



# Vehicles D20 / Neral Neo-Y11 Anti-Up

## RanCorp Crowd Control Tank

This tank is meant to carry riot control teams to the action and also pack a nasty anti-riot punch. It has glop missile (big brothers to the infamous glop grenades) and a cannon that fires extremely hot water at high pressure. The vehicle can suppress large groups quickly and is actually less expensive than the airspeeders but more susceptible to attack.

Craft: Neral Neo-Y11 Anti-Uprising Tank

Class: Speeder [Ground]

Size: Gargantuan (10 m long)

Passangers: 40 (Riot Control Teams)

Cargo Capacity: 200 kg

Speed: 45 m

Max Velocity: 130 km/h

Cost: 68,000 credits (new)

Crew: 2 (Skilled +4)

Initiative: +0 (-4 size, +4 crew)

Maneuver: +0 (-4 size, +4 crew)

Defense: 11\* (-4 size, +5 armor)

Shield Points: 0

Hull Points: 50 (DR 5)

\*Provides full cover to crew and passangers.

Weapons:

Hot Water Spray Cannon

Fire Arc: Front

Attack Bonus: -1 (-4 size, +2 crew, +1 fire control)

Damage: 3d8

Range Increments: 10 m

Twin Medium Laser Cannon

Fire Arc: Turret

Attack Bonus: +1 (-4 size, +2 crew, +3 fire control)

Damage: 5d8

Range Increments: 180 m

12 Glop Missile Tubes

Fire Arc: Front

Attack Bonus: +0 (-4 size, +2 crew, +2 fire control)

Damage: 6d8

Range Increments: 100 m (13 m)

---

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

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.