



# Vehicles D6 / Neral Neo-Y10 Riot Control

## RanCorp Riot Control Airspeeder

The Neo-Y10 is great for riot control because it can swoop in use its weapons then swoop back out of range. Following the Neo-Y series tradition the vehicle has weapons for riot control, the tear gas grenades and stokhli spray cannons, as well as a blaster cannon for more dangerous missions. The Neo-Y series doesn't have to be just for riot control but any defense at all. The one downside to the Y10 is that it's rather expensive.

Craft: Neral Neo-Y10 Riot Control Airspeeder

Type: Defense airspeeder

Scale: Speeder

Length: 13 meters

Skill: Repulsorlift Operation: Airspeeder

Crew: 1

Cargo Capacity: 10 kilograms

Cover: Full

Altitude Range: Ionosphere

Cost: 71,600 (new), 42,550 (used)

Maneuverability: 2D

Move: 450; 1,300 kmh

Body Strength: 2D+2

Weapons:

2 Stokhli Spray Cannons (fire-linked)

Fire Arc: Front

Crew: 2

Skill: Vehicle Blasters

Scale: Character

Fire Control: 2D+2

Range: 50/100/200

Spray Radius: 3.5 meters

Damage: 6D (stun) holding strength of 6D

Tear Gas Grenade Launcher

Fire Arc: Front

Crew: Pilot

Skill: Missile Weapons

Scale: Character

Fire Control: 2D+1

Range: 10-50/100/200

Damage: 6D stun (blast radius 10 meters)

#### Medium Blaster Cannon

Fire Arc: Front

Crew: 1

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-120/600/1 km

Damage: 3D

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

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