

Tatooine/Jundland Wastes Battle Maps and Panels *

By Vornargith

To commemorate the release of the Bounty Hunters booster, I've designed a set of maps and panels based on the deserts and wastelands of Tatooine. Each map is available in full-sized 40"x32" 100 DPI or in 8 sections, 10"x16" 120 DPI PDFs for printing on tabloid-sized paper. It's recommended that you print each section at a local office retail store on a color laser printer and mount them on foam board. 170 DPI jpgs are available upon request ... just contact me at vornargith@excite.com.

The blank desert map is a clean slate to place the sarlaac, sandcrawler, escape pod, moisture farm and other panels that are designed to accommodate the sands of Tatooine.

The Jundland Wastes map has open spaces to offer plenty of room for huge characters to maneuver, and strategically placed cover will give smaller characters places to hide and set up ambushes. Two new optional elements, elevation and underpass, introduce new strategies.

Option – Elevation

The Plateaus on the map present an optional rule that many have integrated into their games in one form of house-rule or another ... elevation. Here is one way to integrate elevation into your miniatures game. It's not complicated, but the mechanics may need some playing to get used to.

The elevated areas on the map are bordered by a thick semi-transparent line, designating the space within as an elevated area. The degree of elevation is represented by a number within the border (1 or 2 in the case of this map). The higher the number – the higher the elevation. Ground level is considered elevation 0.

Elevation affects gameplay in several ways...

- First, characters cannot target through an elevated area at an enemy on the other side. Thus, characters on ground level cannot target each other if there is any elevation between them, and characters in an area of elevation 1 may not target each other if there is an elevation 2 or higher area between them.

- Second, elevation provides cover under certain conditions. A character on the ground cannot target a character on elevation unless he is in a square away from the elevation border equal to or greater than the elevated character. An elevated character, on the other hand, may not target an enemy below him unless he is in a square away from the border equal to or less than his target.

For instance (see image 1): Swoop Gang Member #1 cannot target the Arcona unless he moves at least 1 square away from the elevated border. The Arcona cannot target the Swoop Gang Member #1 either unless he moves up 1 square towards the elevated border. Swoop Gang Member #2 can target the Arcona because he is 2 squares away from the elevated border - the same as the Arcona. The Arcona, likewise, may target him as well. Neither Gang Member can target the Rodian, and the Rodian cannot target the Gang Members. Characters standing adjacent to the border are able to attack the other.

If the elevation difference is greater than 1 level (if one character is on an elevation of 2 or higher and the other on the ground), add 1 square for each level of elevation difference to the distance requirements of the

character on the ground. Subtract 1 square instead from the requirements of the elevated character.

For instance, if the plateau in the image below was marked elevation 2, the Arcona and Swoop Gang Member #2 would not be able to target each other. The extra level that separates them would require that Swoop Gang Member #2 be at least 3 squares from the border or that the Arcona move up 1 square to stand at the edge of the elevation. If both characters were standing adjacent to the border, neither one would be able to attack the other.

- Third, elevation negates cover provided by low cover 2 squares away from the border for every degree of difference in elevation. So a character on elevation 2 can ignore low cover 4 squares away on ground level and 2 squares away on elevation 1.

- Lastly, the slope or steps that lead up to the elevated area are considered rough terrain and take 2 movement points to traverse each square. A character with flight ignores the penalty and may even move through the elevated border with an additional cost equal to the elevation difference. So Boba Fett can jetpack from ground level to elevation 2 for an additional 2 points of movement.

Option – Underpass

You'll notice on the Jundland Wastes map, a semi-transparent arrow crossing through a rock formation. Characters moving through this space are moving underneath the rock. Large and Huge Characters may not squeeze through the underpass area. Otherwise, this does not affect the game much except in any casual scenarios that may incorporate aerial attacks (for example, characters in the underpass have cover.

Image 1: Elevation



* Maps are original, however, images from various online sources may have been used to produce this work.

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