



Vehicles D20 / Neral Neo-Y10 Riot C

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

Class: Airspeeder

Size: Gargantuan (13 m long)

Hyperdrive: None

Passangers: 0

Cargo Capacity: 10 kg

Maximum Altitude: Ionosphere

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

Maximum Speed In Space: Not applicable

Atmospheric Speed: 1,300 km/h (22 squares/action)

Crew: 1 (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: 30 (DR 5)

*Provides full cover to crew.

Weapons:

2 Stokhli Spray Cannons (fire-linked)

Fire Arc: Front

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

Damage: 3d8 (stun DC 25)(Str DC 25 to break free)

Range Increments: 20 m (3.5 m)

Tear Gas Grenade Launcher

Fire Arc: Front

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

Damage: 3d8

Range Increments: 20 m (10 m)

Medium Blaster Cannon

Fire Arc: Front

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

Damage: 3d8

Range Increments: 100 m

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