

# ENDOR

4 ABY  
32mm "Legion" Scenario



**"An entire legion of my best troops await them."**

**--Emperor Palpatine**



## BACKGROUND

Leaders in the Rebel Alliance learn that the Empire is constructing a second Death Star weapon, capable of destroying entire planets. This super weapon remains incomplete, and while under construction it is protected by a shield generator on the forest moon of Endor.

The rebellion forms a plan of attack, sending Han, Leia, Chewie, and Luke Skywalker to lead a team of commandos to infiltrate the moon's surface and knock out the shield generator. Early in the mission, Luke leaves to confront Darth Vader, while the remaining heroes attempt to convince the local Ewoks to join their fight against the Empire.

Unbeknownst to the rebels, Emperor Palpatine is aware of the raid and has laid a trap. A large ambush awaits on the forest moon and a hidden fleet of Star Destroyers lurks nearby to surprise the incoming rebel fleet. Palpatine's trap springs into action, just as he had long foreseen....

But there remains one variable the Emperor failed to foresee—the indigenous Ewoks on Endor. Can Han, Chewie, and Leia survive the Imperial ambush and destroy the shield generator before the rest of the rebel fleet arrives to attack the Death Star?

## GAME LENGTH

This is a 6 turn Legion scenario, or until the rebels enter the Imperial bunker without any unsuppressed Imperial units inside.

## TABLETOP

The scenario requires a 6'x8' tabletop. Patches of impassible forest growth are intermixed with giant trees that block line of sight (approximately 20-30 trees should be used). All forest cover is considered "light." The tabletop should be set up according to the map below, with deployment areas noted for both sides.

## DEPLOYMENT

4 players. Imperial Bunker Command sets up first, followed by both rebel forces. The Imperial Support player sets up last. The one rebel Pathfinder unit may set up anywhere on the table, at least 6" away from any Imperial unit.

## SCENARIO NOTES

There are three special rules for this Legion scenario:

(1) The bunker blast door can be opened or closed by any unit within contact of the door, inside or outside. It takes one action to open or close the door. If the door is open, units may fire in or out with the benefit of hard cover. The Rebel commando unit may permanently blast open the door with the Proton Charge.

(2) At the end of Turn 3, the Ewoks join the fight! All Imperial units on the table are subject to an immediate 4-white dice attack. All hits against Imperial armor units (the walker and tank) are considered Critical. Imperial units may save as normal. Any units inside the bunker are immune from Ewok ambush attacks.

(3) Typical Legion forces are 800 points, but for a faster multiplayer experience the force sizes are about 600 points per player.

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## REBEL BRIEFING

Knock out the shield generator in the bunker before it's too late! A relief force will arrive from the LZ to safely evacuate our heroes.

### REBEL HEROES (689 pts)

**Leia Organa** (90 pts)

**Han Solo** (120 pts)

Chewbacca (95 pts)

Rebel Pathfinders (100 pts)

Bistan (32)

Rebel Commandos (88 pts)

DH-446 Sniper (32)

Rebel Commandos (86 pts)

Proton Charge Sab. (26)

Wookiee Warriors (110 pts)

Bowcaster Wookiee (35)

### REBEL RELIEF LZ (523 pts)

Rebel Officer (50 pts)

Rebel Troopers (62 pts) x 4 units

Z-6 Trooper (22)

AT-RT (75 pts) x 3 units

Rotary Blaster or Flamethrower

## IMPERIAL BRIEFING

The rebel scum are walking right into our trap! Defend the bunker and eliminate the rebel threat.

### BUNKER COMMAND (Major Hewex, 493 pts)

Imperial Officer (50 pts)

Stormtroopers (79 pts) x5 units

DLT-19 (24), Stormtrooper (11)

Scout Troopers / Strike Team (48)

DLT-19x Sniper

### IMPERIAL SUPPORT (Commander Iden Versio, 713 pts)

General Veers (80 pts)

Imperial Death Troopers (110 pts)

DLT-19D Trooper (34)

74-Z Speeder Bikes (75 pts) x2 units of 2 bikes

AT-ST (200 pts)

88 Twin Blaster (20), Mortar (10)

TX-225 GAVw Occupier Combat Assault Tank (173 pts)

DLT-19 Pintle (18)

## MAP

