



Vehicles D6 / Neralic Xr-32 Crowd Breaker

Crowd Breaker Riot Control Vehicle

The Crowd Breaker was also made from design concepts within the Corporate sector. Elvar saw ESPOs as the most brutal law enforcement agents in the galaxy and wished to make sure his gear was up to their standards. The vehicle moves the riot control officers to the scene quickly and then clams up and becomes a fortress.

The vehicle has several weapons to disperse the crowd, most of which are defensive. Dozens of steam jets blast high temperature steam at anyone close enough to the vehicle and stun panels on the outside of the craft provide a surprise to anyone who is foolish enough to touch the craft. The craft also has glop grenades to trap rioters under masses of coagulant and blaster cannons for when the situation gets really bad.

Craft: Neralic Xr-32 Crowd Breaker Riot Control Vehicle

Type: Riot Control Vehicle

Scale: Speeder

Length: 17.4 meters

Skill: Repulsorlift operation: crowd breaker

Crew: 2, gunners: 4

Crew Skill: Repulsorlift operation 4D+2, vehicle blasters 5D

Passengers: 10 (troops)

Cargo Capacity: 1 metric ton

Cover: Full

Altitude Range: Ground-2 meters

Cost: 38,000

Maneuverability: 1D

Move: 70; 200 kmh

Body Strength: 5D

Weapons:

2 Heavy Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1/2 km

Damage: 5D

Medium Repeating Blaster

Fire Arc: Forward/back/left

Crew: 1

Scale: Character

Skill: Vehicle Blasters

Fire Control: 1D

Range: 3-75/200/500 m

Damage: 5D

Glop Grenade Launcher

Fire Arc: Forward/back/right

Crew: 1 (co-pilot)

Scale: Character

Skill: Missile weapons: grenade launcher

Fire Control: 2D

Range: 10-50/100/200

Damage: see glop grenade stats

Steam Jets

Fire Arc: Entire surface of the vehicle

Scale: Character

Range: 0-2

Damage: 6D

Stun Panels

Fire Arc: Entire surface of the vehicles

Scale: Character

Range: Contact with the vehicle

Damage: 2D-8D (stun; damage level may be set inside the cockpit)

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney, OverLord, HTML and logos done by FreddyB

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