

Expanding Fronts Suggestions FAQ

Expanding Fronts Discord link: <https://discord.gg/vPB73nC>

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Frequently Asked Questions:

Are you considering adding a _____ faction/civ?

Pretty much any Star Wars faction you can think of, we've thought of already. We have a list of about 20 candidates that we feel are even possibilities and many of them have rough drafts as to how they could play. As much as we'd like to go down the list of species and factions in Wookieepedia and include them all, there's an eventual limit to the number of factions that GB will allow us to add, and so we've prioritized the ones that make the most sense. Our top picks for new factions are **Trandoshans**, **Mandalorians**, and **Mon Calamari**. However, creating all the unique graphics for a faction, especially buildings, is a lot of work that takes time; a lot of time. Unless we get help from many new artists, many of those factions that we have rough drafts for will not be realized. This is why we decided to go with **Imperial Remnant**, **New Republic**, and **Black Sun** civs because we can use recolored Empire, Rebel, and Zann buildings as placeholders until art is completed for them.

If you are a 3D artist or animator or 2D concept artist and want to help with the mod, you can provide examples of your work in the [#modding](#) channel in our discord server. We are not looking for "idea" people. Ensure that you have the free time to actually contribute to development. Vetting new people takes time away from developers, so please don't contact us if you aren't sure you will contribute anything.

Why can't I train _____ in standard games?

Many units are for the scenario editor only and are not trainable in standard game matches. Please keep in mind that every unit for a faction has a role and if we added new units to their rosters, they would need to fulfill a role that isn't already fulfilled by an existing unit. We must also consider other factions that don't have as robust of a background to draw from. So while it might be cool to have Death Troopers and every TIE fighter available for Empire, what would the Wookies, Naboo, Gungans, or Geonosians get? Even if we came up with something, there's also a limit to the amount of UI tiles you can use within any single building.

We are not interested in your requests to add scenario editor units to standard matches. We will not add units for the sake of having them. We will not break the game balance just to appease people who have no idea how to play the game and only want them added for the sake of it being "cool". Any such units that are added will be done as cheats, as it's not the intended way to play the game.

If you really want to play with these units from the editor, then make your own scenario to play. You can even make editor units trainable at buildings in a custom scenario using triggers. Have

a look at our Enhanced Trigger Guide [here](#). You can also use the “deploy the garrison” cheat to enable the Advanced Infantry Center (currently for Empire only) to train some new units. You can also use [Advanced Genie Editor](#) to make the changes yourself.

Can you add capital ships or other large space units like large frigates?

This game is not well suited for epic space battles, hence the name Galactic Battlegrounds. Having something like big capital ships in this game not only would be difficult to do for all civs, but they would just be ridiculously overpowered compared to other units in the game. And what role would they serve? Air Cruisers are already the original developer’s answer to having something like capital ships in the game, just on a smaller scale that makes sense gameplay-wise.

How about adding heroes to standard matches?

Not every faction has heroes equivalent to Darth Vader or Yoda. It wouldn't be fun to be stuck with Jar Jar or Poggle the Lesser. A single unit rarely makes a difference in GB, and you either end up with a unit that is a waste of resources just for the novelty of having them present, or an excessively powerful crutch.

Unit Change Suggestions:

Please keep in mind that all units must fulfill a dedicated role. Changing a unit's role because you think it would be more fun or cool doesn't mean it is a good and balanced gameplay change. **Gameplay > Realism**

How about allowing Anti-Air Troopers to attack ground units?

Asking us to change Anti-Air Troopers so that they can also attack ground units would be like changing the rook to also move diagonally in Chess. It doesn't make sense gameplay-wise. It would also create an unnecessary amount of added micromanagement as your AA Troopers now attack the closest units to them instead of prioritizing air units. Remember, they are not called "Missile Troopers", they are called "Anti-Air Troopers", so their role is to defend against air units. There is already a dedicated anti-vehicle infantry unit in the form of Grenade Troopers, and also Mounted Troopers to an extent.

How about making the Repeater Trooper a different unit from the Trooper line?

What role would they serve? What situations would you build a Repeater Trooper instead of a Trooper? Repeater Troopers would just be a more expensive Trooper with a faster rate of fire, but that already serves the purpose of an upgrade to the Hvy Trooper. Even if we came up with something, we would have to make a replacement for the Tech 4 Trooper upgrades. So that's now 12 "Elite Trooper" units we would have to model and animate for all the factions. It would also be difficult to precisely match the graphics of the original game's Troopers that we don't have models for. And there is no space left in the Troop Center for new units.

Can you make a unit deploy/undeploy like cannons do?

No, we can't. That ability is hard-coded to the Cannon class. Giving a unit the Cannon class would present some behavioral issues that we can't work around.

Can you change the graphics of a unit? I think _____ would be better/more accurate.

We're very hesitant to change the graphics of the original factions units unless we feel it's absolutely necessary; even if there exists newer and more accurate assets featured in the films or shows. Remember, this game was released in 2001/2002 and there have been many films and TV shows since then. There are several cases of units that would be better fits in hindsight. But at what point would changes stop? Even the entire Wookiee building art set does not match the films. People also grew up with this game and don't want units to change that they are used to, so you can't please everyone. Any such changes we feel are better suited as sub-mods.

How about giving each faction their own unique Jedi/Sith temple and unit graphics?

The Jedi/Sith/Nightsisters are not supposed to *belong* to each faction. You should think of the Jedi/Sith/Nightsister temples as their own franchise that you basically hire into service. So we're not going to add Gungan and Wookiee Jedi units that spawn from old Naboo ruins and tree hut temples or Geonosian Sith Knights that spawn from holes in the ground; that would be ridiculous. The basis we're using for adding new force users is only if the faction has their own established order (ex: Knights of Ren). Otherwise, new factions get the order more closely related to them between the Jedi and Sith, or if they are an underground faction or not affiliated with either (ex: Zann Consortium and Black Sun), they will get Nightsisters.

Can you make a Tech 5?

No. Even if it were possible, we aren't going to design Tech 5 buildings for every faction/civ.

Can you make a Definitive Edition version of the mod?

No, we can't. All graphics in the game are 8-bit and we are limited to a single 256 color palette for all in-game graphics. And we also don't have the means to add some of the new features that exist in Age of Empires II DE. If these things were easy to implement, we would have done so already.

Will there ever be a Definitive Edition version of the game?

This is a highly unrealistic expectation.

First of all, *STAR WARS Galactic Battlegrounds* exists because LucasArts (since closed down) licensed the genie engine (of Age of Empires 2) from Ensemble Studios (also shut down) shortly before Ensemble was purchased by Microsoft. It's a common misconception that SWGB was made by Ensemble/Microsoft, but this is not true. Microsoft had nothing to do with SWGB. As part of the license deal, Ensemble sent one guy to teach the LucasArts developers how to use their engine.

For a SWGB Definitive Edition to happen, Microsoft, who now owns the rights to the genie engine, would have to make a deal with LucasFilm Games (now owned by Disney) to remake the game with the AoE2 Definitive Edition genie engine and re-implement all the GB specific features like power cores, shields, aircraft, etc. Or even less likely, LucasFilm Games may (or may not) have the rights to do their own Definitive Edition, but they would have to build on top of the current SWGB:CC and do all the improvements themselves and undoubtedly without any help this time in understanding the engine. SWGB wasn't exactly the most popular of Star Wars games and the RTS genre isn't exactly the most popular of genres, so the likelihood of LucasFilm Games choosing to give it the remake treatment over other games is very low.

How about using the _____ game engine?

We may someday eventually switch over to an open source remake of the Genie engine, but any other engine just wouldn't be Galactic Battlegrounds anymore. We also cannot use the AoE2 Definitive Edition engine. And we're not going to remake the entire game's assets for a 3D engine.

(This list will be updated as more frequently requested suggestions arise.)