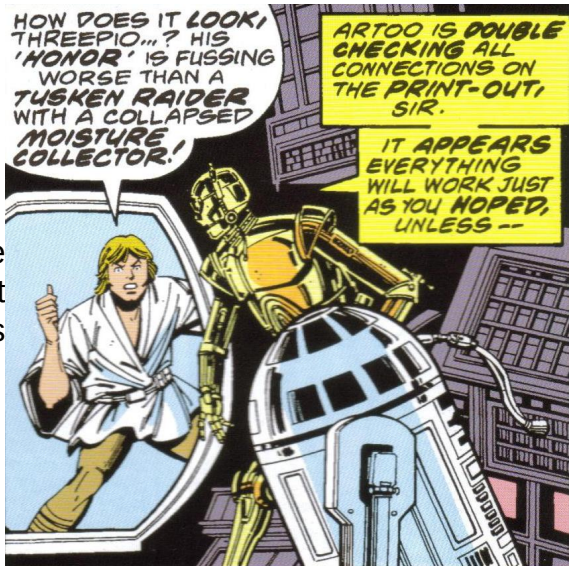
# Starships D6 / Sonic jammer




Model: Sonic jammer
Culture: Galactic Republic
Owners: Ship-dwellers
Scale: Starfighter/Capital
Skill: Starship Gunnery: Sonic jammer
Ammo: Diversion of power from systems, can add to the effectiveness of the weapon at 3 point for every dice or unit of speed diverted, so diverting 3 speed from the ships engines, adds 9 to the total effectiveness of the weapon.
Cost: Unknown
Difficulty: Moderate
Space Range: 1-3/6/10
Atmosphere Range: 100-300/500/800
Damage: 0D
Game Notes: When used, the operators skill roll determines the effectiveness of the weapon, neutralising one dice of electronic systems, or 1 point of speed for every 3 points above the difficulty that he scores. These are taken from the target in the order of, Speed, Shields, Damage, each in turn until they reach zero. So a roll of 12 over moderate, will drop speed by 2, shields by 1D, and Damage from all weapons by 1D.

Description: A sonic jammer was a tool used as a weapon by Quarg's father, a well-known pirate who was defeated by the Jedi Knights of the Galactic Republic. With a group of jammers spread throughout the Korteen asteroid belt, he wrecked passing ships and tore them apart for salvage. The Old Republic eventually ran him off, and he fled to Drexel. Once there, while using the jammer to draw starships to the surface so that the pirates could salvage their metals, he discovered that the devices affected the hearing of the Sea-dragons, and he tried to defeat the Dragon Lords by using the jammers on their mounts. Han Solo and Luke Skywalker destroyed the devices, allowing the dragons and Dragon Lords to defeat Quarg.

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