Narill APC

The Narill Class APC is a small crawler type vehcle using treaded wheels instead of repuslorlift technology. A squad made up of three 3 man firing teams are housed within the transport for deployment. A single pilot drives the vehicle with a concussion grenade launcher and surface to air missile launcher at his fingertips. On swivelin open turret at the top of the vehcile sit dual machine guns and one of the gunners. The other gunners are in small tube like enclosures of emtal at the front and back of the craft. attached to the waist-high railing of them are light machineguns used for anti-personal defense. These two gunners are more lookouts than gunnes usualy. A popular vehicle on the market, RanCorp's military uses t as one of the main APCs in the field, sending them out in gorups of 2-4 to ensure mutual defense.

Craft: RanCorp Narill-Class APC
Type: Light Armored Personnel Carrier
Scale: Speeder
Length: 12 meters
Skill: GroundVehicle Operation: Narill
Crew: 1; Gunners: 3
Crew Skill: Groundvheicle Operation 5D+2, Vehicle Firearms 5D+2 , Missile Weapons 4D+2
Passengers: 9 (1 squad of troops)
Cargo Capacity: 500 kilograms
Cover: Full
Cost: 49,000 Credits (new)
Maneuverability: 1D+1
Move: 45; 130 kmh
Body: 4D+1
Weapons:
Dual 25mm Machineguns
    Fire Arc: Turret
    Crew: 1
    Scale: Speeder
    Skill: Vehicle firearms
    Ammo: 300
    Fire Control: 3D
    Fire Rate: 10
    Range: 10-50/200/350m

Damage: 6D+1

Duplex-9 SAM Launcher (3 carried)

Fire arc: Front

Crew: 1 (pilot)

Scale: Walker

Skill: Missile weapons

Fire Control: 3D

Range: 10-50/200/350

Damage: 6D

Concussion Grenade Launcher

Fire Arc: Front

Crew: 1 (Pilot)

Scale: Speeder

Skill: Missile weapons

Ammo: 5

Fire Control: 1D+2

Range: 25-80/250/450

Blast Radius: 0-2/4/6/8

Damage: 5D/4D/3D/2D

2 Light Machine Guns

Fire Arc: Front, Back

Crew: 1

Scale: Charachter

Skill: Firearms

Ammo: 150

Fire Control: 2D

Fire Rate: 10,5,2

Range: 10-50/200/350m

Damage: 5D+1(semi-auto);5D+2(2 round burst);6D+2 (5 round burst)