



## Vehicles D6 / 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

Type: Heavy repulsortank

Scale: Speeder

Length: 10.0 meters

Skill: Repulsorlift operation: Neo-Y11 repulsortank

Crew: 2; gunners: 3

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

Passengers: 40 (Riot Control Teams)

Cargo Capacity: 200 kilograms

Cover: Full

Altitude Range: Ground Level - 2 meters

Cost: 68,000 credits (new)

Maneuverability: 0D

Move: 45; 130 kmh

Body: 4D+2

Weapons:

Hot Water Spray Cannon

Fire Arc: Front

Crew: 1

Scale: Character

Skill: Vehicle Blasters

Ammo: 80,000 gallons

Fire Control: 1D

Range: 25/50/100

Damage: 6D

Twin Medium Laser Cannon

Fire Arc: Turret

Skill: Vehicle Blasters

Crew: 1

Fire Control: 3D

Range: 50-400/900/1.8 km

Damage: 5D

12 Glop Missile Tubes

Fire Arc: Front

Skill: Missile Weapons

Fire Control: 2D

Range: 10-100/400/1 km

Blast Radius: 0-5/9/13

Damage: 6D holding strength

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

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