



# Vehicles D20 / Neralic XI-Y7 Secured Prisoner Transport

## RanCorp Prisoner Transport

This Vehicle was primarily used in conjunction with riot control vehicles. It would haul off unconscious rioters. The craft has limited weapons and thus tends to stay out of combat itself. It has enough to defend itself against light attack and is incredibly fast allowing it to zoom off if need be. Inside are short term stasis chambers which hold the prisoners in suspended animation. The craft mainly hauls off dangerous or large amounts of prisoners to permanent jail.

Craft: Neralic XI-Y7 Secured Prisoner Transport Vehicle

Class: Speeder [Ground]

Size: Gargantuan (14 m long)

Passengers: 4 (guards), 20 (prisoners)

Cargo Capacity: 40 kg

Speed: 300 m

Max Velocity: 900 km/h

Cost: 16,000 (new), 12,400 (used)

Crew: 4 (Normal +2)

Initiative: -2 (-4 size, +2 crew)

Maneuver: -2 (-4 size, +2 crew)

Defense: 11\* (-4 size, +5 armor)

Shield Points: 0

Hull Points: 35 (DR 5)

\*Provides full cover to crew and passengers.

Weapons:

Steam Jets

Fire Arc: Entire surface of the vehicle

Damage: 3d8

Range Increments: 0.2 m

Stun Panels

Fire Arc: Entire surface of the vehicle

Damage: 2d4 to 5d8 (stun DC 10 to 25)

Range Increments: Contact with the vehicle

Medium Repeating Blaster

Fire Arc: Forward/back/left

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

Damage: 5d4

Range Increments: 50 m

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

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

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