



Vehicles D20 / Police Speeder

Police Speeder

All across the galaxy, many local police and law enforcement agencies use the same speeders. These speeders are meant to be fairly fast and maneuverable while having a highly durable frame that can take abuse and even small arms fire without becoming ruined. The speeder has light armour right under the exterior, as well as crumple zones all across the vehicle so that the speeder will take most of the damage, not the passengers. The back of the speeder is sealed off to hold arrested perps in. A rifle holder sits between the driver and forward passenger's seat, as well as a special com unit.

Craft: Aratech Police Cruiser

Class: Speeder [Ground]

Size: Huge (8 m long)

Passangers: 3

Cargo Capacity: None

Speed: 70 m

Max Velocity: 200 km/h

Cost: Not available for sale

Crew: 1 (Skilled +4)

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

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

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

Shield Points: 0

Hull Points: 33 (DR 5)

*Provides three-quarter cover to crew and passengers.

Game Notes: Crumple Zones: All passengers has DR 5 when crashing with the vehicle

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

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).