



Hoth™

Star Wars™ Customizable Card Game™

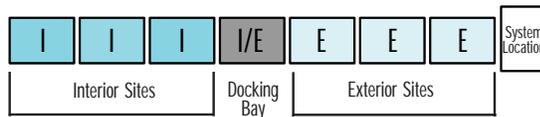
RULES SUPPLEMENT

The Empire Strikes Back: Hoth™, the second expansion set for the *Star Wars™ Customizable Card Game™*, contains 162 innovative new cards. This Hoth rules supplement presents new and revised rules which supersede those in the *Premiere* and *A New Hope* card sets.

We are presently hard at work on a Second Edition Rules Booklet which will organize and improve all the existing rules to date. We recognize the need to eliminate inconsistency, overlap, and outdated rules. Our goal is to provide comprehensive rules and answers to frequently asked questions in one document for ease of understanding and reference. We will make the Second Edition Rules Booklet available in a variety of places, including on our web site (www.decipher.com).

Location Deployment – This document introduces new rules for deploying locations. The benefits include enhanced deployment strategies as well as more natural planet topographies (eliminating illogical layouts such as a jungle being between two interior Rebel Base sites). This also facilitates improved deployment and movement rules affecting characters and vehicles.

Sites are now placed in a pattern where interior and exterior sites are separated from each other by a docking bay. After several turns of deployment, a typical system layout might appear as follows.

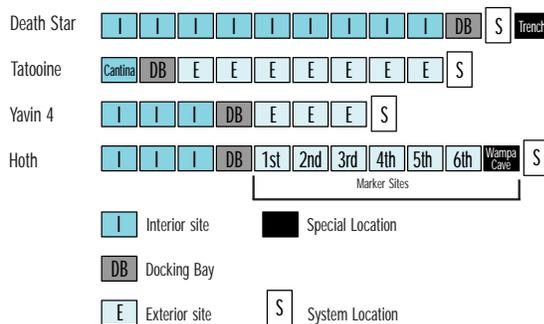


As long as you maintain this pattern, when a new location is deployed to an existing system, it may be inserted between (or placed at the end of) the related locations. For example, in the diagram above, there are four places where you could deploy a new exterior site (anywhere between the docking bay and the system location).

If any of these groups are not yet in play, the other groups are laid out adjacent to each other. As new groups come into play, they are inserted into the appropriate place. For example, before the docking bay was inserted in the above diagram, the interior site group would have been next to the exterior site group.

The locations introduced in the Hoth set also lay out according to these rules, with one exception: “marker sites.” These sites represent areas outside Echo Base and have a special sequencing feature called “marker numbers.” Marker sites can be brought into play in any order but are laid out sequentially. Thus, marker numbers indicate where a site must be inserted when it is deployed.

Using these new rules, the four systems currently in the game would appear something like this:



There are also a few special locations that, according to text on the cards, deploy to unique positions on the table. Examples of these include the Death Star: Trench (deploys according to Trench Rules); the Hoth: Wampa Cave (deploys according to its marker number); holosites (deploy according to Dejarik Rules); and sandcrawler interiors (deploy according to their game text).

Marker site – Any of the seven Hoth sites with a marker number.

Innermost marker – A term used to indicate the lowest-numbered marker site that is currently on the table.

Outermost marker – A term used to indicate the highest-numbered marker site that is currently on the table.

Hoth Energy Shield Rules – The Hoth: Main Power Generators site produces an energy shield which is “strong enough to withstand any bombardment.” This shield will protect much of Hoth for the Light Side by preventing many forms of Dark Side deployment and movement; however, the Dark Side can always deploy or land beyond the shield and “march in” to Echo Base.

There are special rules governing the deployment of the Main Power Generators site. The energy shield will extend at least as far as the 3rd marker, so a site with a marker number of 4 or more is needed to establish the shield’s boundary. Therefore, just after deploying the Main Power Generators you must check to see if marker 4, 5 or 6 is on the table. If not, you must immediately deploy your 4th marker site (the Hoth: North Ridge). If you do not have the North Ridge in your hand, you must immediately search through your Reserve Deck for it, deploy it, then shuffle, cut and replace. (If the North Ridge is not found in your Reserve Deck, the Main Power Generators must be returned to your hand.)

The same holds true if you select the Main Power Generators as your starting location. Unless your opponent’s starting location is marker 4, 5 or 6, you must search your Reserve Deck and immediately deploy your North Ridge.

Once the Main Power Generators site is deployed, the energy shield covers all Hoth sites except the outermost exterior marker site and the Wampa Cave. At shielded sites, the Dark Side *may not*

- deploy vehicles, starships or characters (not even spies);
- take off or land using starfighters;
- use shuttling, docking bay transit or any other movement that logically would be stopped by the energy shield (such as Elis Helrot); or
- add power to battles as a result of starships controlling the system (e.g., from the Hoth system location, a *Victory*-class Star Destroyer or Fear Will Keep Them In Line).

The energy shield does not protect the Light Side from a ground assault “underneath the shield.” At shielded sites, the Dark Side *may*

- move vehicles and characters from site to site;
- deploy and use creatures, weapons, effects, and other cards normally; and
- perform any normal game actions not otherwise prohibited by these rules.

The energy shield does not restrict the Light Side in any way (because conceptually the Rebels can raise and lower the shield to allow their own forces to pass). If the Main Power Generators site is not in play or has been “blown away,” the energy shield is not active and thus both sides can deploy and move to Hoth normally (as if it was any other planet).

Target The Main Generator – This epic event card allows the Dark Side to “blow away” the Main Power Generators site and thus destroy the Hoth energy shield. When this occurs, all cards at that site are lost and its Force icons and game text are canceled (including the Hoth Energy Shield Rules). The site remains on table for other purposes (e.g., it still counts as the innermost marker; battle and movement may still occur there at normal use of the Force). The Light Side player may not deploy a new copy of this site.

Underground site – A type of site indicated by the  icon.

‘Collapsed’ – The Dark Side has the capability to ‘collapse’ an interior site (e.g., using Collapsing Corridor). When this occurs, all cards at that site are lost and its Force icons and game text are canceled. The site remains in play for other purposes; however, each deployment or movement to or from that site requires 1 additional Force. A collapsed site is ‘rebuilt’ if either player deploys a new copy of that site.

Missing – Several cards cause characters to become disoriented or lost (in the normal sense of the word, not to the Lost Pile). This condition is defined in game terms as ‘missing.’ To indicate that a character is missing, place that character face up beneath the site where it became missing.

A missing character is still “in play.” However, because conceptually nobody knows exactly where a missing character is at the site, the character is not considered to have presence, does not participate in battles, may not move, may not be forfeited and may not have new cards deployed on it. Likewise,

missing characters cannot be targeted by weapons or any other cards that do not specifically target missing characters (Utinni Effects and other cards that targeted the character before they became missing still continue to do so.)

During your control phase, you may attempt to find missing characters by forming and using a *search party* as follows:

1. Designate any number of your characters at the same site as the missing character(s) to be members of the search party.
2. Draw destiny.
3. Add 1 to the destiny draw for each member of the search party (2 if that search party character is a scout).
4. If total destiny > 5, one of your missing characters there (random selection) is found and joins the search party.

You may only search where you have one or more characters missing (you may not search for your opponent's characters). Members of a search party (including any characters they find) may not move, search again or participate in a battle you initiate for the remainder of that turn.

New Interior Site Limitations – At all interior sites except docking bays (because they are both interior and exterior),

- characters and vehicles may not shuttle; and
- vehicles may not deploy or move unless specifically allowed to on the card. (This eliminates the previous “parked outside” concept.)

For example, a vehicle may move to Docking Bay 94 but may not enter the Cantina. If the vehicle's occupants want to go into the Cantina they must disembark and move inside, leaving their vehicle at a nearby exterior site.

'Present' and 'Presence' – These two terms, though closely related, have very important differences in the game and sometimes confuse new players. In this supplement we are clarifying and augmenting the definitions of these terms.

Think of *present* as being physically 'at' a certain place. There are three places where a card can be present in the game: at a site location, at a system location or physically on an enclosed vehicle or starship card (at the bridge, cockpit or cargo bay). No card is considered to be present at more than one place at the same time. For example, if Red 5 is at the Hoth system with Luke aboard, then Red 5 is present at the Hoth system and Luke is present aboard Red 5. (Luke is not present at the system location.)

Think of *presence* in the spiritual sense, as the Force emanating from an individual. Remember Vader saying, “I sense something. A presence I've not felt since...” In game terms, your characters with ability create a 'presence' that your opponent's characters can sense (even when they are hidden inside an enclosed vehicle or starship). Having presence at a location is now defined as (1) having total ability of 1 or higher present at that location or (2) having a vehicle or starship present at that location that has total ability of 1 or higher aboard (including passengers). For example, if Red 5 is at the Hoth system with Luke aboard, then Luke creates presence at the Hoth system location. A battle immediately ends if all presence on one side is somehow removed from the battle.

New Starship and Vehicle Rules – To fully support cards and gameplay mechanisms in this and future expansion sets, we provide more advanced rules enabling exciting new gameplay and strategic possibilities. Highlights of the new rules include:

- starfighters may *deploy at docking bays* and may *land and take off at exterior sites*;
- vehicles may deploy and move only to *exterior sites* and to starships with vehicle capacity;
- characters may *remain aboard vehicles* after the move phase;
- new *combat vehicles* provide starship-like battle capabilities on the ground;
- *gunner* characters enhance starships and combat vehicles;
- all transport vehicles require a designated *driver*;
- *enclosed* vehicles protect characters from site-related hazards; and
- all characters aboard a vehicle or starship, even passengers, may use *game text* (when appropriate) and may be *forfeited*.

The following sections describe these new rules and supersede the existing rules.

Deploying Starfighters – Deploying starfighters has changed as follows:

A starfighter that has a permanent pilot aboard may be deployed to (1) a docking bay, (2) one of your capital starships with starfighter capacity or (3) a system location.

A starfighter that does *not* have a permanent pilot aboard may be deployed

- to any of the three places listed above if it is deployed simultaneously with a pilot (which counts as a single game action), at normal use of the Force; or
- 'empty' to a docking bay or one of your capital starships with starfighter capacity – not to a system location.

Deploying Cards on Vehicles and Starships – You may deploy cards directly aboard vehicles and starships at any location where you have presence or Force icons. Characters may be deployed directly aboard vehicles and starships with sufficient character capacity. Vehicles and starfighters may be deployed directly aboard capital starships with sufficient capacity.

Weapons, devices, effects and similar cards may be deployed wherever appropriate, with or without presence or Force icons.

Landing and Taking Off – A piloted starfighter at a system location may land at any related exterior site. Similarly, a piloted starfighter at an exterior site may take off to the related system. (TIEs require docking bay facilities and thus may not land or take off at other exterior sites.) Landing or taking off requires 1 Force, but is free at a docking bay. A landed starfighter has no landspeed, power or maneuver. It may not utilize game text, normal starship weapons or any cards which would logically require the starfighter to be moving (e.g. Dark Maneuvers). However, in a battle at a site, a landed starfighter may fire any starship weapon that works at a site (e.g., the new Surface Defense Cannon).

A landed starfighter may not move directly to an adjacent site or use docking bay transit.

Deploying and Moving Vehicles – To support improved game logic and enhance the contrast between interior and exterior sites, vehicles are no longer allowed to deploy or move to non-exterior sites. They may deploy and move to docking bays.

Remaining Aboard Vehicles – In the Premiere rules, characters were aboard a vehicle only when it was moving and were forced to disembark when it stopped. Characters may now get onto and off of a vehicle (and may remain aboard) independent of the vehicle's movement. As with a starship, you indicate whether characters are aboard a vehicle by placing them underneath that card.

If a vehicle is lost, any cards aboard it are also lost. (Exception: if a creature vehicle is lost, any characters aboard it may "jump off" – disembark – at the same site and survive.) Having a character (or permanent pilot) aboard a vehicle prevents your opponent from 'stealing' or 'purchasing' that vehicle.

Embarking and Disembarking – Your characters 'embark' on and 'disembark' from your vehicles and starfighters. Similarly, your starfighters embark on and disembark from your capital starships with starfighter capacity. Embarking and disembarking is free and unlimited, and may occur any time during your move phase or at the beginning or end of a 'react'.

When a starfighter or vehicle is aboard a capital starship, it is considered to be in a cargo bay and is not present at the system location. Its occupants may disembark to the capital starship and vice versa. Any characters aboard the starfighter or vehicle do not count toward the capacity of the capital starship and may not pilot (or otherwise enhance) the capital starship.

Combat Vehicles – A type of vehicle which is specialized for battle. A combat vehicle must have a pilot to use its power, maneuver or landspeed or to 'react'. A special characteristic of combat vehicles is that they cannot be 'purchased' (sorry, Wiosleat!). Because of its bulk and mechanical limitations, an AT-AT may not increase its landspeed above 1.

Occupants of Vehicles and Starships – Characters aboard a vehicle or starship fall into three categories: pilots, drivers and passengers (which includes gunners).

Pilots – A starship, combat vehicle or shuttle vehicle must have a pilot aboard to use its power, maneuver, landspeed or hyperspeed or to 'react'. Characters acting as pilots have the capability to enhance combat vehicles and shuttle vehicles as well as starships. You may designate which characters are acting as pilots at any time during your deploy or move phase. Any pilots aboard a starship or vehicle in excess of its pilot capacity are passengers and thus may not enhance the starship or vehicle.

For example, Darth Vader "adds 3 to power of any starship he pilots." Thus, this new rule gives him the capability to add 3 to the power of any combat vehicle or shuttle vehicle he pilots. General Veers, on the other hand, "adds 3 to power of any combat vehicle he pilots." He adds 3 to the power of any combat vehicle, but 0 to the power of any starship or shuttle vehicle he pilots.

Drivers – A transport vehicle must have a driver aboard to use its power, maneuver or landspeed or to 'react'. (A creature vehicle has ability and thus does not require a driver.) If more than one character is aboard, you must designate which one is driving. You may designate the driver at any time during your deploy or move phase. The driver uses up the capacity of one passenger. Unless otherwise specified, droids may not drive vehicles.

Passengers – Passengers are any characters aboard a starship or vehicle who are not acting as a pilot or driver of that starship or vehicle.

Gunners – Gunners are special passengers. Gunners now have the capability to enhance combat vehicles and shuttle vehicles as well as starships. For example, Danz Borin "adds 1 to starship's weapon destiny draws." Thus, this rule gives him the capability to add 1 to the weapon destiny draws of any combat vehicle or shuttle vehicle he is aboard as a passenger. Gunners are identified by the word 'gunner' in their title or lore.

"Must have pilot aboard to use power, maneuver or hyperspeed" – This and similar game text on some early cards is now incorporated into the new starship and vehicle rules, and thus does not appear on new cards.

Open and Enclosed – 'Enclosed' vehicles are identified as such in their card lore. Any vehicle not identified as enclosed is considered 'open'. All starships are enclosed.

Characters aboard an open vehicle are exposed to the surrounding environment; they are present at the site (and thus are vulnerable to cards which affect characters at the site). All characters aboard an open vehicle may use personal power, ability, forfeit and game text (when appropriate). They may also fire character weapons and may likewise be targeted by weapons.

Characters aboard an enclosed vehicle function just as they would aboard a starship (because starships are also enclosed). They are sheltered from the environment and thus are not present at the location, preventing them from using their personal power, firing character weapons or being targeted by weapons. On an enclosed vehicle or starship, all characters may use ability, forfeit and game text (when appropriate), but passengers may not apply their ability toward drawing battle destiny.

'Crashed' – Some new cards can cause a vehicle to crash. A 'crashed' vehicle has no landspeed, power or maneuver. If the vehicle has armor it is reduced to armor = 2. A 'crashed' vehicle may not utilize game text, vehicle weapons or any cards which would logically require the vehicle to be operational (Trample, Attack Pattern Delta etc.).

Characters aboard a vehicle which is 'crashed' are not automatically lost and may disembark during your move phase. However, if the 'crashed' vehicle is enclosed, (1) embarking or disembarking requires 1 Force per character and (2) any character remaining aboard may not use power, ability or game text that applies to battle.

Alone – Your character is alone if (1) you have no other character (including droids) present at the location, (2) you have no other character (or permanent pilot) aboard a vehicle or starship at the location, and (3) you have no other ability (e.g., a bantha or tauntaun) at the location.

New Movement Rules – 'Movement' is defined as any method of physically or conceptually relocating a character, creature, vehicle or starship from one place to another. There are three categories of movement: regular moves, 'reacting' and unlimited moves.

Regular Move – Each of your characters, creatures, vehicles and starships is limited to one regular move per turn (which occurs during your move phase). A regular move requires you to use 1 Force unless otherwise specified. A regular move is defined as

- one card using its landspeed or hyperspeed (all characters and creatures have landspeed = 1 unless otherwise specified);
- one character or vehicle shuttling;
- a group of cards using docking bay transit;
- one starship landing or taking off; or
- one starfighter making an Attack Run.

Reacting – This is a special form of movement (granted by cards that say 'react') that may occur during your opponent's turn.

A 'react'

- occurs just after your opponent announces a battle or Force drain;
- allows you to move a card (if within range) to the location of the battle or Force drain (at normal use

of the Force); and

- allows other cards to embark on and disembark from the reacting card just before it departs and just after it arrives. (Embarking and disembarking is possible even if the 'reacting' card is already at the battle or Force drain location.)

To 'react,' a starship or non-creature vehicle must have a pilot or driver aboard. (Creature vehicles have ability and thus do not require a driver.) Cards involved in a 'react' are prevented from 'reacting' again during the same turn.

'Reacting' to a Force drain cancels the Force drain if you bring presence to the location. 'Reacting' away from a battle (e.g., using a taunt) cancels the battle if you remove your presence from the battle location.

Unlimited Move – An unlimited move is (1) any movement your opponent forces you to make or (2) any movement which is not a regular move or a 'react.' A card may make any number of unlimited moves per turn. Unlimited moves occur in various phases and are free unless otherwise specified.

Some examples include

- characters embarking on or disembarking from vehicles;
- starfighters embarking on or disembarking from capital starships;
- a group of cards transferring from one starship to another (requires 1 Force);
- characters and other cards being carried by a moving vehicle or starship;
- interrupts (e.g., Elis Helrot, Nabrun Leids); and
- special game text (e.g., Obi-Wan Kenobi, Chief Bast).

Shuttling and Transferring – The concept of ship-docking capability has been revised and clarified to accommodate new definitions of shuttling and transferring:

Shuttling – A character or vehicle may shuttle from an exterior site to a capital starship with ship-docking capability at the related system (or vice versa) for 1 Force. Shuttling cannot occur at sectors. Capital starships are assumed to have dedicated shuttles for this purpose. Because starfighters are not large enough to carry shuttles, shuttling is no longer allowed to or from a starfighter, even if it has ship-docking capability like the *Millennium Falcon*.

Transferring – Any number of characters and vehicles may transfer from one starship to another at the same system location for 1 Force if at least one of those starships is piloted and has ship-docking capability.

New Carrying Rules – Some new weapons are designed to work in combination with other weapons. To facilitate such combinations, you may now deploy as many weapons and devices as you like on a character, vehicle or starfighter, as long as there are no duplicates (i.e., the weapons and devices must all have different card titles). However, each character, vehicle or starfighter may use only one weapon and one device per turn.

Capital starships and characters with Backpacks may carry and use any number of weapons and devices – even duplicates. Note that the cumulative rule from the *A New Hope* Rules Supplement Sheet is still in effect. So, for example, multiple Jedi lightsabers will not give more than one Force drain +1 bonus.

New Mining Droid Rules – The introduction of the two mines in the Hoth expansion set broadens the mining droid's repertoire and allows the introduction of rules which enhance its capabilities in an exciting new way. As with previous rules, a mining droid can still 'lay' mines face up at any site where it is present. Now, mining droids can also 'bury' mines face down on planets to simulate creation of a minefield.

At any exterior planet site where you have a mining droid present, during your deploy phase you may bury any number of cards from your hand face down underneath that site. You may choose to bury 'real' mines, 'duds' (non-mine cards buried as a bluff) or a mixture of the two. When any character, vehicle or starship deploys or moves to or across that site, all buried cards there are 'tripped' (revealed). Any duds are simply lost. Any mines immediately 'explode,' targeting the card that tripped them if applicable. (When your buried Timer Mine is tripped, you immediately draw destiny to see how many characters your opponent loses.)

Buried cards are not considered in play. If buried mines are tripped during your turn and you have a mining droid present, you may choose to 'defuse' any or all of them (at normal use of the Force) before they explode.

Artillery Weapons – A type of weapon which is deployed at a site. Unlike other weapons, artillery weapons have a forfeit value and are also immune to Overload.

To fire an artillery weapon, a power source must be present. The power source may be (1) a power droid, (2) any card with “Fusion Generator” in its title, or (3) any card with game text that says it can power weapons.

Anakin's Lightsaber – This weapon will work on any Skywalker with ability > 3 (whether they know they are a Skywalker or not!).

'Stealing' weapons and devices – A character who has the capability to 'steal' a weapon or device may do so only if that weapon or device says it can be deployed on (or moved by) characters. For example, a character may steal a lightsaber, an E-web Blaster or a Light Repeating Blaster Cannon, but may not steal Proton Torpedoes, a Laser Gate, a Hydroponics Station or the Planet Defender Ion Cannon. The thief does not have to actually be able to use the weapon or device, just carry it.

New Versions of Main Characters – Throughout the *Star Wars* trilogy, some of the main characters 'grow' significantly in skills and abilities. To reflect this growth, we have decided to occasionally create new versions of those characters. We will do this in a manner which avoids making previous versions obsolete or less valuable.

The new versions will tend to be specialized, having advantages and disadvantages in various situations. For example, in keeping with the progression we saw between *Star Wars* and *The Empire Strikes Back*, Commander Luke Skywalker in the Hoth expansion set is a bit stronger than Luke Skywalker from the Premiere edition. However, Commander Luke Skywalker has a higher deploy cost, does not activate extra Force each turn and is less versatile in terms of deployment. Which version of a main character you choose to put in a particular deck is a strategic choice which depends on your objectives.

Persona Rule – Different versions of a single character are all considered to be the same 'persona.' No more than one version of the same persona may be in play at the same time.

Cards that reference 'Luke' (for example) apply to any version of the Luke persona (Luke Skywalker, Commander Luke Skywalker etc.). Similarly, references to 'Chewbacca' and 'Chewie' are considered interchangeable.

During your deploy phase, you may replace one of your characters on the table with an “older, wiser” version of the same persona from your hand (for free). The new version (1) must have power and ability at least equal to those of the replaced card and (2) must obey its own deployment restrictions (if any). For example, Luke Skywalker (power 3, ability 4) may be replaced by Commander Luke Skywalker (power 4, ability 4), but only when Luke is on Hoth (because Commander Luke Skywalker's game text says “May deploy only on Hoth”).

Any weapons, devices, effects or utinni effects deployed on or targeting the character transfer to the new version of that character (if applicable). Any cards which are not applicable are placed in the Lost Pile, along with the younger version of the character. For example, if Leia was Undercover and was replaced with a new (hypothetical) version of Leia who wasn't a spy, the Undercover card would not be applicable to the new Leia and would therefore be lost.

Armored Characters – Some new characters (e.g., Probe Droids) have armor. This number is used only as a defense against weapons. When a weapon targets an armored character, use the character's armor instead of ability.

Unique (•) Card – Some unique (•) cards are available to both sides of the Force (e.g., •Ice Storm). Only one copy of any unique card may be on the table at a time, regardless of which side of the Force it is on. For interrupts, only one copy may be played in a turn.

Mobile Effect – A type of effect card that has an automatic movement function. Mobile effects are not vulnerable to Alter, as indicated by the wording of the Alter card.

Negative Numbers – Some cards instruct you to subtract numbers, in which case the final result may not fall below zero.

Have fun, but beware! Night is falling and it looks like there's an ice storm coming over the North Ridge...