



## Equipment D6 / Titan Technologies Abyss

### Titan Technologies Abyss Heavy Combat Armor

The second HCA to hit the line, the Abyss was a more heavily armored and armed than the Devastator. Also like the Devastator, it has one pilot with a Neuro-Helmet to control movement. While the Devastator is well known, the Abyss will make a large debut sooner or later.

Model: Titan Technologies Abyss

Type: Heavy Combat Armor

Crew: 1

Crew Skill: Vehicle Blasters 4D+2, Walker Ops: HCA 4D, Missile Weapons 4D

Scale: Speeder

Skill: Walker Ops: HCA (Without specialization -2D)

Cost: 300,000 credits

Move: 23

Maneuverability: 2D+1

Availability: 2, X

Hull: 3D

Shields: 1D

Weapons:

Twin Laser Cannon

Fire Arc: Forward

Skill: Vehicle Blasters

Fire Control: 2D

Range: 1-150/300/500

Damage: 5D+1

Rocket Launcher

Fire Arc: Forward

Skill: Missile Weapons

Fire Control: 2D

Range: 1-200/400/600

Damage: 6D

Twin Light Flamer

Fire Arc: Forward

Skill: Vehicle Blasters

Scale: Character

Fire Control: 2D

Range: 1-50/100/150

Damage: 8D/6D/4D (Each round on fire i.e. 1/2/3)

Armor Shell EMP Pulsar

Fire Arc: All  
Skill: Vehicle Blasters  
Scale: All  
Fire Control: 2D  
Fire Rate: 1/8  
Range: 1-300/600/900  
Damage: 10D/8D/6D (Ionization)

Game Notes:

Neuro-Helmet- Adds +2D to Walker Ops. (Only if the character has the HCA specialization) Neural Feedback- If HCA takes severe damage, roll 1D. If 1 or 2 pilot takes 6D character scale damage (not Shield damage, Physical damage).

Jet Pack- Allows 150 meters Vertical or 300 meters Horizontal Flight on 1 charge. 5 Charges

EMP Pulsar- Fires an Omni-directional EMP wave out of the Armored Shell. Disables all electronic systems outside of the Shell. Can only be activated once every 40 seconds (8 rounds). Any non-Abyss Class HCAs (which have built in shielding) will get instant Neural Feedback, 6D character scale damage. Pulsar ionizes any and all electronic systems for 15 seconds (3 rounds) with a dissipating effect (10D/8D/6D).

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