

AGE 12+

STAR WARS

MINIATURES



BATTLE of HOTH

SCENARIO PACK
RULES

Battle of Hoth™

Scenario Pack Components

Rules booklet
17 preprinted plastic miniatures
17 stat cards, one for each figure
Double-sided battle map
Damage and Force counters
20-sided die (d20)

Introduction

A long time ago in a galaxy far, far away . . .

The entire *Star Wars* universe forms the backdrop for this fast-paced, action-packed collectable miniatures game. With all the heroes, villains, droids, and aliens of the galaxy to choose from, you command forces that can sway the course of galactic history—or at least the next battle!

You pick your faction. You select your troops. You command your forces. And it's up to you to prove yourself against the competition in head-to-head action set in the fantastic *Star Wars* universe.

Three Ways to Play!

The *Star Wars Miniatures* game provides three distinct ways to enjoy your collection of miniatures.

Collect

Collect the *Star Wars* fantasy, from Jedi to Sith, droids to aliens, and more. *Star Wars Miniatures* Booster Packs, sold separately, provide more miniatures from all your favorite *Star Wars* eras. Look for Booster Packs for the Rebellion era of the classic film trilogy, the Rise of the Empire era of the prequel films, and other eras from the expanded *Star Wars* universe.

Battle

Challenge your friends to battle in any era to see whether the light side or the dark side will triumph. The *Star Wars Miniatures* game features fast-paced, action-packed game play to test the skills of new players and veterans alike.

Begin with the Quick Start game rules, which use some of the miniatures included in this Scenario Pack. Then try the Battle of Hoth scenarios starting on page 27. Pick up Booster Packs to add more characters to your squads and use the advanced rules in this booklet to ramp up your battles..

Re-Create

Use your miniatures to relive your favorite *Star Wars* moments and to create new scenes for display, battle, or use with the *Star Wars Roleplaying Game*.

Quick Start Game Rules

The first section of this rulebook provides an overview of the game rules, fighting an introductory battle using some of the miniatures included in this Scenario Pack. Once you're familiar with these basic rules, you'll be ready to use the advanced rules, starting on page 12.

If you'd prefer to familiarize yourself with the basics of the game without using special abilities and Force powers, try the Echo Base Salvage Mission introductory scenario on page 27.

Princess Leia, Han Solo, and Luke Skywalker face Darth Vader and his remorseless snowtroopers. The fate of Echo Base is in your hands.

May the Force be with you!

Choose Sides

You and a friend are about to decide the fate of the galaxy—or at least the outcome of one significant battle! Each of you controls a group of characters (a **squad**): One player controls the Rebel squad, the other the Imperial squad.

Rebel Squad: Princess Leia, Hoth Commander plus Han Solo on Tauntaun and Luke Skywalker on Tauntaun.

Imperial Squad: Darth Vader, Imperial Commander plus 2 Snowtroopers.

Each of you chooses a side. If you both want to play the same side, roll the 20-sided die (the **d20**). The high roller chooses the appropriate squad.

How Do I Win?

You win by defeating all the characters in the enemy squad.

Setup

Unfold the **battle map** (the game board on which you fight battles) and place it on a flat surface between you and your opponent.

Assemble Your Squad

Take the miniatures that make up your squad and the corresponding **stat cards** for those characters. (The pictures on the stat cards will help you match them up with their characters.) Place the 20-sided die (the **d20**) and the **damage and Force counters** where both players can reach them.

Starting Positions

The player controlling the Rebel squad places his characters in any open squares within 4 squares of one of the narrow edges of the battle map. Only 1 character can be in a square. Then the player controlling the Imperial squad places her characters, 1 per square, within 4 squares of the opposite narrow edge. See the map on the next page; the colored bars show the areas where characters start.



Who Goes First?

At the start of each round, both players roll the 20-sided die (d20) to see who goes first. This is called making an **initiative check**. The player with the highest result decides who goes first in the round. If the results are the same (a tie), roll again.

Sometimes you'll want to go first; other times you'll want to see what your opponent is up to before committing your forces.



Rounds and Phases

Each **round**, you **move** (or “**activate**”) the characters on your squad, according to the **phases** below.

- Phase 1, First Player:* Move 1 character, then another.
- Phase 1, Second Player:* Move 1 character, then another.
- Phase 2, First Player:* Move 1 remaining character, then another.
- Phase 2, Second Player:* Move 1 remaining character, then another.

Both players continue moving 2 characters at a time in this way until all characters have been moved.

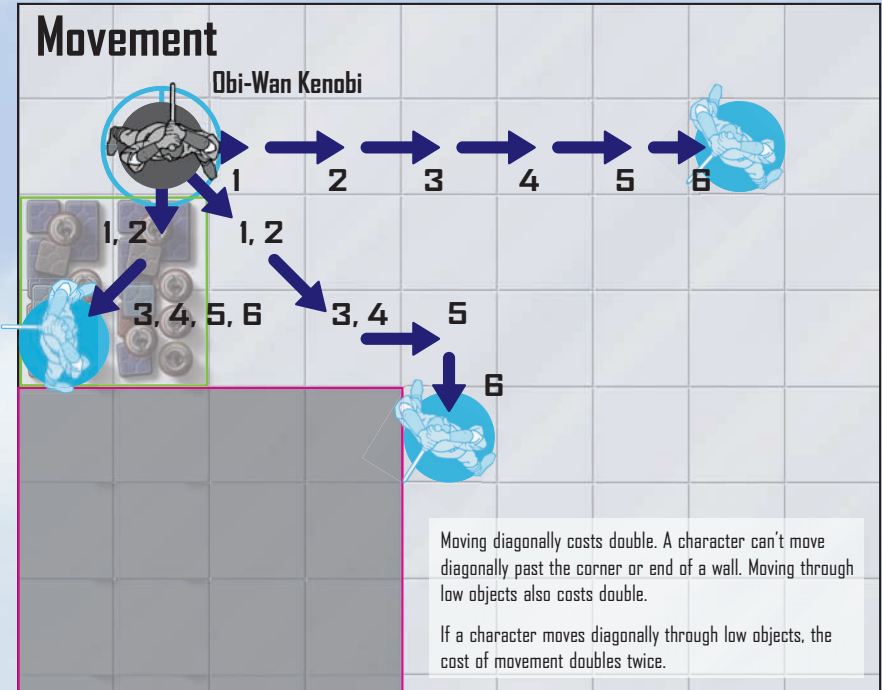
Each character can be moved only once in a round. When both players have moved all of their characters, the round ends. Make an initiative check for the next round.

If you have only 1 or 2 characters remaining, then you move characters only in the first phase of the round. You never move any character more than once in a round. To indicate that a character has been activated in a round, turn its stat card or change the direction the miniature is facing.

Move a Character

When you move a character, it takes its **turn**. On its turn, a character can do one of these things.

- Move up to 6 squares and then attack.
- Attack and then move up to 6 squares.
- Move up to 12 squares (and not attack).



MOVING

A character can move up to its **speed** (normally 6 squares) and attack. If the character doesn't attack, it can move up to twice its speed.

Diagonal Movement: Moving diagonal costs double (each square counts as 2 squares).

Allies: A character can move through a square occupied by an **ally** (a character in your own squad).

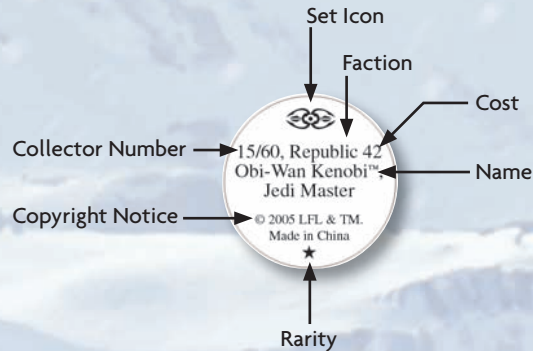
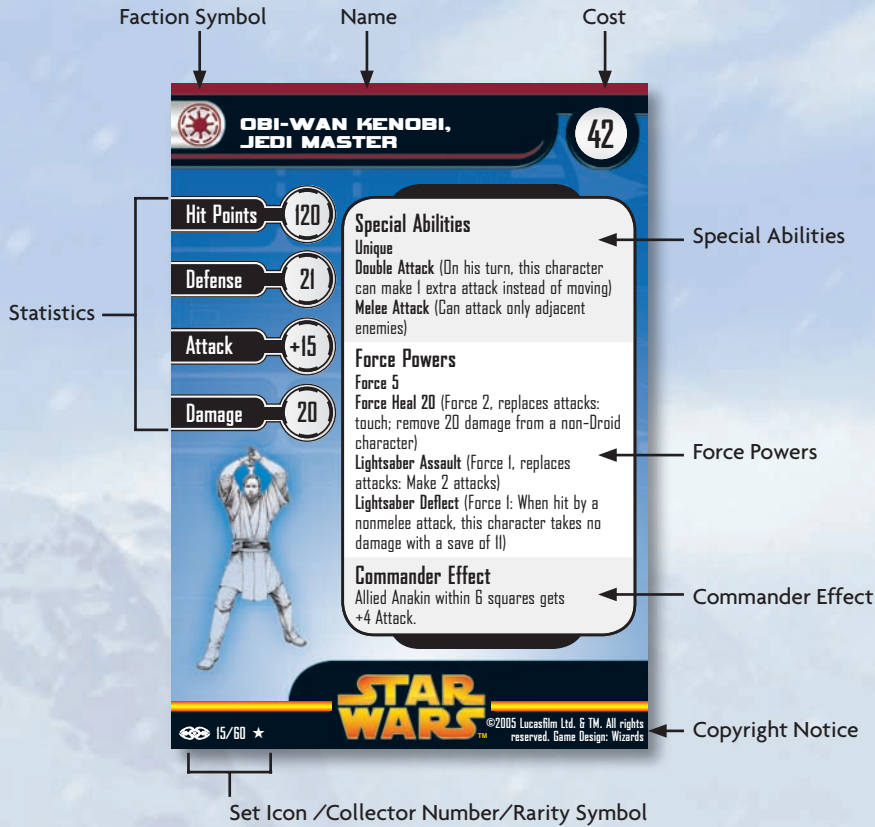
Enemies: A character can't move through squares occupied by **enemies** (characters in your opponent's squad). If a character moves out of a square that's next to (“**adjacent to**”) an enemy, the enemy can make an immediate attack against the moving character (see Attacks of Opportunity on page 20).

Battle Map Features: Walls (outlined in magenta) and pits (outlined in yellow) block movement. A door (light blue squares) opens when a character ends its turn next to it and closes if no one is next to it. It costs double to move into a square containing difficult terrain (outlined in yellow) or low objects (outlined in green). See Terrain on page 23 for more information.

How to Read a Stat Card

Each miniature figure represents a character from the *Star Wars* universe. (These rules refer to all miniatures as “characters.”) Each character has a corresponding **stat card** that lists its game statistics.

Look at the stat card displayed below (Obi-Wan Kenobi, from the *Revenge of the Sith* set).



Card Entries

Name: Match the name on each stat card to the name on the base of the miniature.

Faction: Your squad belongs to a specific **faction**, which corresponds to the sides participating in the battles that rage across the eras. Factions have an affinity for the light side or dark side of the Force and are described on page 13.

Each character’s stat card has a symbol that identifies which faction it can fight for.

Cost: This is the number of points you pay to add the character to your squad.

Statistics: This section provides information you need to play the game.

Hit Points represent how much damage a character can withstand before falling in battle. When a character’s Hit Points are reduced to 0, the character is **defeated** and removed from the battle map.

Defense represents how hard the character is to **hit** in combat. An attacker must roll this number or higher to hit the character and deal **damage**.

Attack is a measure of how effective the character is in combat. When the character makes an **attack**, roll the d20 and add this number. If the result equals or exceeds the enemy’s Defense, the attack hits.

Damage is how much damage the character deals when an attack hits.

Special Abilities: These include any special attacks, qualities, or limits a character has. Special abilities can override the general rules.

Force Powers: Some characters have a **Force rating**, a number of points they can spend to use Force powers. Using a Force power costs Force points, as described in the power’s description. Characters with Force points can also use them to reroll bad rolls or to move faster. Some characters with Force ratings have no special Force powers but can still use their Force points to reroll or move faster.

Commander Effect: Some characters can help the rest of their squad, directing them, encouraging them, or coordinating their attacks. These effects are listed here.

Set Icon/Collector Number/Rarity Symbol: The icon tells you what set a figure belongs to, such as the *Battle of Hoth Scenario Pack*. The collector number lists the miniature’s order in the set, as well as the total number of miniatures the set contains.

The rarity symbol indicates how easy the miniature is to find. There are four levels of collectability: common ●, uncommon ◆, rare ★, and very rare ☼. (The miniatures in this Scenario Pack have no rarity symbols; each contains the same characters.)

Flavor Text

Some stat cards include a brief description of the character’s history and personality. This information follows the character’s game abilities.

Attacking

When a character attacks, choose an enemy character as the target and follow these steps.

Step 1. Roll the d20 and add the attacking character's Attack.

Step 2. If the total is at least as high as the target's Defense, the attack hits.

Step 3. If the attack hits, subtract the attacking character's Damage from the target's Hit Points. Use the counters in this Starter Game to keep track of damage.

Attack Roll: d20 + Attack number

A total equal to or greater than Defense is a hit.

A hit deals damage, which reduces Hit Points.

For example, Princess Leia attacks Darth Vader. The Rebel player rolls 1d20 and adds 7 for Leia's Attack (assuming no other modifiers come into play). The die comes up 17, for a total of 24. Vader's Defense is 23, so that's a hit. Leia's Damage is 20, so Darth Vader loses 20 Hit Points. He drops from 140 to 120.

Reduced to 0 Hit Points: When a character's Hit Points drop to 0 or lower, it is **defeated** and removed from the battle map.

Choosing Your Target

Before making an attack, choose which enemy the attacking character (attacker) is targeting.

Choosing Your Target

Padmé Amidala

Dark Side Acolyte

Wookiee Commando

Battle Droid

A character can attack an enemy with cover only if that enemy is the nearest one to the attacker (or tied for nearest). In this example, Padmé can attack either the Wookiee Commando or the Dark Side Acolyte. She can't attack the Battle Droid because it has cover against her and it's not the nearest enemy.

Line of Sight: The attacker must be able to see the enemy. See Line of Sight, below.

Cover: A character can't target an enemy who has cover unless that enemy is the closest enemy. See Cover on page 10.

Determining Range: Count squares for determining range, and the closest target, as you would count squares for movement (although terrain that slows movement does not affect the distance). See Moving on page 5.

Adjacent Enemies: If enemies are adjacent to the attacker, it must target one of those enemies.

Adjacent Enemies

Clone Trooper 2

Clone Trooper 1

General Grievous, Supreme Commander

Super Battle Droid

If one or more enemies are adjacent to an attacking character, the attacker must choose one of those enemies as the target. In this example, Clone Trooper 1 can't attack the Super Battle Droid because General Grievous, Supreme Commander is adjacent to him.

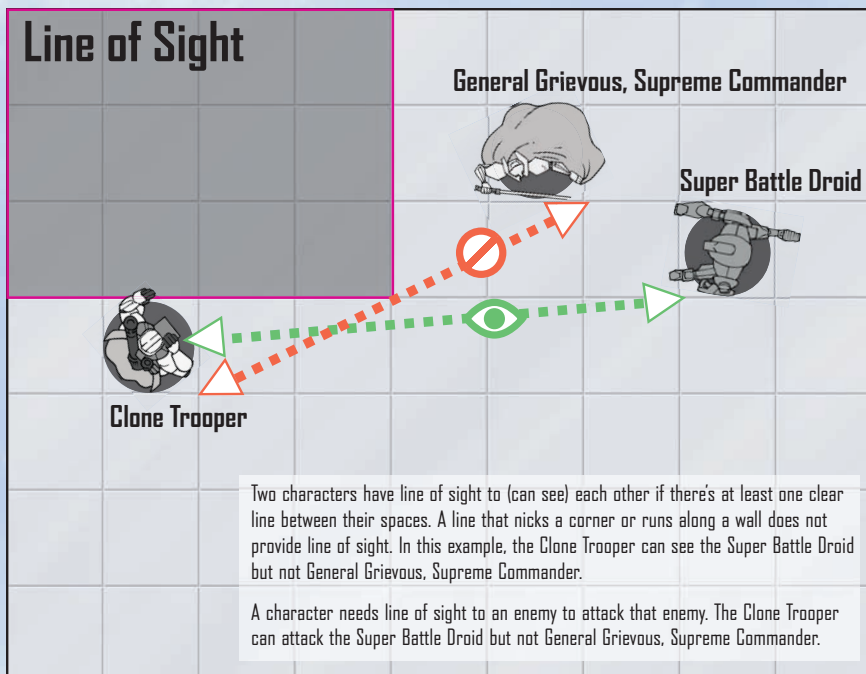
A character can attack an enemy with cover only if that enemy is the nearest one to the attacker (or tied for nearest). In this example, the Super Battle Droid can attack either Clone Trooper 1 or Clone Trooper 2. General Grievous, Supreme Commander gives cover to Clone Trooper 1 (+4 bonus to Defense), but since Clone Trooper 1 and Clone Trooper 2 are both 5 squares away from the Super Battle Droid, the Super Battle Droid can choose to attack Clone Trooper 1 anyway.

Line of Sight

Generally, a character can target any enemy (the defender) it can see. Seeing a defender is determined by finding **line of sight**.

Draw an imaginary line from any point in the attacker's space to any point in the defender's space. If the player who controls the attacking character can draw that line without touching a wall, that character has line of sight to that defender. A line that nicks a corner or runs along a wall does not provide line of sight.

Only walls, closed doors, and big objects that count as walls block line of sight. Characters, low objects, difficult terrain, and pits do not block line of sight.



Cover

Characters and certain kinds of terrain, such as low objects and walls, can provide **cover** against attacks. A character can attack an enemy with cover only if it's the nearest enemy. If the attacker can attack that enemy, the enemy gets a +4 bonus to its Defense for having cover.

To determine whether an enemy has cover, the player who controls the attacking character chooses a corner of a square in the attacker's space. If any line traced from this point to any point in the enemy's space passes through a character, a wall, or a square that provides cover, the enemy has cover.

For more about cover, see page 16.

Special Abilities

Special abilities on these characters' stat cards are described below.

Accurate Shot: Han Solo ignores the usual cover rules (see above) when choosing an enemy to attack.

Advantageous Attack: If Princess Leia hits an enemy who has not taken its turn yet this round, she deals an extra 10 damage to that enemy.

Cunning Attack: If Han Solo attacks an enemy who has not taken its turn yet this round, he gets a +4 bonus on his attack roll and deals an extra 10 damage to that enemy.

Double Attack: Darth Vader and the Rebel Leader both have this special ability. If they don't move during their turn and have a legal target, they can attack twice that turn. After the first attack, the character can decide whether to move or to attack a second time.

Heal 10: Han Solo can remove 10 damage from a living character he is next to (diagonal is okay). All the characters in this Quick Start game are living.

Lightsaber: Luke Skywalker uses his lightsaber to deal an extra 10 damage when he hits an enemy who is next to him (diagonal is okay).

Melee Attack: Darth Vader fights with a lightsaber, so he can attack only enemies who are next to him (diagonal is okay).

Mobile Attack: Unlike most characters, Princess Leia and Han Solo can both move part of their normal speed before attacking an enemy and then move up to the remainder after attacking.

Speed 8: Luke Skywalker and Han Solo ride tauntauns, making them faster than other characters. They can move up to 8 squares and attack, or up to 16 squares if they do nothing else on their turns.

Unique: Han, Luke, Leia, and Vader are all Unique characters. If you want to know more about this special ability, see the glossary entry on page 31.

Force Points

Darth Vader, Han Solo, Luke Skywalker, and Princess Leia have **Force points** that let them do special things. A character with Force points can spend 1 Force point to either:

- **Reroll** an attack that the character has just made; **or**
- **Move 2 extra squares** on its turn (as part of its movement).

Once Force points are spent, they are gone for the rest of the game. A character can spend Force points only once per turn.

Named Force Powers

Luke Skywalker on Tauntaun: Luke has one named Force power. He can use it as long as he has Force points to spend (he starts with 3 Force points).

Use the Force: Before making an attack, Luke can spend 3 Force points to automatically hit an enemy. This attack counts as a critical hit (see page 19).

Darth Vader: Vader has four named Force powers. He can use any of them as long as he has Force points to spend (he starts with 5 Force points).

Force Grip: Instead of attacking normally, Vader can spend 1 Force point to deal 10 damage to any enemy within line of sight.

Lightsaber Deflect: Vader can spend 1 Force point to avoid taking damage when he is hit by a character with the Melee Attack special ability. He must make a save of 11 (see Save on page 22) to succeed. He spends the Force point immediately after the attack hits.

Lightsaber Riposte: Vader can spend 1 Force point when he is hit by a character with the Melee Attack special ability to immediately make a single attack against that character. He spends the Force point immediately after the attack hits.

Lightsaber Sweep: Instead of attacking normally, Vader can spend 1 Force point to make a single attack against each enemy he is next to. He spends the Force point before making the first attack.

Commander Effects

Darth Vader and Princess Leia have commander effects.

Princess Leia, Hoth Commander: Princess Leia's commander effect doesn't matter in the Quick Start game, since all the characters in her squad are Unique.

Darth Vader, Imperial Commander: Any Imperial character in his squad that has the word "Trooper" in its name gets a +6 bonus on Defense. (In this Quick Start game, both Snowtroopers get the bonus.)

Advanced Game Rules

This section provides additional rules to expand your miniatures battles (also called **skirmishes**).

Characters

In a skirmish, one player builds a squad associated with the light side of the Force, the other a squad attuned to the dark side.

Eras

The *Star Wars* saga stretches across the years, collected into several broad eras. Before you build a squad, you and your opponent need to choose one of those eras. That choice will determine the Light Side faction and Dark Side faction.

For example, if you want to play with the *Alliance and Empire* expansion, you could select the Rebellion era (see the table of eras and factions under Choosing a Faction, on page 13).

The Old Republic

Thousands of years before the Galactic Civil War, the Sith revealed themselves to the galaxy. This is the period of the Great Hyperspace War and the Sith Wars, when the Jedi led the forces of the Old Republic against the dark-side hordes of the Sith, and the dreaded Mandalorian warriors swore allegiance to the dark side.



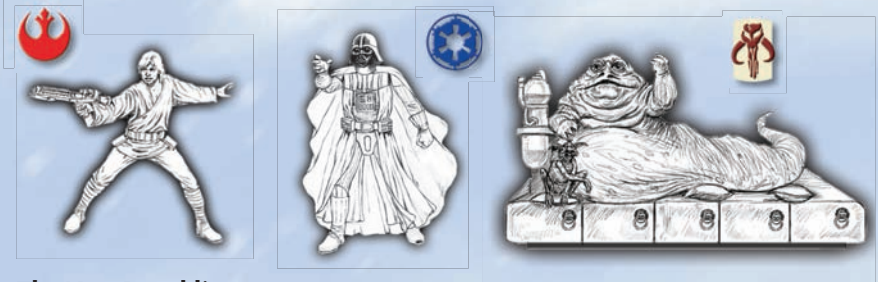
Rise of the Empire

The era of the prequel films (*The Phantom Menace*, *Attack of the Clones*, *Revenge of the Sith*), this is the period in which Palpatine transforms the Republic into the Empire. It is here that the Clone Wars rage, when Jedi and clone troopers fight to preserve the Republic, while the Separatist forces (manipulated by the dark side) seek to overthrow the ancient government. The first true forces devoted to the Empire appear late in this era to battle the crumbling Republic.



The Rebellion Era

The era of the classic film trilogy (*A New Hope*, *The Empire Strikes Back*, *Return of the Jedi*), this is the period of the Galactic Civil War. The mighty war machine of the Empire oppresses the galaxy, while the Rebel Alliance attacks from secret bases to restore freedom and break the tyrannical Imperial grip. Here, Force users are rare and stormtroopers common, while the Fringe has the strongest influence on the course of events.



The New Republic

This era picks up where *Return of the Jedi* ends and portrays a galaxy trying to rebuild after a long civil war. The Rebel Alliance becomes the New Republic, facing challenges from the remnants of the Empire that refuse to give up despite the deaths of the Emperor and Darth Vader.

The New Jedi Order

Twenty-five years after the fall of the Empire, Luke Skywalker leads a new order of Jedi Knights. When invaders from beyond the borders of known space appear, the galaxy faces a threat unlike any it has known before. Now the New Republic and its Jedi defenders must team up with the remnants of the Empire to oppose the alien and relentless forces of the Yuuzhan Vong.



Choosing a Faction

When building a squad, first choose the faction the squad belongs to. Each character's stat card gives its game statistics, including a faction symbol that shows which faction it can fight for.

ERA

Old Republic
Rise of the Empire
Rebellion
New Republic
New Jedi Order

LIGHT SIDE FACTIONS

Old Republic
Republic
Rebel Alliance
New Republic
New Republic, Empire

DARK SIDE FACTIONS

Sith, Mandalorian
Separatists, Empire
Empire
Empire
Yuuzhan Vong

Fringe characters can be added to any faction, in any era.

Squad Construction

As in the Quick Start battle, one player builds a squad associated with the light side of the Force, the other a squad attuned to the dark side. Instead of just using the characters in the Starter Set, you can customize your squad with additional characters from **Star Wars Miniatures** Booster Packs.

After choosing a faction that corresponds to the era you wish to play, start selecting characters to fight in your squad. In a standard scenario, you can spend up to 100 points to build your squad.

SAMPLE REBEL ALLIANCE SQUAD

Character	Cost
Princess Leia, Hoth Commander	19
Rebel Leader	18
2 Hoth Trooper with Atgar Cannon	30
1 Elite Hoth Trooper	12
3 Hoth Trooper	21
Total Cost	100

Squad-Building Etiquette

Construct your squad in secret, using the stat cards. Don't identify which characters you're using yet; just keep your hand of stat cards ready.

You reveal your squad when setting up the battle map.

Assemble Your Squad

Both players reveal their squads. The Dark Side squad sets up first, then the Light Side squad. After you set up your squads, roll for initiative to start the skirmish.

Expanded Skirmish Rules

The following pages expand on the basic rules presented in the Quick Start battle.

How to Win

You win by defeating all the enemy characters.

Tie-Breaker: If no character has damaged an enemy character, made an attack roll, or forced an enemy character to make a save for 10 rounds in a row, total up the points for characters that have been defeated. The player who has defeated the most points' worth of characters is the winner. If players are tied, the winner is the player who has a character closest to the center of the battle map. If players are still tied, the player with the highest-cost character nearest the center of the map is the winner.

Rounds, Phases, and Turns

A skirmish is played in **rounds**. Each round, players **activate** the characters on their squads, each activating 2 characters per **phase**. Each character can be activated only once in a round. When a character activates, that is the character's **turn**.

A round ends when all players have activated all their characters once. Then a new round begins with a new initiative check.

Activating Characters

When you activate a character, it takes its turn. On its turn, a character can do one of the following things.

- Move and then attack (or use an ability that replaces attacks).
- Attack (or use an ability that replaces attacks) and then move.
- Move up to double speed.
- Use an ability that replaces turn.

Move: Most characters have a speed of 6 squares. If a character moves a different number of squares, its stat card has a Speed entry.

Some special abilities (see page 22) can modify a character's movement options. For example, Mobile Attack allows a character to move a portion of its speed, attack (or use an ability that replaces attacks), and then continue moving.

Replaces Attacks: Sometimes a special ability or Force power "replaces attacks." In this case, a character can use that special ability or Force power instead of making its usual attack.

Replaces Turn: Sometimes a special ability or Force power "replaces turn." In this case, a character that uses the special ability or Force power cannot take any other actions on its turn, such as moving or attacking.

Movement

Special rules apply to moving characters in certain situations.

Corners: A character can't move diagonally past the corner or end of a wall that extends to a square's corner (see Walls on page 24).

Battle Map Features: Features on the battle map can affect movement. See Terrain on page 23 for additional details.

Big Characters and Moving

Some characters, such as Luke Skywalker on Tauntaun and Blizzard Scout I, are larger than human-sized characters and take up larger **spaces**. Such big characters pay the extra costs for moving into low objects or difficult terrain if any part of their space moves into such a square. They cannot move if any part of their space would move into a square containing an enemy.

Squeezing: Big characters can squeeze through small openings and down narrow hallways that are at least half as wide as their normal space (rounding up to 2 squares for Huge characters), provided that they end their movement in an area that they can normally occupy. Big characters can't squeeze past enemies. Some very big droids and vehicles can't squeeze at all.

Squeezing

Wampa

A Large character takes up 4 squares on the battle grid. A Large character can move through a space that is narrower than its own (such as between walls or obstacles) but can't stop where it doesn't fit. A Large character cannot squeeze through a space that is narrow because of enemy characters.

Attacking

Some characters in the *Star Wars* universe attack with blasters, others use vibro weapons, and others wield lightsabers. When a character attacks an enemy, you choose your target, make an attack roll, and, if the attack roll hits, deal damage.

Cover

Characters and certain kinds of terrain, such as low objects and walls, can provide cover against attacks. An enemy does not have cover if the line runs along or touches the edge of a wall or other square that would otherwise provide cover.

No matter how many terrain features or characters provide a character with cover, it gets the +4 bonus to Defense just once. A character never has “double cover.”

An adjacent enemy never has cover.

Cover

Luke Skywalker

Royal Guard

Stormtrooper +4 Defense

To find out whether a defender has cover against an attack, the attacker chooses a corner in its space. If any line from that corner to the target's space is blocked by a wall or other obstacle, goes through a square with a character in it, or goes through a square with low objects in it, then the target has cover and gets a +4 bonus to its Defense. A character can attack an enemy with cover only if it's the nearest enemy.

In this example, there is a clear line from Luke's chosen corner to the Stormtrooper's space. Some lines between this corner and the Stormtrooper's space, however, go through a wall, so the Stormtrooper gets cover (+4 bonus to Defense) against Luke's attack. Luke can shoot the Stormtrooper even though it has cover because it's the nearest enemy.

Low Objects and Cover: Low objects provide cover to characters in those squares. However, an attacking character ignores low objects in its own space and adjacent squares. Low objects in the attacker's space and in adjacent squares don't provide cover to enemies. The attacker can “shoot over them.” (See the diagrams on page 18.)

Characters and Cover: Characters provide cover, whether they're allies or enemies.

Cover and Line of Sight

Clone Trooper

Super Battle Droid

No line of sight

No line of sight

Clone Trooper

Super Battle Droid

No cover

Clone Trooper

Super Battle Droid

No cover

A line that runs along a wall or that nicks a corner of a wall does not provide line of sight. But if some other line does provide line of sight, a line that runs along a wall or that nicks a corner also does not grant cover.

When determining line of sight or cover, don't count lines that run along walls or that nick corners.

Cover from Low Objects 1

If a line from the attacker's chosen corner to the defender's space passes through a square containing low objects or another character, the defender has cover (+4 bonus to Defense).

In this example, Han Solo can attack one of the three enemies. The low objects provide cover to the Royal Guard and Tusken Raider. Luke provides cover to the Stormtrooper. Since these three enemies are equally close to Han, he can shoot any one of them even though they have cover.

Cover from Low Objects 2

When checking to see whether the target of an attack has cover, the attacker can ignore low objects in its own space and in adjacent squares. Low objects in these squares don't provide cover to enemies.

In this example, the Clone Trooper can attack either Super Battle Droid 1 or General Grievous, Supreme Commander. Neither enemy has cover against his attack. Super Battle Droid 2, however, has cover from the low objects. Since Super Battle Droid 2 has cover and is not the nearest enemy, the Clone Trooper can't shoot that character. If Super Battle Droid 2 shot the Clone Trooper, he would have cover (+4 bonus to Defense) from the low objects in his square.

Shooting past Characters

Characters do not block line of sight. They do grant cover to other characters behind them. In this example, Luke can shoot through the Rebel Trooper's space to attack the Stormtrooper, but the Stormtrooper gets cover (+4 bonus to Defense).

Attack Rolls

When making an attack, first make an attack roll and then, if the attack hits, deal damage.

Natural 20 is a Critical Hit: If you roll a natural 20 when making an attack roll (a roll of 20 on the die, regardless of modifiers), the attack automatically hits, no matter how high the defender's Defense. In addition, it is a **critical hit** and deals double damage. Droid characters are immune to critical hits and do not take double damage, but a natural 20 still hits automatically.

Natural 1 is an Automatic Miss: If you roll a natural 1 when making an attack roll (a roll of 1 on the die, regardless of modifiers), the attack automatically misses, no matter how high the bonus on the attack roll is.

Attacking Allied Characters: A character can't attack an allied character. This restriction doesn't prohibit the use of special abilities and Force powers that also harm allies caught in their area—only attacks.

Combined Fire

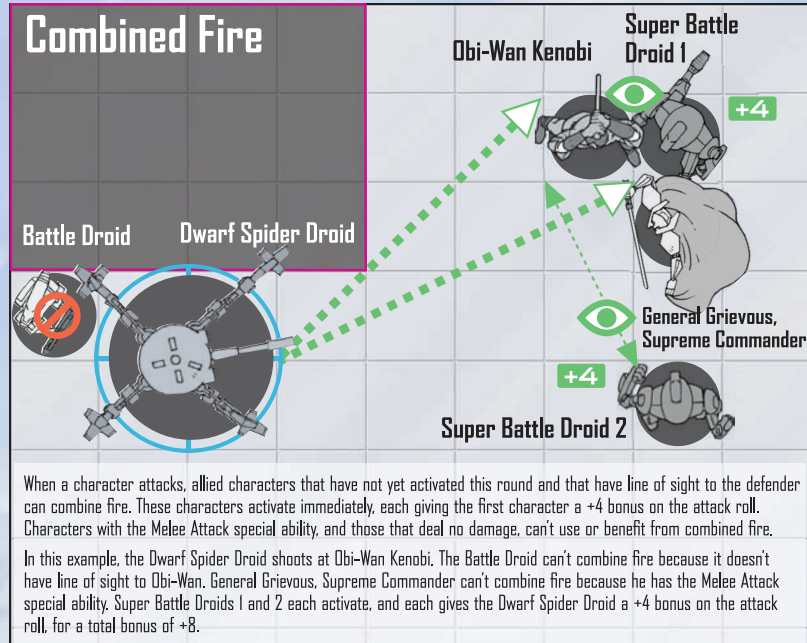
Multiple characters can pool their attacks in **combined fire**. When a character makes an attack on its own turn, allied characters that have not yet activated this round can combine fire to aid in the attack. These allied characters must have line of sight to the target. Characters with the Melee Attack special ability, or characters who deal no damage, cannot use or benefit from combined fire.

These allied characters activate immediately, giving the attacker a +4 bonus to Attack for each character activated in this fashion. The characters don't do anything with their activation other than grant the combined fire bonus, and they can't activate again that round. They give up their turns for the round to aid in the attack. Characters activating to combine fire do not count against your limit of activations for the phase (normally 2).

You can't combine fire on an attack of opportunity (see page 20).

Decide before Attack: You have to decide which allies combine fire before making the attack roll. You can't make the attack roll and then decide how many allies help out.

Single Attack: The bonus from combined fire is good only for a single attack. If a character has a special ability that lets it make more than one attack on its turn, the bonuses are good only for the attack they apply to. (You can still combine fire with different allies on a later attack.)



Attacks of Opportunity

If an enemy moves out of a square adjacent to a character, that character can make a single, immediate attack against that enemy (even if the character has already activated this round). This is called an **attack of opportunity**.

One Per Turn: There is no limit to the number of attacks of opportunity a character can make in a round, but it can make only one during a given character's turn.

Attack is Optional: A character does not have to make an attack of opportunity when one is available.

Timing: A character makes an attack of opportunity in response to an enemy's movement. The attack takes place when the enemy is about to leave the adjacent square, but before it actually does. Pause the movement and make the attack; if the enemy is not defeated, it continues moving.

Single Attack: An attack of opportunity is a single attack. Even characters with special abilities that allow them to make additional attacks can make only one attack of opportunity.

Walls: Two characters are adjacent only if they have line of sight to each other. If two characters are on opposite sides of a wall, they aren't adjacent, so neither can make attacks of opportunity against the other.

"Replaces Attacks": Some special abilities take the place of attacks. They cannot be used in place of attacks of opportunity.

Special Abilities, Force Powers, and Attacks

Sometimes a special ability or Force power deals damage, or it adds to the damage dealt by an attack. See its description in the glossary at the end of this rulebook for its effects.

Some special abilities and Force powers allow a character to make additional attacks in a single turn. Roll for each attack separately: If you defeat one enemy, you can target another enemy with any remaining attacks.

Melee Attack: Characters with the Melee Attack special ability can attack only adjacent enemies. Characters with Melee Attack cannot use combined fire, either to gain a bonus or to give a bonus to another character.

Example of Combat

For this example, the Dark Side player controls Darth Vader and 2 Snowtroopers. The Light Side player controls Princess Leia, Hoth Commander, Han Solo on Tauntaun, and Luke Skywalker on Tauntaun. The battle has just begun.

It's the Dark Side player's phase of the turn (she won initiative at the start of the round). As one of her activations for the phase, she activates a Snowtrooper, hoping to attack Han Solo.

Movement: Han Solo is in an area of low objects. The Snowtrooper has line of sight to Han Solo, but the terrain grants cover. The Snowtrooper has cover against Han Solo in his current position, so the Dark Side player elects not to move him.

Target: The Snowtrooper chooses Han Solo as the target of the attack. Because Han Solo has cover, he gets a +4 bonus to Defense, raising it to 20 from 16. (Having cover also means that the Snowtrooper can attack Han Solo only if he is the closest enemy.)

Combined Fire: Before making the attack roll, the Dark Side player decides to include the other Snowtrooper in the attack. That character has line of sight to Han Solo. He activates immediately to give the attacking Snowtrooper a +4 bonus on the attack roll.

Attack Roll: The Dark Side player makes the Snowtrooper's attack roll. She rolls the d20, which comes up 14. The player adds +4 for the first Snowtrooper's Attack and +4 for combined fire, for a total of 22. Han Solo's Defense is 20, so that's a hit.

Damage: The Snowtrooper has a Damage rating of 10, so Han Solo takes 10 points of damage. He started with 90 Hit Points, so he has 80 left.

After the attack, the Dark Side player can still activate Darth Vader this turn. The immediate activation to combine fire means that the second Snowtrooper can't take any other actions this round, but he does not count against the player's activations in that phase.

Special Abilities, Force Powers, and Commander Effects

Some characters have special abilities, Force powers, and commander effects listed on their stat cards. Look in the glossary for specific rules.

Special abilities, Force powers, and commander effects all have some rules in common.

Replaces Attacks: Many special abilities and Force powers allow a character to use them anytime during its turn, and their use doesn't prevent that character from being able to attack during that turn. If using a special ability or Force power replaces attacks, this fact is noted in the ability's rules text on the stat card and in the definition in the glossary at the end of this booklet. Special abilities and Force powers that replace attacks can be used only on the acting character's turn, not in place of an attack of opportunity.

Replaces Turn: Some special abilities and Force powers replace a character's entire turn. A character can't do anything else that turn, not even move.

Targets: When you choose an enemy as a target for a special ability, Force power, or commander effect, use the same rules as for attacks (see *Choosing Your Target* on page 8).

Simultaneous Effects: If several effects happen at the same time, play them out one after the other. Usually it doesn't matter what order these effects happen in. If it does matter, use the following rules.

Player's Choice: If several effects apply to one player's character or characters, that player determines the order.

Acting Player First: If the effects apply to more than one player's characters, the acting player (the one whose character is doing something) goes first.

Save: Many special abilities and Force powers require a character to **save** against a listed number to avoid or reduce an adverse effect. Roll the d20. If the result of the roll equals or exceeds the listed number, the save succeeds. As with attacks, a roll of natural 20 on a save is an automatic success, and a roll of natural 1 is an automatic failure.

Saves are not optional, and characters cannot voluntarily choose to fail them.

Using Special Abilities

Most special abilities are automatic. They either always work, or they work under certain conditions. For example, Han Solo on Tauntaun has **Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy) and **Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round). If you're activating Han Solo, you don't have to choose whether to use a special ability, and you don't have to choose between them. Both abilities work whenever you need them to.

Force Points and Force Powers

Some characters have access to the Force and can use it for a number of effects. These characters have Force points (and a Force rating on their stat cards).

Reroll: A character can spend 1 Force point to reroll an attack or save that it has just made. You can even reroll a natural 1 on an attack (normally an automatic miss). You must take the result of the second roll, even if it's worse.

Since an initiative check affects a whole squad, not just an individual character, you can't spend a Force point to reroll initiative.

Move Faster: A character can spend 1 Force point to move 2 extra squares on its turn. This extra distance is added onto the character's regular move. Princess Leia, for example, can use this option to move 8 squares and attack or move 14 squares without attacking. She can't, however, move 6 squares, attack, and then spend 1 Force point to move another 2 squares.

Named Force Powers: A character can spend Force points to use a Force power listed on its stat card. The Force power's rules text states how many Force points it costs to use.

Spending Force Points: When a character spends Force points, they're gone for the rest of the skirmish. Use them wisely.

Once per Turn: A character can spend Force points only once per turn. However, it can spend Force points during other characters' turns, if appropriate, and can do so multiple times in a round (if it has enough Force points).

Example: Darth Vader starts with 5 Force points. On his turn, he uses 1 Force point to move 8 squares and end up adjacent to several enemies. He's down to 4 Force points. He wants to attack all the adjacent enemies, but he can't use his Lightsaber Sweep Force power to do so, because he's already spent Force points this turn. He can attack just one enemy instead. After his turn is over, an enemy takes its turn and targets Vader with Grenades. Vader fails his save. Since it's another character's turn, he can spend 1 Force point to reroll his failed save.

Timing: Some Force powers can be used in response to an event, such as an enemy's attack. Using a Force power in this way is an immediate action and does not require the character using it to activate. Occasionally a Force power affects something outside a character's actions. Again, this does not activate the character; spend the Force points at the appropriate point in the round.

Force points must be spent when the Force power is resolved. You cannot spend points ahead of time and have the power "stored" for later use.

Commander Effects

Some characters are able to influence allies on the battlefield. These characters have commander effects. Commander effects do not normally affect Droid or Savage characters.

A character with a printed commander effect is sometimes referred to as a **commander**.

Terrain

The battle map included in this Scenario Pack features a variety of terrain. Terrain can affect movement, line of sight, and cover.

Squares and Edges: Different kinds of terrain have color-coded borders to remind you to treat the whole square or edge as that terrain, to make it clear what sort of terrain it is, and to indicate which corners can be crossed diagonally. Terrain applies to an entire square or edge if the color-coded borders extend to the corners of that square or edge. For example, the image of a pillar (which counts as a wall) might not fill a whole square, or it might spill across a border into another square, but for game purposes, only the indicated square is treated as containing a wall. All squares inside a larger bordered space count as that kind of terrain.

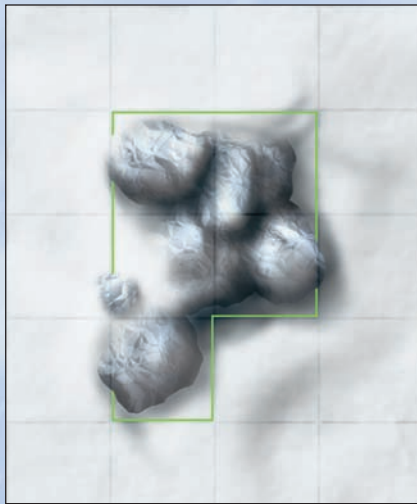
Low Objects

Computer terminals, chairs, piles of stone, and similar obstacles are collectively referred to as low objects. A square containing low objects has a green outline.

Movement: It costs twice as much to move into a square containing low objects. This means it counts as 2 squares, or 4 squares if moving diagonally.

Line of Sight: Low objects do not block line of sight.

Cover: Low objects provide cover. The attacking character ignores low objects in the space it occupies and in adjacent squares for determining cover.



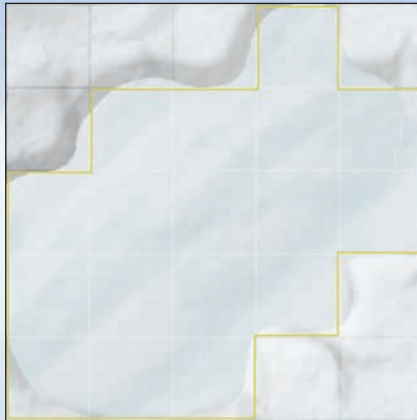
Difficult Terrain

Broken ground, buckled deck plating, ice sheets, and similar obstacles are collectively referred to as difficult terrain. A square containing difficult terrain has a yellow outline.

Movement: It costs twice as much to move into a square containing difficult terrain. This means it counts as 2 squares, or 4 squares if moving diagonally.

Line of Sight: Difficult terrain does not block line of sight.

Cover: Difficult terrain does not provide cover.



Walls

Walls are high objects that separate squares. Some very large objects, such as pillars and statues, are high enough to be considered walls. An edge that's a wall has a magenta line along it.

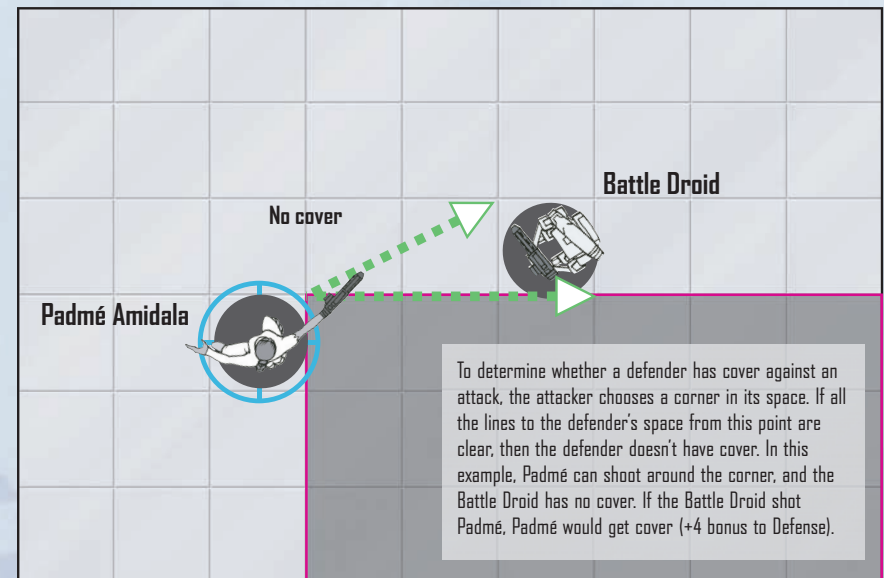
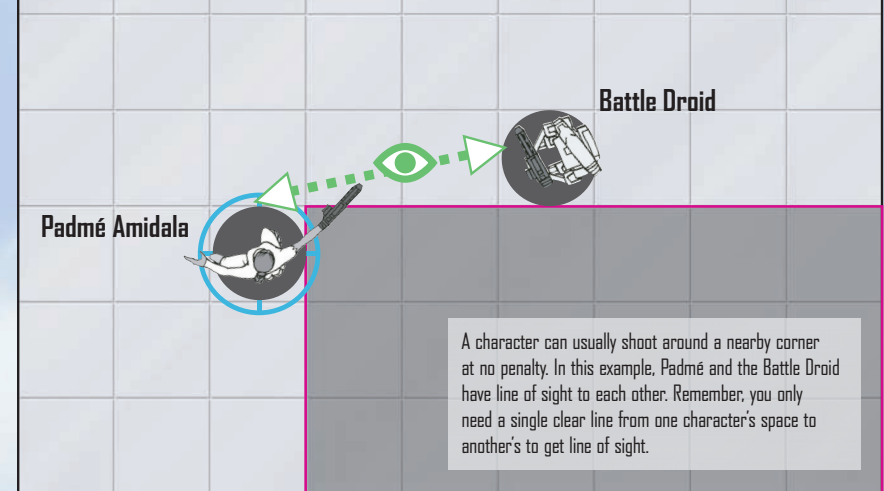


Movement: Characters cannot move through walls. They cannot move diagonally across a wall corner if its color-coded border extends to that corner.

Line of Sight: Walls block line of sight. Characters on opposite sides of a wall are not adjacent.

Cover: Walls can provide cover (when they don't block line of sight).

Shooting Around Corners

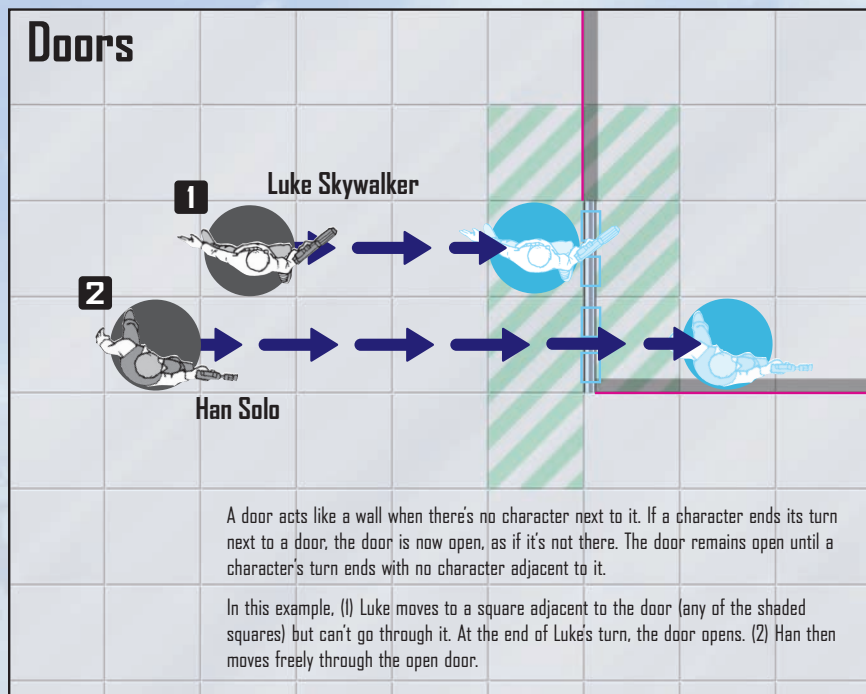


Doors

Doors can open and close during the course of a skirmish. An edge that's a door has a series of blue rectangles along it. Doors are closed and considered walls unless they are open.

Opening a Door: A door becomes open at the end of any character's turn when a character is adjacent to the door. An open door has no effect on movement, line of sight, or cover. (It's effectively not there anymore.)

Closing a Door: A door remains open until a character's turn ends with no character adjacent to it, at which point it becomes closed.



Pits

Pits are deep holes plunging into the depths of a planet or starship. A square that counts as a pit has an orange outline.

Movement: Characters cannot move into a square containing a pit unless they have the Flight special ability. Characters with Flight can move through a square containing a pit but cannot end their movement in that square. If a character somehow ends its turn in a pit square, it is defeated.

Line of Sight and Cover: Pits do not block line of sight, nor do they provide cover.



Scenarios and Play Options

In addition to setting up skirmishes as described in these rules, you can create scenarios using the miniatures included in this Scenario Pack. These might re-create battles from the movies or be special skirmishes of your own design. Your imagination is your only limit.

Two special scenarios are presented here.

Echo Base Salvage Mission

This is an introductory scenario depicting a skirmish between elements of Blizzard Force and remnants of the Echo Base defenders following the Battle of Hoth. A small squad of Imperials has been ordered to conduct a reconnaissance mission on an abandoned outpost of Echo Base. The ragtag Rebels have intercepted the Imperial transmission and move to engage.

Use the battle map provided in this Scenario Pack.

Squads: Use the custom squads described below.

Setup: The Rebel forces set up anywhere within the red-shaded area of the battle map, as shown here. The Imperial forces set up anywhere within the blue-shaded area of the battle map.



Victory: The Imperial player wins by defeating the Rebel forces.

The Rebel player wins by defeating the Imperial forces.

Echo Base Salvage Mission—Custom Squads

IMPERIAL SQUAD

Elite Snowtrooper	12
2 Snowtrooper	14
	26

REBEL SQUAD

Elite Hoth Trooper	12
2 Hoth Trooper	14
	26

Assault on Echo Base

This scenario depicts what might have happened if Darth Vader had arrived before Echo Base could be evacuated. The Dark Lord leads a strike team against an outpost, attempting to gain access to the tunnels connecting various parts of Echo Base.

Use the battle map provided in this Scenario Pack.

Squads: Use the custom squads described below.

Setup: The Rebel forces set up anywhere within the red-shaded area of the battle map, as shown here. The Imperial forces set up anywhere within the blue-shaded area of the battle map.



Victory: The Imperial player wins by defeating the Rebel forces.

The Rebel player wins by defeating the Imperial forces.

Assault on Echo Base—Custom Squads

IMPERIAL SQUAD

Darth Vader, Imperial Commander	53
General Veers, Hologram	17
Blizzard Scout I	54
Elite Snowtrooper	12
Snowtrooper with E-Web Blaster	18
2 Snowtrooper	14

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REBEL SQUAD

Luke Skywalker on Tauntaun	16
Han Solo on Tauntaun	27
Princess Leia, Hoth Commander	19
Rebel Leader	18
Rebel Snowspeeder	38
Hoth Trooper with Atgar Cannon	15
2 Elite Hoth Trooper	24
2 Hoth Trooper	14

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Glossary

This glossary explains game terms, special abilities and Force powers not already summarized in the Quick Start game, for the characters included in this Scenario Pack. For a complete glossary, check the *Star Wars Miniatures* Starter Set or the online rulebook at wizards.com/swminis.

A Force power or special ability that grants a variable bonus uses the symbol “[#]”. For example, Heal [#] means that the ability can remove a number of points of damage equal to the number printed on the card (such as Heal 10 or Heal 20).

Definitions

acting: The acting character is the character who is currently moving, attacking, or using a special ability or Force power. The acting player is the player whose squad that character belongs to.

Usually the acting character is the character who is taking its turn, but in cases such as attacks of opportunity or certain special abilities, characters act out of turn.

ally/allied character: Another character in the same squad.

battle map: The game board where skirmishes take place.

bonus: Bonuses are added to die rolls or to statistics. A bonus is a number with a “+” sign. Most bonuses stack with each other, but not with themselves. For example, if a character has cover from more than one source, it still gets only a +4 bonus to Defense.

Charging Fire: Instead of taking its normal turn, this character can move up to double speed and, after moving, make an attack on the same turn.

commander effect: Certain characters can affect the skirmish, especially their allies, with commander effects. Some commander effects have a range. Line of sight is not required for a commander effect to function unless otherwise noted. However, you must count around walls, doors, and similar impassable terrain when measuring range. Commander effects normally do not affect Droid or Savage characters.

Duplicate commander effects never stack. A single character can benefit from any number of different commander effects simultaneously, but if more than one grants a bonus to the same roll or statistic, only the highest bonus applies. When a commander effect grants a special ability, the ability is treated as though it were printed on the card. Bonuses conferred by that ability do not stack with any other instances of the same ability, but they would stack with any bonuses to the same statistic granted by other commander effects.

A commander effect ends immediately when the character with the effect is defeated.

Damage Reduction [#]: When this character would take damage, reduce the damage dealt by the listed amount. Attacks by adjacent enemies with lightsabers ignore this special ability.

enemy/enemy character: Enemies are characters in opponents’ squads, not in your own or a teammate’s squad.

Fire Support Mission: Instead of taking its normal turn, this character can target an enemy within line of sight, ignoring cover. The target and all characters within 2 squares of it (enemies and allies alike) take 60 damage. Each character can reduce the damage to 10 with a save of 6. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Fire Support Mission.

Flanking Attack: When this character attacks, the enemy it targets is less able to defend itself against certain attacks. Until the end of the round, that enemy has –4 Defense against attacks by allies of this character that have Mounted Weapon. This penalty does not apply to targets attacked by this character.

Flight: This character ignores enemy characters, low objects, difficult terrain, and pits when moving. Walls still block its movement, and it must still end its move in a legal space. Because this character ignores enemies, they cannot make attacks of opportunity against it.

follower: A character in your squad who does not have a commander effect. Most commander effects apply only to followers.

Fragile [#]: This character can no longer attack if its remaining Hit Points are fewer than the stated number. If damage-removal effects restore its Hit Points total to that number or more, it can once again attack.

Grenades [#]: Instead of making its normal attack or attacks, this character can target an enemy up to 6 squares away. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take [#] points of damage. Each character can avoid the damage with a save of 11. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Grenades.

Harpoon Gun: Instead of making its normal attack or attacks, this character can choose a target enemy with Mounted Weapon within 6 squares. That enemy cannot move this round. It can avoid this effect with a save of 11.

Heavy Weapon: This character can't attack and move in the same turn. It can still make an attack of opportunity as normal.

Hologram: This character is an insubstantial projection. It ignores all terrain, but it cannot end its turn in a wall or solid object (a space bordered by magenta lines) or another character. It cannot open doors nor hold them open. It cannot attack or be damaged, and does not count as a legal target. It does not provide cover. This character cannot score victory points for occupying specified areas in scenarios that include such victory conditions. It is defeated if it activates when no trooper ally is within 2 squares.

immediate/immediately: An immediate action takes place instantly under a particular set of circumstances, even if it is not the character's turn. This action can interrupt other actions, taking effect just before they do. If multiple immediate actions take place at the same time, the acting player takes any immediate actions, then the player to the left, and so on.

in a square: A character is in a square if any of its space occupies that square. Most characters occupy only 1 square, but Large characters occupy a space 2 squares on a side and Huge characters occupy a space 3 squares on a side.

Industrial Repair [#]: Instead of making its normal attack or attacks, this character removes [#] points of damage from an adjacent character with the Mounted Weapon special ability. Industrial Repair can't raise a character's Hit Points above its starting amount.

legal target: An enemy must be a legal target for an attack, special ability, or Force power. The acting character must have line of sight to it. An enemy with cover is not a legal target unless it is the nearest. If one or more enemies are adjacent to the character, only those enemies are legal targets.

living: A living character does not have the Mounted Weapon ability and is either a non-Droid or a Cyborg.

Machinery: Industrial Repair removes damage from this character, even though it does not have Mounted Weapon.

melee attack: A melee attack is an attack by a character with the Melee Attack special ability. Certain special abilities and Force powers work only against melee attacks. Other attacks are nonmelee attacks, even when made by enemies adjacent to the target.

Mounted Weapon: Only allied characters with the Mounted Weapon special ability or adjacent allies with the Gunner special ability can combine fire with this character.

named/name contains: Some effects specify characters. A "named" character must match the specified name exactly. A character "whose name contains" the specified words can be any version of that character.

on terrain: A character is on or in terrain if any part of its space occupies a square that contains that terrain. This special rule is necessary only for characters who take up more than 1 square.

opponent: A player you are playing a skirmish against.

range: Sometimes a Force power or a special ability works only within a listed range. This is the distance in squares between the attacker's and the defender's square, counting the defender's square. Diagonals count as 2 squares. Low obstacles, difficult terrain, and pits do not affect range, but when counting range, you can't trace a path through a wall (you count around it instead).

Rapport: This special ability specifies a character and a condition. The specified character costs less to add to your squad when the specified condition is met. If that character is defeated, it scores points equal to the reduced cost.

Multiples of the same Rapport ability do not stack. However, different versions of Rapport from different characters could grant multiple reductions to the cost of a given unit. Should a situ-

ation ever arise in which different characters' Rapport abilities could reduce a character's cost below 1, its minimum cost is 1.

Rigid: This character cannot squeeze through narrow spaces and openings.

sight: Many Force powers and special abilities have a range of sight. They affect any target that the character using the power or ability can see.

space: The square or squares that a character occupies. A Small or Medium character occupies 1 square. A Large character occupies 4 squares. A Huge character occupies 9 squares.

speed: Some special abilities, Force powers, and commander effects mention a character's "speed." Most characters have a speed of 6; on their turn, they can move up to 6 squares and attack (or take some other action that replaces attacks) or up to 12 squares and take no actions. If a character has a different speed, its card has the Speed special ability.

Splash [#]: If this character's attack hits, the target takes the attack's damage as normal and all characters adjacent to the target take [#] points of damage from Splash (enemies and allies alike). If the attack misses, the target and all adjacent characters take only [#] points of Splash damage. In either case, a character can avoid the Splash damage with a save of 11. Special abilities and Force powers that redirect damage don't work against Splash (although if the original attack hits, the target can attempt to redirect that attack's damage).

Spotter +[#]: If this character combines fire against a target within 6 squares, the attacking character gets a +[#] bonus to Damage against that target.

squad: A group of characters fighting for one player in a skirmish.

stacking: In general, the effects produced by Force powers, special abilities, commander effects, and cover stack (are cumulative) with each other. For example, Darth Vader, Imperial Commander grants trooper followers a +6 bonus on Defense. If a Snowtrooper in Vader's squad is also in a square containing low objects, he gets an additional +4 bonus to Defense for cover, for a total bonus of +10.

Unless otherwise specified, no effect produced by a Force power, special ability, commander effect, or cover stacks with itself.

target: An enemy character chosen for an attack, special ability, or Force power. Line of sight and cover are determined by drawing lines to the target's space. A square itself can't be a target.

touch: Some special abilities and Force powers have a range of touch, meaning they can be used only on adjacent characters or on the acting character.

trench: For the purposes of this Scenario Pack, treat trench squares (outlined in red) as difficult terrain.

trooper: A trooper is any character with the word "trooper" in its name or that has the Trooper special ability.

Twin Attack: This character makes a single extra attack whenever it makes an attack. This extra attack must be made against the same target as the original attack; if the original target was defeated by the first attack, this character cannot attack it again. Twin Attack even affects multiple attacks granted by special abilities and Force powers. However, the extra attack does not stack with itself; a character doesn't get another attack after making the extra attack from Twin Attack.

Unique: This character is one of a kind and has a given name, such as Luke Skywalker. You cannot have more than one Unique character with the same given name in your squad.

Different versions of the same character have slightly different names, but all of them count as that character for purposes of this ability. For example, "Luke Skywalker, Rebel," "Luke Skywalker, Jedi Knight," "Luke Skywalker, Champion of the Force," and "Luke Skywalker on Tauntaun" all count as "Luke Skywalker." Where there is the possibility of confusion, the card text specifies the name this character counts as.

with lightsabers: Certain special abilities, such as Damage Reduction, list exceptions for enemies "with lightsabers." It's usually easy to tell whether or not a character has a lightsaber by checking whether its miniature has a lightsaber in hand, but a few characters do not have visible lightsabers. A character also counts as having a lightsaber if it has the Lightsaber special ability or a Force power whose name contains the word "Lightsaber."

wounded: A character who has taken damage, reducing its Hit Points below its starting amount, is wounded.

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