



## Vehicles D20 / Neral Neo-Y11 Anti-U

### 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)

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