



Vehicles D6 / Neral Neo-Y10 Riot Control

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

Type: Defense airspeeder

Scale: Speeder

Length: 13 meters

Skill: Repulsorlift Operation: Airspeeder

Crew: 1

Cargo Capacity: 10 kilograms

Cover: Full

Altitude Range: Ionosphere

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

Maneuverability: 2D

Move: 450; 1,300 kmh

Body Strength: 2D+2

Weapons:

2 Stokhli Spray Cannons (fire-linked)

Fire Arc: Front

Crew: 2

Skill: Vehicle Blasters

Scale: Character

Fire Control: 2D+2

Range: 50/100/200

Spray Radius: 3.5 meters

Damage: 6D (stun) holding strength of 6D

Tear Gas Grenade Launcher

Fire Arc: Front

Crew: Pilot

Skill: Missile Weapons

Scale: Character

Fire Control: 2D+1

Range: 10-50/100/200

Damage: 6D stun (blast radius 10 meters)

Medium Blaster Cannon

Fire Arc: Front

Crew: 1

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-120/600/1 km

Damage: 3D

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](#).