



# Vehicles D20 / Nerical Xr-32 Crowd Breaker

## Crowd Breaker Riot Control Vehicle

The Crowd Breaker was also made from design concepts within the Corporate sector. Elvar saw ESPOs as the most brutal law enforcement agents in the galaxy and wished to make sure his gear was up to their standards. The vehicle moves the riot control officers to the scene quickly and then clams up and becomes a fortress.

The vehicle has several weapons to disperse the crowd, most of which are defensive. Dozens of steam jets blast high temperature steam at anyone close enough to the vehicle and stun panels on the outside of the craft provide a surprise to anyone who is foolish enough to touch the craft. The craft also has glop grenades to trap rioters under masses of coagulant and blaster cannons for when the situation gets really bad.

Craft: Nerical Xr-32 Crowd Breaker Riot Control Vehicle

Class: Speeder [Ground]

Size: Gargantuan (17.4 m long)

Passangers: 10 (troops)

Cargo Capacity: 1 ton

Speed: 70 m

Max Velocity: 200 km/h

Cost: 38,000

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:

2 Heavy Laser Cannons

Fire Arc: Turret

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

Damage: 5d8

Range Increments: 200 m

Medium Repeating Blaster

Fire Arc: Forward/back/left

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

Damage: 5d4

Range Increments: 50 m

#### Glop Grenade Launcher

Fire Arc: Forward/back/right

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

Damage: see glop grenade stats

Range Increments: 20 m

#### 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 DC 25)

Range Increments: Contact

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