

Jedi Counseling 107

Trigger Happy

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Welcome to the 107th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the **Star Wars Miniatures Game** and the **Star Wars Roleplaying Game**. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.



Star Wars Roleplaying Game Saga Edition

Q: It seems as if the number of attacks available to most characters is very low, especially for gunslingers or other heroes who charge into battle with blasters blazing. In the *Star Wars* movies, most characters seem to fire multiple shots per second, but in Saga Edition, most characters make only one shot every six seconds. Even a high-level gunslinger using Triple Attack, Rapid Shot, and two blaster pistols is really making only eight shots (one every 0.75 seconds), which still seems to fall short of the cinematic pace seen in the movies. Was this intentional?

A: This is one of those places where you have to separate the cinematic description of a blaster fight from the more abstract game mechanics used to resolve it. For example, in a melee fight, each combatant is assumed to be making multiple swings over the course of a round even though each rolls only one attack. Similarly, two gunslingers in a blaster fight might be pulling the trigger two to three times per second even though they roll only one attack (or more, depending on their feats, talents, and so on).



This might seem straightforward enough, but many players are thrown off by the fact that ranged weapons such as blasters usually have a limited number of shots of ammunition. If the gunslingers are "really" pulling the trigger so many times, why don't they use extra shots?

The answer is that you should think of a ranged weapon's ammunition count as representing the number of *attacks* it allows before reloading, not the number of times a character physically pulls the trigger. In other words, it's an abstract game mechanic that applies to another abstract game mechanic, not the cinematic interpretation of the fight itself. Either way, the net amount of power used is the same whether you make a flurry of low-powered shots or a single concentrated blast, whichever is appropriate for that character's style and the weapon's design.

Thus, a sniper like the one described earlier would almost certainly make carefully aimed single shots wherein each blast is at full strength. On the other hand, an infantry soldier might make short, controlled bursts with his blaster rifle on a single trigger pull. A gunslinger might fill the air with multiple shots as he repeatedly pulls the trigger over a few seconds. You should always feel free to describe your character's style of attack in whatever way seems most appropriate, cinematic, and fun.

Q: Reading the rules, it seems that you can use Rapid Strike in conjunction with Whirlwind Attack, gaining an extra die of damage against all targets. Is this correct?

A: No, they don't work together, nor will Rapid Shot and autofire. The text of both Rapid Strike and Rapid Shot mention that they work with a single attack roll against a single target. Area attacks (such as Whirlwind Attack) deal with multiple targets, so they are not eligible.

Q: Let's say I have a sniper with the Far Shot feat who aims



before making a single attack with an accurate weapon (described in the [Saga Edition Core Rulebook errata](#)) that has a targeting scope. Do any of these effects stack with one another?

A: Far Shot, aiming with a targeting scope, and using an accurate weapon all stack, providing progressively better attacks against distant targets. I can see how the precise interaction might be a bit confusing, so here are the range penalties (Point Blank, Short, Medium, and Long) for each combination:

Non-accurate weapon (such as a blaster rifle)

- With no other modifiers: PB +0, S -2, M -5, L -10
- With Far Shot OR aim with a targeting scope: PB +0, S +0, M -2, L -5
- With Far Shot AND aim with a targeting scope: PB +0, S +0, M +0, L -2

Accurate weapon (such as a sporting blaster rifle)

- With no other modifiers: PB +0, S +0, M -5, L -10
- With Far Shot OR aim with a targeting scope: PB +0, S +0, M +0, L -5
- With Far Shot AND aim with a targeting scope: PB +0, S +0, M +0, L +0

Thus, if a trained sniper with the Far Shot feat uses a good sniping weapon (anything with the accurate quality plus a mounted targeting scope) and takes the time to aim, that sniper can attack a target at long range without taking a penalty on the attack roll.

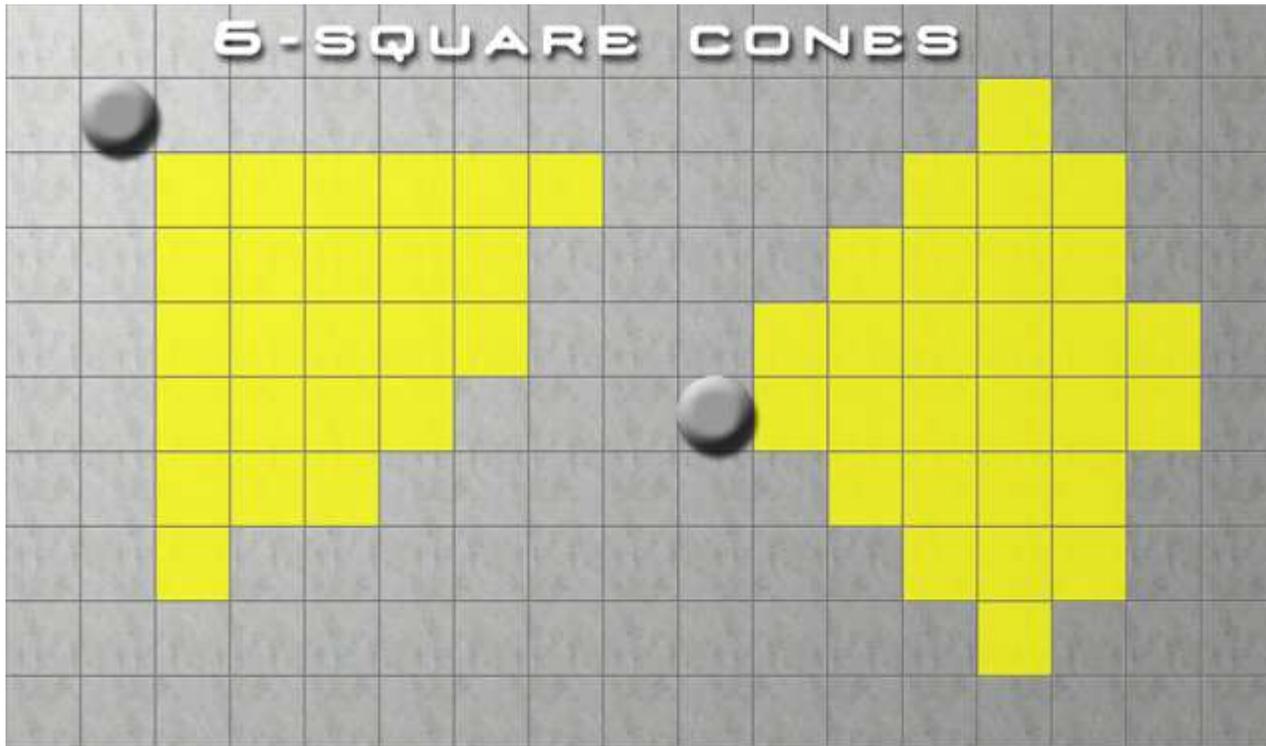


Q: What is the exact area of a 6-square cone on the battle grid? There's no illustration in the rulebook, so I'm not sure how to handle a cone that doesn't move in a straight line along a row or column of squares.

A: For the sake of consistency, a cone has the same shape and area that it did in the revised rules and in **Dungeons & Dragons**. The cone starts at an intersection on the battle grid (one of the corners of your space) and then extends outward for 6 squares in a 90-degree arc. Unlike normal range calculations, however, count diagonals using the old method -- that is, 1 square for the first and all odd diagonals, and 2 squares for the second and all even diagonals. The reason for this is that we assume that many players used the revised rules, and quite a few use the existing cone templates (including some snazzy wire-frame templates made for use with D&D and other d20 products). We don't want to reinvent the wheel, or the cone, unless we have to.

Unfortunately, we didn't have room in the *Saga Edition Core Rulebook* to provide illustrations for the various shapes and sizes of different area effects. Instead, we described it with a simpler shorthand (6 squares long and 6 squares wide at the base), which is accurate enough for most situations.

For ease of reference, the precise shape of a 6-square cone will be included in the upcoming Gamemaster's Screen. Until then, you can refer to the illustration below.



Star Wars Miniatures Questions

Let's address more questions that have been asked about the [Starship Battles](#) game.

Q: Can a starship attack with all of its weapons in a round, or do you have to choose just one?

A: It may attack with all of its weapons. Unlike the character-scale battles in the **Star Wars Miniatures Game**, those in *Starship Battles* involve starships that might have crews in the thousands. Thus, instead of allowing each individual character to make a single attack (or take some other action) during its turn, the game is meant to represent each of the ship's gunnery crews making their separate attacks against opponents.

Q: Do broadside and spine weapons fire into the same defensive faces as those illustrated on page 11 of the rulebook (that is, a triangular area)?

A: No. As described in the glossary, broadside and spine weapons fire into an area as wide as the ship's base and extending to the edge of the battle grid. As of this writing, all ships with broadside and spine weapons are Class 1 or Class 2 (both of which have a 2x2 square base), so all such weapons can fire into an area 2 squares wide.

Q: Does a broadside or spine weapon hit every enemy in the affected area, or just one?

A: The weapon can attack only one enemy in its area. You must choose a target as normal. (Weapons with broadside and spine fire arcs just have a limited area from which to choose a target.)

Q: If there are eligible targets on both sides of a ship with a broadside weapon, can you attack a target on each side?

A: Yes. As mentioned earlier, broadside weapons represent dozens or even hundreds of individual weapon batteries. As such, the gunnery crews on each side of the ship can act independently, each attacking targets in their separate fire arcs.

Q: If there are eligible targets on only one side of a ship with a broadside weapon, can you attack two targets on the same side (or one target twice)?

A: No. Going back to the weapon battery explanation, the weapons on one side of the ship are incapable of firing in

another direction. In cinematic terms, the gunnery crews on one side would essentially have nothing to do during that round as they wait for a target to come into their sights.

Q: When resolving attacks, can any weapon on any starship be used in any order?

A: No. First, resolve all Point Defense on all starships, resolving all Point Defense attacks made by one starship before moving on to the next one. Next, select one starship and resolve all of its weapons (excluding Point Defense) in any order of your choosing. Once all of that starship's attacks have been resolved, go on to the next starship of your choice and repeat the process until you have resolved the attacks of all of your ships.

Q: *Slave I* (Jango Fett) has Seismic Mines (PD +4) and also has a PD +4 rating. Are those the same +4, or are they added together for a total bonus of +8?

A: They're the same, so the total bonus is +4. Having Seismic Mines onboard is the reason that *Slave I*, a Class 3 ship, gets a PD rating at all.

Q: Does *Slave I* (Jango Fett) get to use Point Defense on all fighters within 2 squares if the Incoming Fighters Fleet Commander option is in effect?

A: Yes.

Q: Is Darth Vader's TIE Advanced x1 supposed to have Jedi Evasion instead of Evasion? If not, what good is Evasion?

A: No, it really is Evasion, not Jedi Evasion. It comes into play in only a few cases, such as when attacking Vader from 2 squares away using the Incoming Fighters command, or when taking damage from a non-adjacent enemy via the Emperor's Will ability on Palpatine's Shuttle.

Q: Can you play a Command counter on a ship that isn't currently in play, such as a ship that has already been destroyed or a fighter that hasn't been launched yet?

A: You can't play a Command counter on a ship that has been destroyed, but you can play a Command counter on a fighter prior to its launch.



About the Author

Gary M. Sarli is a freelance designer, developer, and editor whose credits include the Saga Edition rulebook and *Ultimate Adversaries* (for the **Star Wars Roleplaying Game**) and *Power of Faerûn* and *Fiendish Codex II: Tyrants of the Nine Hells* (for **Dungeons & Dragons**). He also moderates on the Wizards.COMmunity message boards as WizO the Hutt, cheerfully feeding Code of Conduct violators to the Sarlacc. Gary recently opened GMSarli Games, an online retailer specializing in making non-random miniatures packs designed for the **Star Wars Roleplaying Game**.

Do you have a rules question about the Star Wars Miniatures game or the Star Wars Roleplaying Game? Send it to the [Jedi Counselor](#), and then check back here for the latest batch of answers!

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