

Star Wars: The New Jedi Order Board Game

Units and Fortifications Setup and Rules

Introduction

This game has several Units and Fortifications to choose from when playing the game. There are several rules to observe when placing or using these things, and so it must be established as to how these things will transpire when in use on the various Boards in the game. Below is a short interpretation of those aspects, and a description of Unit and Fortification types.

Unit Types and Rules

Units can be moved from system to system as per the distance calculated by the Hierarchy, which sits above the game and determines all the aspects of it. Some planets are father than others, and might run into trouble while en route, so all parties involved will have to be considered in a movement. It is a strange paradox, knowing about surprises down the road and acting ignorant but that is the rule, the controller of the obstruction will issue a Keyword when interacted with by movement through the affected zone and when that happens. The player doing the travelling will be able to respond with his or her own Keywords, but the Grand Board will be established and the associated Local Map Boards gathered for use at the right time. If that is to happen right away by use of Keyword, then so be it.

Some Units have a Bombardment facility. They will be attacking with this ability on the Grand Board, and also on the Local Map Board if deployed there. Some units that are large may only have certain portions of them on the Local Map Board, depending on the nature of the combat specified by the player owning the unit. For example, if the attack is done from the front, the Unit might have rules to only have it's forward portions on the Local Map Board at any time, until the locality of the battle shifts due to other Keywords issued, at which point all units are moved 1 space according to the direction of the shift. This will cause more or less of the unit to be exposed for combat purposes.

A few basic “non-specific” Unit types are as follows:

1. Foot Soldier: A member of the Republic Army, being sent to fight on the ground. Can be accompanied by other members in a party, assigned to a Squadron ultimately. The Party leader and the party members must be present in the room where the Local Map Board is located.
2. Technician: This is like a footsoldier but has a helmet and uses a Special Weapon System, as chosen by the player in question according to his means of affordability. The helmet limits the Field of Vision by removing the upper 3 tiles.
3. Pilot: A fighter pilot capable of using a Spacecraft. Must be accompanied by an R2 Unit if a specific type of Spacecraft is to be used. The Field of Vision is affected like the Technician.
4. Jedi: These capable warriors draw Living Force cards when they use Attack Keywords, and their attacks are multiplied by the card if it applies to the situation. If not, discard the card. Sometimes Jedi have different Local Commanders, and so attention will have to be paid to how they are played when deployed with a Squadron.
5. Wookiee: These warriors are fierce, their trial of youth banded represented on them somehow. They have increased abilities to attack and defend as per their natural ability, and can also pilot ships.
6. Striker: A Land Vehicle type that enables the carrying of troops. The Field of Vision for each Foot Soldier or Technician inside it is obstructed by the vehicle, only enabling fire through the windows or other portholes. A turret is also on the roof of this vehicle, and moves

independently according to the rotation of it on the Local Game Map, adjusting units in the preset Field of Vision as required.

There are countless specific ships as well, some owned by specific people in the game. When these roles are filled, more will be detailed about what they own and what they can use in the game as pieces on the Grand Board or the Local Map Boards.

Fortification Types and Rules

Unlike Units, Fortifications don't readily move. Some of them can issue Keywords to move into the Center of Battle a little closer, exposing more of it to enemy forces for the added benefit of having more of an ability to attack, if Field of Vision permits. But mostly, they are put in place according to Keywords issued at the start of deployment on the Local Map Board.

Some Fortifications include:

Battle Station: This station moves 1 space upon the right Keyword, garnering 2 minutes of cooldown before the next movement instead of 30 seconds. It has 4 turrets for use in Bombardment, and can provide a cover for certain forces if in the right spot.

Worldship: This mobile warfactory produces units every now and again, to be deployed on the battlefield at the right time. It can attack and defend, and has a movement of 1 space every 3 minutes.