORTH RIDGE (4TH MARKER)

LOCATION-SITE [Hoth] [C2]
 LIGHT (1): This site does not count when calculating Epic Events.
 DARK (1): This site does not count when calculating Epic Events.
 Icons: Exterior, Planet

•HOTH: SNOW TRENCH (2ND MARKER)

LOCATION-SITE [Hoth] [C2]
 LIGHT (1): Add 1 to each of your weapon destiny draws here.
 DARK (1): If you control, Force generation +1 for you here.
 Icons: Exterior, Planet

I Thought They Smelled Bad On The Outside Clarification 7

Lore: "Hang on, kid. This may smell bad, kid...but it'll keep you warm...until I can get the shelter built..."
 USED INTERRUPT [Hoth] [R1]
 Text: Sacrifice (lose) your creature vehicle to protect one character present from Exposure, Ice Storm, Frostbite and Gravel Storm for remainder of turn. (Two characters may be protected if sacrificing a ronto.) OR Double Tzivz's power until he moves.

•Ice Storm 3

Lore: The intensity of a Hoth ice storm is exacerbated by its speed and erratic movement across the frozen planet.
 MOBILE EFFECT [Hoth] [U1]
 Text: Deploy at outermost marker. All characters present at same exterior site are missing. Each turn, during your control phase, storm moves to next marker, reversing direction at innermost marker. Mobile Effect lost when moved beyond outermost marker.

Infantry Mine Clarification 3

Lore: Deadly explosive typically planted on the perimeter of strategic sites or high-security installations to prevent Rebel spies and saboteurs from gaining access.
 AUTOMATED WEAPON [Hoth] [C2]
 Text: Deploy at same exterior site as your mining droid. 'Explodes' if a character deploys or moves (without using a vehicle or starfighter) to or across same site. Draw destiny. Character lost if destiny +2 > ability. Infantry Mine is also lost.

•It Can Wait Errata 2

Lore: "Sir, might I suggest that you - It can wait."
 LOST INTERRUPT [Hoth] [C2]
 Text: Use 3 Force to place an opponent's just deployed character, starship, vehicle, weapon, or device in opponent's hand. On opponent's next turn, that card (or one card of same title) may deploy for free.

•Jeroen Webb Clarification 2

Lore: Native of Ralltiir. **Spy** for Ralltiir's underground network after his homeworld was subjugated.
 CHARACTER-REBEL [Hoth] [U1]
 POWER: 1 ABILITY: 2
 Text: Adds 2 to power of anything he pilots. When in battle with a Rebel leader, subtracts 1 from opponent's total battle destiny.
 DEPLOY: 2 FORFEIT: 4
 Icons: Pilot

•K-3PO (Kay-Threepio) Clarification 4

Lore: Old-model protocol droid. Learned military tactics while under the ownership of Commander Narra. In charge of the droid pool at Echo Base. May initiate battle and be battled.
 CHARACTER-DROID [Hoth] [R1]
 POWER: 1 PROTOCOL DROID
 Text: May initiate battle and be battled. K-3PO is power +1 for each of your other droids at same Hoth or Yavin 4 site. Functions as a leader if present with another of your droids.
 DEPLOY: 2 FORFEIT: 3

Lucky Shot 4

Lore: AT-Ats are nearly impervious to infantry fire, but occasionally a blaster bolt hits between the plating. It's one shot in a million, but such odds are a familiar to the Rebellion.
 USED OR LOST INTERRUPT [Hoth] [U1]
 Text: Add X to one weapon destiny (before weapon destiny is drawn) when targeting a combat vehicle. USED: X = 1. LOST: X = 3.

•Major Bren Derlin Clarification 2

Lore: Hero of Nentan. Supervised construction of Echo Base on Hoth. Head of base security. At the Mos Eisleys Cantina, everyone knows his name.
 CHARACTER-REBEL [Hoth] [R2]
 POWER: 2 ABILITY: 2
 Text: While on Hoth, opponent may not 'react' to any Echo site, and Derlin may use 1 Force to cancel Breached Defenses. While at Cantina, power +1 and may use 1 Force to cancel Local Trouble.
 DEPLOY: 2 FORFEIT: 5
 Icons: Warrior

Medium Repeating Blaster Cannon Errata 1

Lore: Merr-Sonn Mark II repeating blaster. Accepts power cells from a very wide variety of sources, a benefit for Rebels accustomed to scavenging for supplies.
 ARTILLERY WEAPON [Hoth] [C1]

Text: Deploy on a site. May be moved by two warriors for 1 additional Force. Your warrior present may target up to two characters or two creatures at same or adjacent site using 2 Force. Draw two destiny. Target(s) hit if total destiny > total defense value.
 DEPLOY: 3 FORFEIT: 1

Medium Transport 3

Lore: Passenger and cargo transport built by Gallofree Yards. Enormous cargo bays can be outfitted to safely accommodate large numbers of troops, munitions or supplies.
 CAPITAL: TRANSPORT [Hoth] [U2]
 POWER: 1 ARMOR: 3 HYPERSEED: 4
 Text: May add 1 pilot, 4 passengers and 1 vehicle. Deploys and moves like a starfighter. Has ship-docking capability. Permanent pilot aboard provides ability of 1.
 DEPLOY: 2 FORFEIT: 4
 Icons: Pilot, Nav Computer, Scamp Link

Nice Of You Guys To Drop By 5

Lore: "Echo Base, this is Rogue 2. I've found them. Repeat. I've found them."
 USED INTERRUPT [Hoth] [C2]
 Text: Send one of your missing characters at same site as one of your piloted or driven vehicles to your Used Pile. OR Cancel any attempt by one character to 'hide' from a battle.

•One More Pass Clarification 5

Lore: "Cable out. Let 'er go!"
 USED INTERRUPT [Hoth] [U1]
 Text: If you are about to draw power harpoon weapon destiny, add ability of one pilot aboard same vehicle.

•ORD MANTELL Clarification

LOCATION-SYSTEM [Hoth] [U2]
 LIGHT (1): If you control, each of opponent's bounty hunters is forfeit -2.
 DARK (1): Each of your bounty hunter pilots add an additional 1 to power of starships they pilot here.
 Icons: Planet, Parsec: 7

Perimeter Scan 4

Lore: "It's a good bet the Empire knows we're here."
 USED INTERRUPT [Hoth] [C2]
 Text: Use 1 Force to glance at any one card which is face-down at a location. OR Use 1 Force to glance at opponent's hand. You may move each droid spy and Infantry Mine you find there to opponent's Used Pile. OR Cancel Probe Telemetry.

•Planet Defender Ion Cannon Clarification 4

Lore: KDY v-150 surface-to-space heavy ion cannon. The most powerful ground-based weapon in the Rebel arsenal. Reserved for strategic installations due to limited supply.
 ARTILLERY WEAPON [Hoth] [R2]
 Text: Deploy on an exterior Rebel Base site. During a battle at related system, may target a capital starship there using 2 Force. Draw destiny. If destiny +3 > armor, all starship weapons aboard target are lost, power = 0 and hyperspeed = 0.
 DEPLOY: 4 FORFEIT: 4

Power Harpoon Clarification 5

Lore: High-powered harpoon attached to a retractable flexi-steel tow cable and fusion-head disk designed by Beryl Chiffonage as a reserve defense against Imperial AT-ATs.
 VEHICLE WEAPON [Hoth] [U1]
 Text: Use 2 Force to deploy on your combat or shuttle vehicle. May target an AT-AT or AT-ST for 1 Force. Draw destiny. Target crashes if destiny + your vehicle's maneuver > 8. Your vehicle crashes if destiny = 0.

•R-3PO (Ar-Threepio) 3

Lore: Designed as a response to the threat of Imperial espionage droids. Joins a droid pool and uncovers spies. Has tattoo reading "Thank The Maker" on left posterior plating.
 CHARACTER-DROID [Hoth] [R2]
 POWER: 1 PROTOCOL DROID
 Text: Once each turn, during your control phase, for each opponent's spy present opponent must lose 1 Force (2 if spy is a droid or is Undercover, 4 if both).
 DEPLOY: 2 FORFEIT: 3

R2 Sensor Array 6

Lore: Popular R2 astromech accessory manufactured by Industrial Automation. Can monitor radiation levels and detect nearby lifeforms.
 DEVICE [Hoth] [C2]
 Text: Deploy on any R-unit droid. Your character present may move as a 'react' from a creature attack. Also, adds 3 to search party destiny draws at same and adjacent sites.

R5-M2 (Arfive-Emmtoo) 4

Lore: Programmed to pilot sublight tactical courses. R5 units are in high demand for combat starships. R5-M2 helped plan evacuation routes from Echo Base. Owned by Shawn Valdez.
 CHARACTER-DROID [Hoth] [C2]
 POWER: 1 ASTROMECH DROID
 Text: When aboard a capital starship, adds 1 to power and hyperspeed and that starship is immune to attrition < 3.
 DEPLOY: 1 FORFEIT: 3
 Icons: Nav Computer

•••Rebel Scout Clarification 2

Lore: A Rebel **scout** such as Vidar Blin is usually assigned to recon missions. Trained in first-response tactics, many come to the Alliance with prior special forces experience.

CHARACTER-REBEL [Hoth] [C1]
 POWER: 2 ABILITY: 1
 Text: May move as a 'react' (for free) to a battle where you have a Rebel of ability > 2 or a leader.
 DEPLOY: 2 FORFEIT: 3
 Icons: Warrior

•Rogue 1 2

Lore: Designated Rogue Leader. Led snowspeeder attack during the Battle of Hoth. **Enclosed.** Piloted by Commander Skywalker, with Dack Ralter as tailgunner.
 COMBAT VEHICLE: T-47 SNOWSPEEDER [Hoth] [R1]
 POWER: 3 MANEUVER: 4 LANDSPEED: 4
 Text: May add 2 pilots or passengers. Immune to attrition < 3 if Luke piloting. May move as a 'react' only to Hoth sites.
 DEPLOY: 2 FORFEIT: 6

•Rogue 2 Clarification 2

Lore: **Enclosed.** First snowspeeder to be successfully adapted to Hoth's environment. Piloted by Zev Senesca. Led team in search of Captain Solo and Commander Skywalker.
 COMBAT VEHICLE: T-47 SNOWSPEEDER [Hoth] [R2]
 POWER: 3 MANEUVER: 4 LANDSPEED: 4
 Text: May add 2 pilots or passengers. Immune to attrition < 3 if Zev piloting. May add 2 to search party destiny draw if all pilots aboard are part of that search party.
 DEPLOY: 2 FORFEIT: 5

•Rogue 3 2

Lore: **Enclosed.** Piloted by Commander Wedge Antilles. Successful walker tripper. Abandoned during the Rebel evacuation of Echo Base.
 COMBAT VEHICLE: T-47 SNOWSPEEDER [Hoth] [R1]
 POWER: 3 MANEUVER: 4 LANDSPEED: 4
 Text: May add 2 pilots or passengers. Immune to attrition < 3 if Wedge piloting. May move as a 'react' only to Hoth sites.
 DEPLOY: 2 FORFEIT: 5

Rogue Gunner Clarification 1

Lore: Tailgunners such as Kesin Ommis from Coruscant are posted to aft gunnery stations on vehicles and starships. Highly trained in weapons operations.
 CHARACTER-REBEL [Hoth] [C2]
 POWER: 1 ABILITY: 1
 Text: Adds 1 to weapon destiny draws of anything he is aboard as a passenger.
 DEPLOY: 1 FORFEIT: 1
 Icons: Warrior

•Romas "Lock" Navander Clarification 3

Lore: Corellian pilot. Defected from the Empire shortly after graduation from the Academy. Tech communications officer at Echo Base. Relays orders to nearby Rebel starships.
 CHARACTER-REBEL [Hoth] [U2]
 POWER: 1 ABILITY: 2
 Text: Adds 1 to power and maneuver of anything he pilots. Opponent may not 'react' to or from same location.
 DEPLOY: 2 FORFEIT: 3
 Icons: Pilot

•Rug Hug 4

Lore: Wookiees are known to be creatures of great emotion and are very protective of family and friends. Chewbacca has come to treat Luke as a member of his own family.
 LOST INTERRUPT [Hoth] [R1]
 Text: If Luke and Chewie are in a battle together, you may add two battle destiny. OR If you have a Rebel and an alien in a battle together, you may add 4 to power only.

•Shawn Valdez Clarification 3

Lore: Experienced evacuation officer. Charismatic leader of Echo Base troopers. Trained to expedite the evacuation of Rebel installations with maximum efficiency. Poetic **musician**.
 CHARACTER-REBEL [Hoth] [U1]
 POWER: 1 ABILITY: 2
 Text: Whenever you just initiated a battle at same site as Shawn, your troopers at adjacent sites who have not already battled this turn may immediately move to same site.
 DEPLOY: 3 FORFEIT: 4
 Icons: Warrior

Snowspeeder Clarification 2

Lore: Modified Incom T-47 airspeeder. **Enclosed.** Adapted to the cold by installation of regulator coil heaters. Rebels typically nickname converted speeders after the intended environment.
 COMBAT VEHICLE: T-47 SNOWSPEEDER [Hoth] [U2]
 POWER: 3 MANEUVER: 4 LANDSPEED: 4
 Text: May add 1 pilot or passenger. Permanent pilot aboard provides ability of 1. May move as a 'react' to Hoth sites.
 DEPLOY: 2 FORFEIT: 4
 Icons: Pilot

Surface Defense Cannon Clarification 5

Lore: BlasTech Ax-108 "Ground Buzzer" blaster cannon. Designed to drop from a concealed gun pod on a starship. Targets using proximity motion sensors. Has 360-degree firing arc.
 STARSHIP WEAPON [Hoth] [R2]
 Text: Use 1 Force to deploy on your starfighter, free on Falcon. May target a character or creature at same site using 1 Force. Draw destiny. Target hit if destiny +1 > defense value.

•Tamizander Rey *Clarification* **2**
 Lore: A native of Esseles. Resigned from Esselian defense force after the Imperial Senate was disbanded. Senior deck officer of Echo Base responsible for docking bay operations.
 CHARACTER-REBEL [Hoth] [U2]
 POWER: 1 ABILITY: 2
 Text: Adds 2 to power of anything he pilots. Your starships may move from same exterior site for free. While at Echo Docking Bay, once every turn, may allow one character on Hoth to be immune to The Shield Doors Must Be Closed.
 DEPLOY: 2 FORFEIT: 3
 Icons: Pilot

Tauntaun *Clarification* **4**
 Lore: First native creature found on Hoth. Roam the icy plains in herds. Ill-tempered and easily spooked. Smell bad on the outside. Trained as steeds for Rebel patrols.
 CREATURE VEHICLE [Hoth] [C2]
 POWER: 1 MANEUVER: 2 LANDSPEED: 2
 Text: May add 1 'rider' (passenger). Deploy only on Hoth. Ability = 1/4. May move as a 'react' from a battle. May be 'sacrificed' (lost) to make rider immune to Exposure this turn.
 DEPLOY: 1 FORFEIT: 3

•Tauntaun Bones **3**
 Lore: The bones of a tauntaun represent both death and life: death for the prey, life for the predator. A symbol of the ebb and flow of the Force through all things.
 EFFECT [Hoth] [U1]
 Text: Use 1 Force to deploy on table. Each opponent's destiny draw, you do the following: (0) Put top used card in hand. (1) lose 1 Force. (2) activate 1 Force. (3) lose this Effect. (4) retrieve top lost card. (5) deploy a character for free. (6+) nothing.

•••Tauntaun Handler *Clarification* **2**
 Lore: Corman Quien is a typical scout at Echo Base. Captured, tanned and trained the native tauntauns.
 CHARACTER-REBEL [Hoth] [C2]
 POWER: 1 ABILITY: 1
 Text: Adds 2 to power of any creature vehicle he rides. When riding a tauntaun, also draws one battle destiny if not able to otherwise.
 DEPLOY: 2 FORFEIT: 3
 Icons: Warrior

•The First Transport Is Away! **4**
 Lore: "When you've gotten past the energy shield, proceed directly to the rendezvous point. Understood? Good luck!"
 UTINNI EFFECT [Hoth] [R1]
 Text: Deploy on any system (except Hoth). Target a Medium Transport at a Hoth site. When reached by target: Retrieve X Force, where X = twice the number of passengers. Relocate Utinni Effect to Hoth system. Your total power is +2 in battles at Hoth sites.

•Tigran Jamiro **3**
 Lore: Senior logistics officer from Onderon. Left Dantooine to serve on Yavin 4 before coming to Hoth. All personnel entering Echo Base must report to him.
 CHARACTER-REBEL [Hoth] [U1]
 POWER: 2 ABILITY: 2
 Text: Deploy only on Yavin 4 or Hoth, but may move elsewhere. Opponent's aliens and Imperials may not move from same site as Tigran to an Echo or an interior Yavin site.
 DEPLOY: 2 FORFEIT: 4
 Icons: Warrior

•Toryn Farr *Clarification* **4**
 Lore: Chief Controller at Echo Command. Responsible for communicating orders to the troops. Personally gives firing orders to Ion Cannon Control.
 CHARACTER-REBEL [Hoth] [U1]
 POWER: 1 ABILITY: 2
 Text: Adds 2 to power of anything she pilots. When at any war room, adds 1 to weapon destiny draws of your Planet Defender Ion Cannon on same planet.
 DEPLOY: 2 FORFEIT: 3
 Icons: Pilot

Under Attack *Clarification* **6**
 Lore: With the Rebels' limited resources and small numbers, desperate strategies are often required.
 USED INTERRUPT [Hoth] [U1]
 Text: During your control phase, target a vehicle with armor present with your warrior. Draw destiny. If warrior has a Concussion Grenade or a lightsaber, add 3 to destiny draw (7 if both). Vehicle (and grenade) lost if total destiny > armor.

Vehicle Mine **3**
 Lore: Mine controlled by microcircuitry calibrated to ignore infantry and creatures. Explodes only when triggered by metallic vehicles.
 AUTOMATED WEAPON [Hoth] [C2]
 Text: Deploy at same exterior site as one of your mining droids. 'Explodes' if starfighter or non-creature vehicle deploys or moves to or across same site. Draw destiny. Vehicle lost if destiny +2 > armor or maneuver. Starfighter lost if destiny > 3. Vehicle Mine is also lost.

•Walker Sighting **3**
 Lore: "Echo station, 3TA. We have spotted Imperial walkers." A Rebel tactic is to put as much ground as possible between walkers and Rebel troops, allowing time to prepare a defense.
 LOST INTERRUPT [Hoth] [U2]
 Text: If opponent just moved or deployed an AT-AT to a planet site, search your Reserve Deck for up to three exterior sites of that planet and immediately deploy them. Shuffle, cut and replace.

•WED-1016 'Techie' Droid *Clarification* **3**
 Lore: Cybot Galactica starship maintenance droid. Repairs over 5,000 different onboard systems. Used by Rebel Alliance salvage teams.
 CHARACTER-DROID [Hoth] [C1]
 POWER: 0 MAINTENANCE DROID
 Text: While at an exterior planet site or docking bay, once per turn may lose 1 Force to place a 'hit' starship or vehicle at same site, adjacent site, related system or related cloud sector in Used Pile instead of Lost Pile.
 DEPLOY: 2 FORFEIT: 3

•Wes Janson *Clarification* **4**
 Lore: Served for many years as a **gunner** with friend Jek Porkins in the Tierion Yellow Aces. Expert marksmanship helped the Alliance earn some of its earlier victories.
 CHARACTER-REBEL [Hoth] [R2]
 POWER: 2 ABILITY: 2
 Text: Adds 1 to weapon destiny draws of anything he is aboard as a passenger (adds 3 if aboard Rogue 3 or with Wedge or Jek).
 DEPLOY: 2 FORFEIT: 5
 Icons: Warrior

Who's Scruffy-Looking? **6**
 Lore: "I must've hit pretty close to the mark to get her all riled up like that, huh kid?"
 USED INTERRUPT [Hoth] [R1]
 Text: Cancel Scruffy-Looking Nerf Herder or I'd Just As Soon Kiss A Wookiee r Fury Fury or This Is Just Wrong or Death Mark or Mournful Roar or Takeel or Ket Maliss. OR Double Rennek's power for remainder of turn.

•Wyron Serper *Clarification* **2**
 Lore: Rebel **spy**. Served undercover as a sensor specialist aboard the Star Destroyer *Avenger*. Assigned to scan for Imperial ships through the meteor activity of the Hoth system.
 CHARACTER-REBEL [Hoth] [U2]
 POWER: 1 ABILITY: 2
 Text: Once during each of your control phases, may peek at X cards randomly selected from opponent's hand, where X = number of [Dark Side Force] icons at same site. Also, when you are drawing destiny, adds 2 to the destiny of any card with 'scan' in the title.
 DEPLOY: 2 FORFEIT: 3

You Have Failed Me For The Last Time **5**
 Lore: "Lord Vader, the fleet has moved out of lightspeed and we're preparing to aah...ukh...uh...uuuuukkk!"
 LOST INTERRUPT [Hoth] [R1]
 Text: If Vader is on table when opponent has just initiated a battle, target one opponent's leader of ability < 6 involve in that battle. If opponent does not win battle, target is forfeit = 0 and is immediately lost (placed out of play if Ozzel).

You Will Go To The Dagobah System **4**
 Lore: "There you will learn from Yoda, the Jedi Master who instructed me."
 LOST INTERRUPT [Hoth] [R1]
 Text: During your control phase, use 1 Force to move any one of your [Hoth] characters of ability > 1 to any [Dagobah] location where you have presence. If moving to a Dagobah site, this movement is free and you do not need presence.

•Zev Senesca *Clarification* **2**
 Lore: Born on Kestic Station near the Bestine system. Daring pilot who can fly anything. Found Luke and Han in the Hoth wasteland. Piloted Rogue 2 at the Battle of Hoth.
 CHARACTER-REBEL [Hoth] [R2]
 POWER: 2 ABILITY: 2
 Text: Adds 2 to power of anything he pilots. When piloting Rogue 2, also adds 3 to maneuver and may draw one battle destiny if not able to otherwise.
 DEPLOY: 2 FORFEIT: 4
 Icons: Pilot, Warrior

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HOTH DARK SIDE SPOILER LIST

•A Dark Time For The Rebellion **4**
 Lore: Absolute control wielded by the Emperor enables the Imperial forces to dominate planetary systems before the Rebel Alliance can gain a foothold.
 LOST INTERRUPT [Hoth] [C1]
 Text: If opponent just deployed a planet site, search through your Reserve Deck for the related system and immediately deploy it. Shuffle, cut and replace.

•Admiral Ozzel *Clarification* **0**
 Lore: **Leader** of the Emperor's Death Squadron assigned to hunt down and crush the **Rebellion**. As clumsy as he is stupid. Has just failed Darth Vader for the next-to-last time.
 CHARACTER-IMPERIAL [Hoth] [R1]
 POWER: 3 ABILITY: 2
 Text: Adds 2 to the power of anything he pilots. Subtracts 1 from deploy cost of each of your capital starships at same system. Lost if Vader on table and opponent 'reacts' to same location as Ozzel.
 DEPLOY: 0 FORFEIT: 4
 Icons: Pilot

AT-AT Cannon *Errata* **3**
 Lore: Laser cannons mounted on the head of an Imperial walker provide devastating coordinated firepower. Effective against a wide variety of targets.
 VEHICLE WEAPON [Hoth] [U1]
 Text: Use 2 Force to deploy on your AT-AT. May target a starfighter (use 3 as defense value), character, creature or vehicle at same or adjacent site using 2 Force. Draw destiny. Add 1 if targeting a character or creature, 2 if a vehicle. Target hit if total destiny > defense value.

AT-AT Driver **1**
 Lore: Piloting walkers high above the battlefield, AT-AT drivers are protected by 15 centimeters of reinforced armor. Accordingly, they are regarded with contempt by the infantry.
 CHARACTER-IMPERIAL [Hoth] [C2]
 POWER: 1 ABILITY: 1
 Text: Adds 2 to power of any combat vehicle he pilots (3 if combat vehicle is an AT-AT).
 DEPLOY: 2 FORFEIT: 2
 Icons: Pilot

•Blizzard 1 *Clarification* **2**
 Lore: General Veers' AT-AT. **Enclosed**. Equipped with highly sophisticated communications gear. Employs an experimental targeting system.
 COMBAT VEHICLE: AT-AT [Hoth] [R1]
 POWER: 7 ARMOR: 7 LANDSPEED: 1
 Text: May add 2 pilots and 8 passengers. Immune to attrition < 4. Landspeed may not be increased. When using AT-AT cannon to Target The Main Generator, adds 1 to total.
 DEPLOY: 6 FORFEIT: 7
 Icons: Scomp Link

•Blizzard 2 *Clarification* **2**
 Lore: AT-AT commanded by the treacherous General Nevar before he was assassinated. Fortified with an extra layer of armor by the paranoid general.
Enclosed.
 COMBAT VEHICLE: AT-AT [Hoth] [R2]
 POWER: 6 ARMOR: 8 LANDSPEED: 1
 Text: May add 1 pilot and 8 passengers. Immune to attrition < 4. Landspeed may not be increased. Permanent pilot provides ability of 2.
 DEPLOY: 6 FORFEIT: 6
 Icons: Pilot, Scomp Link

•Blizzard Scout 1 *Clarification* **4**
 Lore: **Enclosed** All Terrain Scout Transport (AT-ST). Provides flanking support to the AT-ATs of Blizzard Force. Modified for cold weather combat.
 COMBAT VEHICLE: AT-ST [Hoth] [R1]
 POWER: 3 ARMOR: 4 LANDSPEED: 3
 Text: May add 1 pilot or passenger. May move as a 'react.' Power +1 at any Hoth site. Permanent pilot provides ability of 1.
 DEPLOY: 3 FORFEIT: 5
 Icons: Pilot, Scomp Link

•••Blizzard Walker *Clarification* **1**
 Lore: **Enclosed** All Terrain Armored Transport. Commonly called an Imperial walker. One of the most terrifying and deadly weapons in the Empire's arsenal. 15.5 meters tall.
 COMBAT VEHICLE: AT-AT [Hoth] [U2]
 POWER: 6 ARMOR: 7 LANDSPEED: 1
 Text: May add 2 pilots and 8 passengers. Immune to attrition < 4. Landspeed may not be increased.
 DEPLOY: 6 FORFEIT: 6
 Icons: Scomp Link

•Breached Defenses **4**
 Lore: "Imperial troops have entered the base! Imperial troops have entered."
 IMMEDIATE EFFECT [Hoth] [U2]
 Text: If an Imperial just moved to an Echo site, deploy on your side of table. While you have presence at an Echo site, your total power is +1 in battles at Hoth sites.

•Captain Lennox *Clarification* **2**
 Lore: Captain of the Imperial Star Destroyer *Tyrant*. An able **leader**. Unlike most Imperial officers, he is dedicated to his ship and crew. Finds political maneuvering distasteful.
 CHARACTER-IMPERIAL [Hoth] [U1]
 POWER: 2 ABILITY: 2

Text: Adds 2 to power of anything he pilots (3 if starship is Tyrant). When on a Star Destroyer, may use its tractor beam once during each of your control phases.
 DEPLOY: 3 FORFEIT: 5
 Icons: Pilot, Warrior

•Captain Piett *Clarification* **2**
 Lore: Captain on the *Executor*. Monitored probe droid telemetry. His flawless record of arrests and suppressions has contributed to an impressive rise through the ranks.
 CHARACTER-IMPERIAL [Hoth] [R2]
 POWER: 2 ABILITY: 3 FORCE-ATTUNED
 Text: Power +1 when at same site as Vader. Adds 2 to power of anything he pilots (3 if starship is Executor). May use 1 Force to take one Probe Droid into hand from Reserve Deck; reshuffle.
 DEPLOY: 3 FORFEIT: 4
 Icons: Pilot

Cold Feet **5**
 Lore: Wampas pack snow around the appendages of captured prey, making use of Hoth's cold environment to immobilize them.
 USED INTERRUPT [Hoth] [C2]
 Text: Target a character at any marker site. Draw destiny. If site under "nighttime conditions," add 2 to destiny draw. If total destiny > ability, character may not move for remainder of turn.

•Collapsing Corridor **2**
 Lore: Most of Echo Base was tunneled out of a huge glacier by Rebel engineers. Its icy passageways could not withstand Imperial shelling.
 LOST INTERRUPT [Hoth] [R2]
 Text: If you just moved an AT-AT to innermost marker, target one underground site on Hoth. Draw destiny. Target 'collapsed' if destiny > marker number.

ComScan Detection **4**
 Lore: The Imperial Nancy boasts the best communications network in the galaxy. Sophisticated control technology allows the Empire to dispatch armed forces without delay.
 USED INTERRUPT [Hoth] [C2]
 Text: If opponent just moved a character, vehicle or starship as a 'react' to a location, you may immediately move one vehicle or starship, if within range, to that location (at normal use of Force).

Crash Landing *Clarification* **4**
 Lore: AT-AT weapons are rarely quick enough to score a direct hit on a fast-moving snowspeeder. They are more likely to wing a craft, causing a forced landing.
 USED INTERRUPT [Hoth] [U1]
 Text: If you have a piloted AT-AT present at a site, target opponent's non-creature vehicle present at same or adjacent exterior site. Draw destiny. If AT-AT has a vehicle weapon, add 1 to destiny draw. Target 'crashes' if total destiny > 3.

•Death Mark **5**
 Lore: "A death mark's not an easy thing to live with. You're a good fighter, Solo. I hate to lose you."
 UTINNI EFFECT [Hoth] [R1]
 Text: Use 3 Force to deploy on any exterior planet site. Target an opponent's smuggler. Each turn opponent must lose 1 Force at beginning of opponent's control phase. Utinni Effect canceled when reached by target (target goes to Used Pile).

•Death Squadron *Clarification* **3**
 Lore: "Make ready to land our troops beyond their energy field and deploy the fleet so that nothing gets off the system."
 EFFECT [Hoth] [U1]
 Text: Deploy on any system. Adds X to total power of your starships at that system, where X = number of your starships present. Your troopers and combat vehicles may shuttle to related sites for free.

Debris Zone **5**
 Lore: A reactor core explosion in a destroyed AT-AT causes a plasma release which shatters its armor, showering the immediate area with molten projectiles.
 USED INTERRUPT [Hoth] [R2]
 Text: If an AT-AT, an AT-ST, Jabba's Sail Barge or Planet Defender Ion Cannon has just been lost at a site, draw destiny. All cards with that destiny number at that site are lost.

Deflector Shield Generators **4**
 Lore: Located atop the superstructure of a Star Destroyer, the generator towers create an energy shield which repels solid objects and weapons fire.
 DEVICE [Hoth] [U2]
 Text: Use 3 Force to deploy on any Star Destroyer. Adds 2 to armor. If starship has immunity to attrition, also adds 2 to immunity.

Direct Hit **4**
 Lore: Snowspeeders move much faster than AT-AT cannons can track, but if approaching on a poor attack vector, the snowspeeder is at the mercy of the well-trained AT-AT gunner.
 USED OR LOST INTERRUPT [Hoth] [U1]
 Text: Add X to one weapon destiny (before weapon destiny is drawn) when targeting a combat vehicle. USED: X = 1. LOST: X = 3.

E-web Blaster *Clarification* **5**
 Lore: Massive infantry weapon powerful enough to damage even starfighters.
 ARTILLERY WEAPON [Hoth] [C1]

Text: Deploy on any site. May be moved with two warriors for 1 additional Force. Your warrior present may target a starfighter (use 5 as defense value), character, creature or vehicle using 2 Force. Draw destiny. Target hit if destiny +1 > defense value.
 DEPLOY: 2 FORFEIT: 1

Electro-Rangefinder **6**
 Lore: Long-range stereoscopic sighting device connected to the cannons of an Imperial walker. Calibrated to allow the AT-AT commander to accurately fire at distant targets.
 DEVICE [Hoth] [U1]
 Text: Use 2 Force to deploy on any AT-AT Cannon. It may fire at targets two sites away. Also, when used to Target The Main Generator, adds 1 to total.

•Exhaustion **5**
 Lore: "Sir, the temperature's dropping too rapidly." "That's right, and my friend's out in it."
 LOST INTERRUPT [Hoth] [U2]
 Text: Opponent must lose 1 Force for each of opponent's missing characters on table. OR Select one missing character under "nighttime conditions" to be lost.

Exposure **2**
 Lore: "Artoo says the chances of survival are 125 to 1."
 LOST INTERRUPT [Hoth] [U1]
 Text: Use X Force during your control phase, where X = the total number of characters (whether present or missing) at exterior marker sites under "nighttime conditions." Those characters are lost

Frostbite **4**
 Lore: "Luke! Luke! Don't do this. C'mon, gimme a sign here."
 EFFECT [Hoth] [C2]
 Text: Deploy on Hoth system. At the end of each player's turn, for every character that player has present at a marker site under "nighttime conditions," that player must lose 1 Force (2 if character is missing).

Frozen Dinner *Clarification* **6**
 Lore: Freeze dried and ready to serve, a tasty, wholesome Rebel makes a nutritious meal for the whole wampa clan. They're Gr-r-reat!
 IMMEDIATE EFFECT [Hoth] [R1]
 Text: Deploy on opponent's character alone at Wampa Cave. Character is power = 0 and may not move. May be canceled if opponent has a lightsaber or total ability > 4 present. If character eaten by a creature, cumulatively adds 2 to ferocity.

Fury Fury **6**
 Lore: "All right, don't lose your temper." Hoth hath no fury like a Wookiee scorned.
 USED OR LOST INTERRUPT [Hoth] [R2]
 Text: USED: Cancel Wookiee Roar or Han's Back or Life Debt. LOST: If Han and Chewie are in a battle together, draw two destiny. Subtract total from opponent's attrition and total power (cannot fall below zero).

FX-10 (Effex-ten) **2**
 Lore: Standard medical droid used by Imperial field units. Enhanced programming allows FX-10 to treat a wide variety of battle wounds.
 CHARACTER-DROID [Hoth] [C2]
 POWER: 2 MEDICAL DROID
 Text: Once per turn, one of your 'hit' non-droid characters at same or adjacent site may go to your Used Pile rather than your Lost Pile.
 DEPLOY: 2 FORFEIT: 3

•General Veers *Clarification* **1**
 Lore: General Maximilian Veers is the model of Imperial Army officer. Cunning, loyal and ruthlessly efficient **leader**. In charge of the ground assault troops in Vader's forces.
 CHARACTER-IMPERIAL [Hoth] [R1]
 POWER: 3 ABILITY: 3 FORCE-ATTUNED
 Text: Power +1 when at same site as Admiral Ozzel. Adds 1 to power of each Imperial at same Hoth site. Adds 3 to power of any combat vehicle he pilots. On Blizzard 1, also adds 1 to armor and draws one battle destiny if not able to otherwise.
 DEPLOY: 3 FORFEIT: 5
 Icons: Pilot, Warrior

He Hasn't Come Back Yet **4**
 Lore: "Princess Leia is wondering about Master Luke...She doesn't know where he is." "I don't know where he is." "Nobody knows where he is."
 LOST INTERRUPT [Hoth] [C2]
 Text: During your control phase, target any character alone at one of your exterior planet sites (except a docking bay). Draw destiny. Target is missing if destiny + 3 > ability.

•High Anxiety *Clarification* **3**
 Lore: When a Rebel is missing, ranking members of the Alliance express a professional yet dispassionate concern. Some are not so dispassionate.
 EFFECT [Hoth] [R1]
 Text: If an opponent's character with ability > 2 has just become missing, deploy on a Rebel with ability > 2 on same planet. Rebel may not participate in battle. Immediate Effect canceled if missing character is found or lost.

•HOTH
 LOCATION-SYSTEM [Hoth] [U2]
 DARK (2): If you control, for each of your starships here, your total power is +1 in battles at Hoth sites.
 LIGHT (1): If you control, for each of your starships here, your total power is +1 in battles at Hoth sites.
 Icons: Planet, Parsec 5

•HOT: DEFENSIVE PERIMETER (3RD Marker)
LOCATION-SITE [Hoth] [C2]
DARK (2): Add 1 to each of your weapon destiny draws here. If you control, Force drain +1 here.
LIGHT (1): Your troopers are forfeit -1 here.
Icons: Exterior, Planet

•HOT: ECHO COMMAND CENTER (WAR ROOM)
LOCATION-SITE [Hoth] [U2]
DARK (1): Add 1 to total of Commence Primary Ignition when targeting the Hoth system.
LIGHT (1): If you control, your starship movement from Hoth sites to the Hoth system is free.
Icons: Underground, Interior, Planet, Scomp Link

•HOT: ECHO CORRIDOR
LOCATION-SITE [Hoth] [U2]
DARK (1): If you occupy, you may raise all of your converted Hoth locations to the top.
LIGHT (1): -
Icons: Underground, Interior, Planet, Scomp Link

•HOT: ECHO DOCKING BAY
LOCATION-SITE [Hoth] [C2]
DARK (1): Your docking bay transit from here requires 2 Force.
LIGHT (1): Your docking bay transit from here requires 1 Force.
Icons: Exterior, Interior, Planet, Scomp Link

•HOT: ICE PLAINS (5TH Marker)
LOCATION-SITE [Hoth] [C2]
DARK (2): During your move phase, you may move free from here directly to Mountains (or vice versa).
LIGHT (0): If you control, and Main Power Generators on table, Force drain -1 here.
Icons: Exterior, Planet

•HOT: NORTH RIDGE (4TH Marker)
LOCATION-SITE [Hoth] [C2]
DARK (1): Your AT-ATs move to here for free.
LIGHT (0): -
Icons: Exterior, Planet

•HOT: WAMPA CAVE (7TH Marker)
LOCATION-SITE [Hoth] [R2]
DARK (2): Your Wampas deploy free here.
LIGHT (0): If you control, and Main Power Generators on table, Force drain -1 here.
Icons: Interior, Underground, Planet

•I'd Just As Soon Kiss A Wookiee Errata 2
Lore: "I can arrange that. You could USE a good kiss!"
LOST INTERRUPT [Hoth] [C2]
Text: Use 3 Force to place an opponent's just deployed character, starship, vehicle, weapon, or device in opponent's hand. On opponent's next turn, that card (or one card of same title) may deploy for free.

•Ice Storm 3
Lore: Among the gravest dangers in the harsh environment of Hoth are frequent quick-moving ice storms.
MOBILE EFFECT [Hoth] [U1]
Text: Deploy at outermost marker. All characters present at same exterior site are missing. Each turn, during your control phase, storm moves to next marker, reversing direction if at innermost marker. Mobile Effect lost when moved beyond outermost marker.

•Image Of The Dark Lord 6
Lore: Vader's **hologram** exacts loyalty from his legions.
EFFECT [Hoth] [R2]
Text: Use 4 Force to deploy at any site if opponent is generating at least 3 Force more than you. At that site, adjacent sites and same site as Vader, players activate Force only if they have presence.

•Imperial Domination 5
Lore: When Vader's forces impose the New Order upon a region, Rebel resources and lifelines are quickly eliminated.
EFFECT [Hoth] [U1]
Text: Deploy on any location. Whenever you control this location during your control phase but do not Force drain here, opponent generates no Force here on opponent's next turn.

Imperial Gunner Clarification 1
Lore: Walker operators work in pairs, one trained to pilot the AT-AT, the other serving as **gunner**. Imperial gunners consider themselves the best marksmen in the Empire.
CHARACTER-IMPERIAL [Hoth] [C2]
POWER: 1 ABILITY: 1
Text: Adds 1 to weapon destiny draws of anything he is aboard as a passenger.
DEPLOY: 1 FORFEIT: 1
Icons: Warrior

•Imperial Supply 3
Lore: The Empire's efficient, fear-driven logistical systems can quickly divert weapons and equipment from one conflict to another, focusing on regions of highest strategic priority.
USED OR LOST INTERRUPT [Hoth] [C1]
Text: USED: Lose 1 Force to activate 2 Force. LOST: Lose 1 Force to activate 4 Force.

Infantry Mine 3
Lore: Typically stolen by Rebel spies and saboteurs from the perimeter of high-security Imperial installations.
AUTOMATED WEAPON [Hoth] [C2]

Text: Deploy at same exterior site as one of your mining droids. 'Explodes' if a character deploys or moves (without using a vehicle or starfighter) to same site. Draw destiny. Character lost if destiny +2 > ability. Infantry Mine is also lost.

•Lieutenant Cabbel 2
Lore: A recent graduate of the Officer's Candidate School on Carida. Serves as first officer of the *Tyrant*. Ambitious, ruthless and efficient.
CHARACTER-IMPERIAL [Hoth] [U2]
POWER: 2 ABILITY: 2
Text: Adds 2 to power of any starship he pilots. On *Tyrant*, also adds one to armor. When in battle with an Imperial leader, subtracts 1 from opponent's total battle destiny.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot

Lightsaber Deficiency 5
Lore: "Ah...Uh..."
USED INTERRUPT [Hoth] [U1]
Text: Cancel Lightsaber Proficiency. OR Target a character with ability < 4 using a lightsaber in a battle or a Force drain. Draw destiny. Target lost if destiny > ability. Lightsaber lost if destiny = ability.

•Meteor Impact? 4
Lore: "There's a meteorite that hit the ground near here. I wanna check it out. Won't take long."
UTINNI EFFECT [Hoth] [R1]
Text: Use 2 Force to deploy on an exterior planet site. Target a character on same planet. Character may not leave planet or move away from Utinni Effect. Utinni Effect canceled when reached by target.

•Mournful Roar Clarification 7
Lore: With the thought of losing Han, Chewbacca let out an anguished, sorrowful, lamenting, mournful, angst-ridden, tormented, agonizing roar.
IMMEDIATE EFFECT [Hoth] [R1]
Text: Deploy on Chewie if Han was just lost or just became missing. Opponent cannot play Let The Wookiee Win or Wookiee Roar. Opponent must also lose 1 Force at end of every player's turn. Effect canceled if Han is deployed again or found.

Oh, Switch Off Clarification 6
Lore: Mindless philosophy for an overweight glob of grease.
USED INTERRUPT [Hoth] [C2]
Text: Cancel an attempt by opponent to target your droid to be stolen, 'hit' or lost. Droid is protected from all such attempts for remainder of turn. OR Switch OFF any binary droid for remainder of turn.

•ORD MANTELL
LOCATION-SYSTEM [Hoth] [C2]
DARK (1): Your Bounty Hunters are deploy -2 here.
LIGHT (1): (none)
Icons: Planet, Parsec 7

Our First Catch Of The Day 6
Lore: "Sir, Rebel ships are coming into our sector."
USED INTERRUPT [Hoth] [C2]
Text: Add 2 to a tractor beam destiny draw. OR Cancel The First Transport Is Away! or Hyper Escape.

Portable Fusion Generator 3
Lore: Larger assault weapons require troops to carry their own power sources. Both light and efficient, these units produce ample power for most combat needs.
DEVICE [Hoth] [C2]
Text: Deploy on any warrior. When that warrior fires a blaster rifle or artillery weapon, adds 1 to each of that weapon's destiny draws. Also, may add 1 to power of one droid present.

Probe Antennae Clarification 4
Lore: A probe droid encodes and scrambles messages before using its telescoping antennae to transmit information through hyperspace.
DEVICE [Hoth] [U2]
Text: Deploy on your Probe Droid. Adds 2 to X for that droid. OR Use 1 Force to deploy on one of your other droids. When at a site you control, once during each of your control phases, you may peek at one card randomly selected from opponent's hand.

Probe Droid Clarification 2
Lore: Arakyd Viper probe droid. Has sensors specifically designed to detect traces of Rebel activity. Equipped with an auto-destruct mechanism. A highly durable **spy** droid.
CHARACTER-DROID [Hoth] [C2]
POWER: 2 ARMOR: 3 PROBE DROID
Text: Deploys only if a Star Destroyer on table. Once during each of your control phases, may peek at X cards randomly selected from opponent's hand, where X = number of [Light Side Force] icons at same site. May Force drain, initiate battle and be battled.
DEPLOY: 2 FORFEIT: 5

Probe Droid Laser Clarification 3
Lore: Although a probe droid's primary defense is stealth, many models can be equipped with a laser cannon to enhance the droid's combat and sabotage capabilities.
CHARACTER WEAPON [Hoth] [U2]
Text: Deploy on your probe droid. May target an artillery weapon (use 5 as defense value), character or creature for free. Draw destiny. Artillery weapon lost if destiny > defense value. Character or creature hit if destiny > defense value.

Probe Telemetry 4
Lore: Probe droids use electromagnetic, seismic, acoustic, olfactory and optical sensors. They report their findings using an omniscient unicode.
USED INTERRUPT [Hoth] [C2]

Text: Use 2 Force to search any Lost Pile and place X non-unique cards there out of play, where X = number of Probe Droids on table. OR If your only character on a planet is a Probe Droid, your cards are deploy -1 to related sites for remainder of turn.

Scruffy-Looking Nerf Herder 6
Lore: "But you didn't see us alone in the south passage. She expressed her true feelings for me." "My...Why you stuck-up, half-witted, scruffy-looking NERF HERDER!"
USED OR LOST INTERRUPT [Hoth] [R2]
Text: USED: Cancel Solo Han or Warrior's Courage or I Know. LOST: If Han and Leia are in a battle together, draw two destiny. Subtract that amount from opponent's attrition and total power (cannot fall below zero).

•Responsibility Of Command Errata 5
Lore: "Headquarters personnel, report to command center."
UTINNI EFFECT [Hoth] [R1]
Text: Use 2 Force to deploy on any war room at a Rebel Base. Target a Rebel with forfeit > 4 or an opponent's leader. Opponent may not initiate a battle or a Force drain at same location as target. Utinni Effect canceled when reached by target.

Self-Destruct Mechanism Clarification 4
Lore: "Headquarters not much left...I didn't hit it that hard. It musta had a self-destruct."
USED INTERRUPT [Hoth] [U1]
Text: Lose a droid to cancel all attrition against you at same site this turn. OR Re-target an opponent's weapon to one of your droids at same site. If droid is 'hit', use original target's forfeit number.

Silence Is Golden 3
Lore: "Excuse me, sir, might I in--"
EFFECT [Hoth] [U2]
Text: Use 2 Force to deploy on your side of table. Neither player may move or deploy cards as a 'react' to a location where a droid is present. May be canceled by Scomp Link Access.

Snowtrooper 3
Lore: Cold Assault troopers are specially trained and equipped to operate in frozen environments. Blizzard Force snowtroopers often work in tandem with AT-ATs.
CHARACTER-IMPERIAL [Hoth] [C3]
POWER: 2 ABILITY: 1
Text: Deploy only on Hoth, but may move elsewhere. Power -1 when at a site other than a Hoth site.
DEPLOY: 2 FORFEIT: 3
Icons: Warrior

•••Snowtrooper Officer 2
Lore: Elite snowtrooper offers, like all Imperial Army officers, are well versed in **Rebel** tactics. They serve as infantry liaisons to AT-ATs.
CHARACTER-IMPERIAL [Hoth] [C1]
POWER: 2 ABILITY: 2
Text: Deploy only on Hoth, but may move elsewhere. Snowtroopers are deploy -1 to same site. Your troopers may move to same Hoth site as a 'react.'
DEPLOY: 3 FORFEIT: 3
Icons: Warrior

•Stalker Clarification 1
Lore: Originally assigned to search the Outer Rim for new worlds to subjugate. Launched the probe droid that found Echo Base. Later reassigned to Death Squadron.
CAPITAL: IMPERIAL-CLASS STAR DESTROYER [Hoth] [R1]
POWER: 8 ARMOR: 7 HYPER SPEED: 3
Text: May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability of 1. Probe droids deploy free to sites related to same system.
DEPLOY: 8 FORFEIT: 9
Icons: Pilot, Nav Computer, Scomp Link

Stop Motion 6
Lore: "Your tauntaun'll freeze before you reach the first marker."
USED INTERRUPT [Hoth] [C2]
Text: Target one creature vehicle at any marker site. Draw destiny. If site under "nighttime conditions," add 2 to destiny draw. Tauntaun lost if total destiny > 5. Other creature vehicle lost if total destiny > 3.

•Tactical Support 4
Lore: Highly organized Imperial infantry units can mobilize with incredible speed, often putting their surprised adversaries on the defensive.
LOST INTERRUPT [Hoth] [R2]
Text: Lose 1 Force to search through your Reserve Deck and take up to three troopers into your hand. Shuffle, cut and replace.

Target The Main Generator 0
EPIC EVENT [Hoth] [R2]
During your control phase, fire your AT-AT Cannon (if within range of the Main Power Generators) as follows:
Prepare To Target The Main Generator: Draw destiny.
Maximum Firepower: If (destiny + X + Y) > 8, Main Power Generators site is "blown away" and this card is lost. Otherwise, this card is used. X=ability of one of your AT-AT's pilots. Y= total Hoth sites you control.

That's It, The Rebels Are There! Clarification 4
Lore: "That is the system and I'm sure Skywalker is with them."
USED INTERRUPT [Hoth] [U2]
Text: If you have a probe droid at a site during your control phase, move one of your starships to the related system. That starship cannot move again this turn.

The Shield Doors Must Be Closed 5
Lore: "Your highness, there's nothing more we can do tonight. The shield doors must be closed."
EFFECT [Hoth] [U1]
Text: Deploy between Echo Docking Bay and innermost marker site. When under "nighttime conditions," no movement is allowed to or from Echo Docking Bay unless it is to or from an Echo site.

•This Is Just Wrong 5
Lore: "Why, I guess you don't know everything about women yet."
UTINNI EFFECT [Hoth] [R1]
Text: Deploy on any male character. Target a female character on table. Target is power -2. Utinni Effect canceled when present with target.

Too Cold For Speeders 4
Lore: "We're having some trouble adapting them to the cold."
EFFECT [Hoth] [U1]
Text: Use 2 Force to deploy on your side of table. Non-creature vehicles at marker sites under "nighttime conditions" are power = 0, maneuver = 0 and landspeed = 0.

Trample Clarification 4
Lore: The enormous feet of a walker are designed for mobility on many types of terrain. They also can be used by merciless pilots to crush the Rebellion.
USED INTERRUPT [Hoth] [R1]
Text: If you have a piloted AT-AT or AT-ST present at a site, target opponent's character, 'crashed' vehicle or unpiloted vehicle without armor present. Draw destiny. Character lost if destiny > ability. Vehicle lost if destiny < 7.

Turn It Off! Turn It Off! 5
Lore: "Turn it off! Turn it off! Off! TURN IT OFF!"
USED OR LOST INTERRUPT [Hoth] [C1]
Text: USED: Cancel any attempt to place a 'hit' starship, vehicle or droid in the Used Pile rather than the Lost Pile. OR Cancel Han's Toolkit. LOST: Cancel Crash Site Memorial.

•Tyrant 1
Lore: Assigned to Admiral Ozzel's Death Squadron. Attempted to capture Rebel starships fleeing the Hoth system.
CAPITAL: IMPERIAL-CLASS STAR DESTROYER [Hoth] [R1]
POWER: 8 ARMOR: 6 HYPER SPEED: 3
Text: May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot aboard provides ability or 1. When using Tractor Beam, adds 1 to destiny draw.
DEPLOY: 7 FORFEIT: 9
Icons: Pilot, Nav Computer, Scoop Link

Vehicle Mine Clarification 3
Lore: Launches and detonates when activated by a passing metallic mass or the repulsorlift field of an approaching speeder. The shrapnel can hit even the quickest craft.
AUTOMATED WEAPON [Hoth] [C2]
Text: Deploy at same exterior site as your mining droid. 'Explodes' if starfighter (use 5 as defense value) or non-creature vehicle deploys or moves to or across same site. Draw destiny. Target lost if destiny +2 > defense value. Vehicle Mine is also lost.

Walker Barrage Clarification 5
Lore: Before an AT-AT's troops can disembark to engage the enemy, the walker must first destroy the Rebel traitors' defensive emplacements.
USED INTERRUPT [Hoth] [U1]
Text: If you have a piloted AT-AT present at a site, target opponent's artillery weapon at same or adjacent exterior site. Draw destiny. Target lost if destiny +1 > forfeit. Also, one opponent's character at same site as target (random selection) lost if destiny +1 > 6.

Wall Of Fire Clarification 5
Lore: Walkers are capable of incinerating entire infantry units in seconds. Rebel troops refer to the deadly barrage as the "wall of fire."
LOST INTERRUPT [Hoth] [U1]
Text: If you have a piloted AT-AT present at a site, target any number of opponent's troopers present at same or adjacent exterior site. Draw destiny. If destiny > number of troopers targeted, they are lost.

Wampa 3
Lore: Sly, carnivorous beast which stalks the snow-packed tundra. Wampas frequently drag their prey to an ice cave for storage. They always prefer to devour their victims alive.
SNOW CREATURE [Hoth] [R2]
FEROCITY: * VICIOUS HOWL: 4
Text: * Ferocity = 3 + destiny. Habitat: Hoth sites. Deploy only to Wampa Cave or unoccupied marker site. Defeated characters are eaten or relocated to Wampa Cave (opponent of victim chooses).
DEPLOY: 4 FORFEIT: 0

Weapon Malfunction 4
Lore: "Luke, we've got a malfunction in fire control. I'll have to cut in the auxiliary."
UTINNI EFFECT [Hoth] [R1]
Text: Deploy on any docking bay. Target a weapon deployed on a starfighter or vehicle. That weapon cannot be fired. Utinni Effect canceled when reached by target.

Yaggle Gakkle 6
Lore: "Steady. Hey! Steady, girl. Hey, what's the matter? You smell something?"
USED INTERRUPT [Hoth] [R2]
Text: Target a creature vehicle at same site as a creature. If ferocity > target's maneuver + landspeed, creature vehicle is eaten, cumulatively adding 2 to creature's ferocity.

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