

Vehicles D6 / Mobile Scanner Jammer

Rebel Scanner Jammer

Type: Rebel Alliance Mobile Scanner
Jammer

Scale: Speeder

Length: 15 Meters

Skill: Ground Vehicle Operation, Scanner
Jammer

Crew: 2 + 2 Jammer Operators

Passengers: 2

Cargo Capacity: 150 Kg

Cover: Full

Maneuverability: 0D

Move: 25, 70 kmh

Altitude Range: Ground

Body Strength: 4D

Weapons:

Scanner Jammer

Crew: 2

Skill: Starship Sensors; Scanner Jammer

Fire Control: 4D

Range: 2km

Damage: *



* - The Scanner Jammer feeds out interference in an attempt to block all uses of sensors within its area, or uses of sensors to scan into its area of effect. Operators add its fire control to their skill, and create a total which is added to the target number for all uses of sensors within the range of the Jammer. Failed uses of sensors will detect that a jammer is in use, but will not give out its location.

Description: After the Imperial attack on Hoth, the Rebellion realised the disadvantage their forces were under since the Empire had overwhelming aerial support. The Rebellion had to create a method of stopping Imperial orbital bombardment of their locations, and fighter attacks upon their people, and therefore decided that the Empire couldn't use either of these without accurate sensor readings, since they might be firing on empty ground, or calling fighter support into an area with air defences. So the Scanner Jammer was built, a fairly ramshackle design based on the Jammers built for the A-Wing fighter slapped into a tracked ground vehicle, without any defences of its own, the Scanner Jammer however could accompany Rebel forces, and protect them from accurate imperial strikes, and also had the

advantage of disrupting the Imperial Command and Control systems which were almost always orbital based, relying on sensors for input. Although this meant that the Scanner Jammers themselves became prime Imperial Targets, they still managed to provide critical support for Rebel retreats, or strikes virtually immune to organised Imperial response.

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