



# Vehicles D6 / Neral 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: Neral XI-Y7 Secured Prisoner Transport Vehicle

Type: Repulsorlift prisoner transport

Scale: Speeder

Length: 14 meters

Skill: Repulsorlift operating: speeder truck

Crew: 4, (2 pilots and 2 techs) gunners: 2

Passengers: 4 (guards), 20 (prisoners)

Cargo Capacity: 40 kilograms

Cover: Full

Altitude Range: Ground-4 meters

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

Maneuverability: 1D

Move: 300; 900 kmh

Body Strength: 3D

Weapons:

Steam Jets

Fire Arc: Entire surface of the vehicle

Scale: Character

Range: 0-2

Damage: 6D

Stun Panels

Fire Arc: Entire surface of the vehicles

Scale: Character

Range: Contact with the vehicle

Damage: 2D-8D (stun; damage level may be set inside the cockpit)

Medium Repeating Blaster

Fire Arc: Forward/back/left

Crew: 1

Scale: Character

Skill: Vehicle Blasters

Fire Control: 1D

Range: 3-75/200/500 m

Damage: 5D

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

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