Jedi Counseling 113
Jedi Mind Tricks: Let's You and Him Fight!
Gary M. Sarli

Welcome to the 113th 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: This question is about the "make an otherwise unpalatable suggestion seem completely reasonable" aspect of *mind trick*. If the heroes are facing multiple enemies, can a Force-user use *mind trick* to cause one of the enemies to attack another enemy?

A: One of the limitations of using *mind trick* to make a suggestion is that it can't obviously endanger the target's life. For this reason, telling an enemy to attack another enemy usually won't work. For example, a stormtrooper who turns around and attacks other stormtroopers would expect them to shoot back. Even if he survives, he would still expect to be court-martialed and executed for treason.

Still, this doesn't mean it's impossible to get someone to attack someone else with a carefully worded *mind trick*, but it would be an indirect effect. For example, a *mind trick* could plant a suggestion that would make attacking another character a logical (and perhaps safe) choice. For example, you might use *mind trick* to tell a stormtrooper the following: "That bounty hunter is actually a Rebel terrorist, and he's carrying a bomb!" This would almost certainly prompt a stormtrooper to attempt to capture or kill the target right away.

That same suggestion wouldn't prompt a stormtrooper to attack another stormtrooper because he'd still expect to be court-martialed, but it could lead him to start investigating the "Rebel" and perhaps report his suspicions to a superior. None of that would do any good in the middle of a combat encounter, though.

Q: Can a character who has the Teräs Käsi Mastery talent (page 53, *Threats of the Galaxy*) and the Double Attack feat combine these with the Mighty Swing feat? Specifically, could I use two swift actions to get the benefit of Mighty Swing and then use my standard action to make a Double Attack? If so, would the extra die of damage from Mighty Swing apply to both attacks from the Double Attack or only to the first attack?

A: Yes, you can use Teräs Käsi Mastery, Double Attack, and Mighty Swing at the same time, using two swift actions for Mighty Swing and then your standard action for an unarmed Double Attack.

However, Mighty Swing specifies that its extra damage applies only to your *next* attack in the same round, so the second attack from Double Attack (or any other source of extra attacks) would not gain this benefit.

Q: If my scoundrel takes both Trace and Hot Wire (page 16, *Starships of the Galaxy*), can he make a Mechanics check in place of Gather Information as long as he has access to a computer terminal that he can hot-wire?

A: No. Hot Wire works only when improving access to a computer (that is, when you're trying to improve the computer's attitude toward you). Making Use Computer checks in place of Gather Information checks is a completely separate use of the skill, so Mechanics can't be substituted in that case.

Q: Does a Force disciple's immunity to mind-affecting effects also apply to friendly effects, such as many of the officer's talents?

A: A Force disciple is immune to such effects, even if the effects would be helpful. Conceptually, think of Force disciples as having minds that exist on such a transcendental plane of thought that mundane influences simply don't move them enough to make a difference. That said, I don't think it would be unbalancing to allow a Force disciple to raise or lower this immunity (probably a swift action, if you decide to use such a variant as a house rule).

Q: There are a lot of custom lightsabers in *Star Wars*, but my group can't decide if they all fall under the lightsaber weapon group. For example, would Lumiya's lightwhip or the lightsaber tonfa used in *The Force Unleashed* video game be considered lightsabers or exotic weapons?

A: Both the lightwhip (page 84, *Threats of the Galaxy*) and the guard *shoto*, also known as the lightsaber tonfa (page 96, *The Force Unleashed Campaign Guide*, due out later this year), are part of the lightsaber weapon group.

Weapon groups are pretty broad; for example, "simple weapons" includes nets, slings, clubs, knives, and many others. We usually don't separate a weapon and call it exotic unless it's particularly bizarre or unusual in design. A flamethrower, for example, operates by shooting flaming liquid. As a result, you have to arc your shots and anticipate the liquid's splash to get the most out of the weapon, and this is very different from the simple point-and-shoot of a blaster or even a missile launcher.

Similarly, a weapon whose design is sufficiently atypical may earn the exotic designation, and this combined with the Weapon Familiarity trait can provide a little local flavor. Wookiees can use bowcasters and Gungans can use atlatls because they were raised around them, but offworld characters need to put in a little extra training to effectively operate these unfamiliar weapons.

Q: Is the weight on the E-web correct? It seems awfully heavy compared to a heavy repeating blaster, which is only one size smaller and in the same weapon group.

A: Yes, the weights are correct. Don't forget that the E-web's weight includes a dedicated power generator, which is roughly 15 kg by itself. In addition, the E-web uses a very large and heavy tripod to assist its crew in wielding such a massive weapon, whereas the heavy repeating blaster uses a smaller tripod that is designed to be portable (allowing you to fire on the run, albeit inaccurately).

Star Wars Miniatures Questions

Q: The Republic Commando Training Sergeant (*Legacy of the Force*) has a commander effect that says, in part, "Whenever one or more allies with Order 66 combine fire with another character with Order 66, the attacker gets +10 Damage." Since the Training Sergeant has Order 66, does he benefit from his own commander effect?

A: The trick to understanding this interaction is the fact that this benefit applies when "one or more allies" take a certain action, but the benefit itself applies to "another character." A character does not count as its own ally, so the Training Sergeant can't satisfy the first part of this commander effect himself.

Thus, if the Training Sergeant makes an attack and one or more allies with Order 66 combine fire with him, then he ("another character") gets the bonus damage. However, if he combines fire while another character with Order 66 makes the attack, then he does not grant the bonus damage because he doesn't count as an ally.

Q: Does the +10 Damage with combined fire from this commander effect stack with other commander effects that provide +10 Damage, such as that of Clone Commander Bacara (*Champions of the Force*)?

A: No. Commander effects that provide a bonus to the same statistic don't stack. You apply only the largest bonus. In this case, both of these commander effects apply a direct bonus to the same statistic (+10 to the attacker's Damage) despite the fact that an intermediary condition (such as "ally with Order 66 combines fire") must be satisfied to claim it.

Q: When using Han Solo in Carbonite (*The Force Unleashed*), its cost is half as much as the chosen character whose name contains Han Solo (the "frozen" character). Do we round up or down if the chosen character has an odd number for the cost?

A: When calculating the cost of Han Solo in Carbonite, round fractions up.

Q: Let's say that I choose Han Solo of Hoth (*The Force Unleashed*, 33 points) to be "frozen" during setup, but after seeing the opponent's squad, I decide that I'd rather have Han Solo in Stormtrooper Armor (*Alliance and Empire*, 25 points). Could I change to the other Han Solo if I'm willing to pay the higher price for my original choice?

A: No. The "frozen" Han Solo is selected at the same time that you construct the rest of your squad, and you must reveal it to your opponent during setup. Once chosen, the frozen Han Solo cannot be changed for any reason.

Q: Is there any way to move this character or change its position prior to "unfreezing" it, perhaps with Tow Cable, Force Push, or Force Repulse?

A: No. Han Solo in Carbonite cannot be moved or pushed by any means.

Q: If the chosen Han Solo is Large, such as Han Solo on Tauntaun (*Alliance and Empire*), it would be impossible to place it in the same space as Han Solo in Carbonite. What do we do in this case?

A: Place the Large character in the nearest legal space (overlapping the space Han Solo in Carbonite occupied, if possible).

Q: Can Light Spirit, Light Tutor, or Force Spirit be used on Han Solo in Carbonite or on the "frozen" Han Solo that is not yet in play?

A: No. These abilities can't be used on a character who isn't in play (such as the "frozen" Han Solo), and Han Solo in Carbonite counts as an object rather than a character. Thus, neither is eligible to receive the benefits of these abilities.

*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!

About the Author

Gary M. Sarli is a freelance designer, developer, and editor whose credits include the Saga Edition rulebook,

Starships of the Galaxy, and the **Dawn of Defiance** adventure path. When not making games, he moderates on the Gleemax forums as WizO the Hutt (cheerfully feeding Code of Conduct violators to the Sarlacc) and operates his store, GMSarli Games (an online shop specializing in nonrandom miniatures packs designed for the *Star Wars* **Roleplaying Game** and **Dungeons & Dragons**).