

# **Star Wars: The New Jedi Order Board Game**

## *Battle Components and Board Layout Guide*

### Introduction

There is a vast galaxy in which countless different types of societies make their best effort to live together, and there is relative peace in the Galaxy. Still, some in the outer rim are making an effort to subvert the government there, and it seems to lead into a greater threat to the Republic at large. Our story lands here, in the midst of this trouble.

The scenario's intended for the gameplay of this grand game will not take place at all until all of the game boards which are required for all scenario's to emerge are complete. There will be game boards that are made interim, as a greater decision by the forces at work in the field. For example, a Grand Board will be created when a battle is to take place. This will not interfere with the operation of the Local Map Boards that are controlled by their respective players, only that the other side will not have a say in what goes on other than when their troops enter into them. They will also be only speaking for their troops based on the information given to them when entering the system by the other player. There will be a visual awareness to all boards, if they cannot be moved then reporting will be done live to assimilate the new information.

The Field of Vision Boards will also be arranged in a 3x3 fashion. This is to accommodate all angles that the head can look while the body is facing a certain direction. As much attention to the way people move will be given to this project, and so this does not delimit what the hands can do. For example, one can wildly fire behind them without looking while standing or running, but there will only be one way to determine the accuracy of that shot, and that is the Hip Fire capacity on the player board, multiplied by the number of people firing divided by the number of squares on the field of vision behind them (In this case, no helmet is worn so the Field of Vision is 3x3). The tiles themselves will be recyclable, as you only place tokens and objects on them to represent different things. There will naturally be a limitation as to how you interpret where to place an object, as the Local Map Board will be arranged in a grid of squares and the geometry of the location that an enemy is in will determine the location of that enemy in the Field of Vision.

Let's begin with the Grand Board.

### Grand Board

This map is designed by both players in a meeting hub so that they can communicate as leaders and monitor each other so that rules are followed fully. Any discrepancy is brought to the Judges, which offer their vote on what to do. They are knowledgeable about the game and have only that authority.

The Grand Board will contain the following things:

1. The map of outer space in that area, to scale as best as possible
2. The Planet and it's Moons being targeted by an invading force
3. All Units and/or Fortifications that are to be deployed into battle, assembled by Squadron or by a larger/smaller piece, as generated by the players.
4. A World Brain will be represented on the board somehow and will be controlled by the one controlling the World Brain, if neither of them are in control of it the party responsible for it will be present.

Normally, until a scenario has brought about the use of Force Abilities against the Yuuzhan Vong, they cannot be used in battle. This will give incentive to the players to follow along with the scenario's that emerge through the Scenario Tiles.

When an invasion is declared, the forces are assembled on the board, giving space for the Invading Army to approach from a distance if that is the scenario involved. Turns will be taken, but time limits will be given for decisions, and after 60 seconds the other side may make another move. If the other player cannot make a decision on what to do in 3 minutes, they pass their turn, and immediately thereafter the other player may make a free move. The timer is reset every time this happens.

The battle goes on with the use of Local Map Boards, as issued by the player controlling the planet. As you cannot have normal combat on this Grand Board, you will be forced to deploy smaller Unit and Fortification Pieces on the Local Map Boards, and further onto the Field of Vision boards per combat played. Since the Local Map Board combat plays out as fast as the players can move and respond to instructions given to them by their enemy combatant. For example, if a Unit is being moved on the Local Map Board, and in that instant another enemy player was thinking of what to do in his or her current position, the new movement might align with their strategic bombardment of tiles and strike that player that moved. This will notably be something that will have to be monitored closely with Keywords being issued. If a Keyword was not issued during the aforementioned movement, then no strike could be sent out to hit that player, and that's how the Judges will be instructed to call it.

Taking the example above into consideration, say a move had to be done into a new square due to the Propulsion Mechanic. This takes time, and the time to issue a new Keyword is 30 seconds. If a bombardment of a tile that this unit was adjacent to occurred after the move, then the player now has an opportunity to respond to it with another Keyword before the potential action of a strike in the tile he or she is in within the Field of Vision of an enemy player. If a strike was landed as a result of the move, in turn order, then the player will be given an opportunity to respond with another Keyword as well.

The important thing to note is that only the Local Commanders present in control of their respective pieces will move them on this board, while Command Structures issue commands to them. They notably have the right to choose whether to stay on the same side or surrender, but that can only be done on a local board, and that is only if the Local Commander agrees. If the Local Commander does not agree, a Mutiny is declared, and there will be a consensus among the people of the Squadron whether they will join the rest in the Mutiny. Those who do not agree will move as commanded by their Local Commander after this Mutiny has passed, and will move according to the Propulsion Mechanic unless stopped or moved in another direction by the Local Commander. Units and/or Fortifications will obey the 30 second cooldown and Keyword prompts until exiting the Local Map Board. If a Unit or Fortification cannot move out of the Local Map Board, then it is considered vacated when all of the exiting forces have left or are destroyed, and units are placed on the Grand Board to represent these units if they are not present on it already. The 30 second cooldown applies here, to keep a consistent flow for things, lest a Keyword be issued that requires a response.

Let's take an example into consideration. Say a Fortification has the capacity to make Bombardment as the Invading Force approaches. The Fortification has a Bombardment accuracy, according to the Technology gained through other means on it, and this accuracy determines how many hits land on the targeted vessel. A Keyword is issued in response to another Keyword, and the Bombardment happens. This Fortification has 3 hits, only 1 of which land, the others hit other tiles in the Field of Vision generated here, controlled by the player doing the Bombardment. If the Field of Vision for a specific

turret chosen by the player on this Fortification cannot reach the enemy unit, no responsive Keyword can be declared to an approaching force. But say there is a turret in position that has a Field of Vision in alignment with attacking troops. This turret can make Bombardment and secretly choose 3 tiles on it to make Bombardment in, declaring if the enemy is being attacked by a shot. The enemy in this case is under the Propulsion Mechanic, and so moves out of the way of that shot with a Keyword, but if the value he responds with represents a tile you are also firing at, you must declare that a shot was fired there initially, as per a marker placed by the player in secret. If there is no further Keyword that can be declared by the other player (Shields, for example), then the Unit is destroyed or hit, if there is Sustain Ability on the Unit. In this case, each Bombardment hit takes up the entire tile in the Field of Vision, so the enemy has to do something, either receive damage or deflect it somehow, force abilities will come into play here to evade these shots, as well as a Player Skill ability.

### Local Game Maps

In short, the battle sequence should be as follows:

1. Units are deployed on the Local Map Board, adding more as needed by Command Structures as battle progresses. This battle does not contradict the actions taking place on the Grand Map unless Keywords are declared during battles.
2. The attacking force moves or attacks with some or all of its units, declaring Keywords to go along with their moves. Each player represented moves his or her own unit on the board, as space allows. There is a cooldown of 30 seconds for every move, unless provoked by other Keywords in response to the player's action.
3. Once the attacking force declares all of its Keywords, now the defenders make their move. If they were moving before, the Propulsion Mechanic will apply and they will automatically move forward 1 space, and suffer the 30 second cooldown unless provoked. If there are Keywords to declare while the enemy is playing their move here, then they are declared and handled right away.
4. Each player responds to Keywords being issued to them, and issues Keywords in response. If nobody is there to respond to a Keyword you utter specifically, a general Keyword may be used, which the battle commander has to be aware of.
5. The battle goes on until a retreat has been declared, a surrender with terms, a mutiny, or the destruction of all forces.

A) Retreat – When this is declared by the Local Commander at the Grand Board, then all units affected by the order will begin to move according to cooldown until they exit the board or are destroyed.

B) Surrender with Terms – This is declared by the Command Structure, and after the correct Keyword is declared then all units will stop moving by disengaging the Propulsion Mechanic until given instruction by the Command Structure to comply fully with the other side. Terms will be set by both parties before this, and all terms will be given Keywords if they require movement on the Grand Board before it is disassembled. All Units and Fortifications are removed from the Local Map Board at this time, after all Keywords have been issued regarding those forces within a 4 minute window. The remaining pieces are represented on the Grand Board before disassembly. If a Keyword issued in response to a Surrender with Terms, then all affected Local Map Boards will play out the scenario with their own rules, as dictated previously by the Command Structure in this event. One will have to know their enemy well in order to deal with

this, or deal with Keywords as they come in the situation without guiding directions already written out.

c) Mutiny – When a Mutiny is declared, a consensus is formed between all the active players in the Local Map Board. If the Majority agree, they split off from the rest, and do their own thing according to their newly elected Local Commander, who must now proceed to the Grand Board and place his new piece on it representing the new Squadron. The remaining forces will report to their Local Commander, who will direct them further. If they are to exit the battle field and escape, then they will move according to cooldown off the board or until they are destroyed. If the Units or Fortifications leaving cannot move, then the board is considered vacated when all Units and/or Fortifications capable of leaving have left it. If there are Keywords to be declared by the other player in response to a Mutiny, then the Keywords will be issued at this time, and the actions directed followed. If the remaining forces loyal to the initiating force do not leave and decide to attack all enemies in response, then the battle will continue. If the Mutiny does not reach a majority consensus, the two new sides debate on what to do, either repenting or remaining steadfast. If they choose the latter, then the new piece must be placed on the Grand Board and the newly elected Local Commander sent to it for Keyword issuing. If a leading Mutineer has the capacity to influence many with a simple wording, then each players resistance to influence will determine whether they join, and if they do not meet the threshold they “become convinced in the heat of battle” to join the Mutineer.