



Vehicles D20 / RanCorp Narill-Class A

Narill APC

The Narill Class APC is a small crawler type vehicle 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 swivel in open turret at the top of the vehicle 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 gunners usually. A popular vehicle on the market, RanCorp's military uses it as one of the main APCs in the field, sending them out in groups of 2-4 to ensure mutual defense.

Craft: RanCorp Narill-Class APC

Class: Speeder [Tracked]

Size: Gargantuan (12 m long)

Passengers: 9 (1 squad of troops)

Cargo Capacity: 500 kg

Speed: 45 m

Max Velocity: 130 km/h

Cost: 49,000 Credits (new)

Crew: 1 (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: 90 (DR 5)

*Provides full cover to crew.

Weapons:

Dual 25mm Machineguns

Fire Arc: Turret

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

Damage: 6d8

Range Increments: 35 m

Duplex-9 SAM Launcher (3 carried)

Fire Arc: Front

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

Damage: 6d10

Range Increments: 35 m

Concussion Grenade Launcher

Fire Arc: Front

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

Damage: 5d8

Range Increments: 45 m (8 m)

2 Light Machine Guns

Fire Arc: Front, Back

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

Damage: 3d8

Range Increments: 35 m

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