



## Equipment D6 / Titan Technologies Dev

### Titan Technologies Devastator Heavy Combat Armor

The Devastator HCA was the first of its kind. It started the long line of Titan Tech's Heavy Combat Armor. The HCA was a revolutionary advancement for ground troops. It allowed a single man to be turned into a heavy combat warrior. It used an extremely advanced kind of control, the Neuro-Helmet. It allowed the pilot's nerves to control the arms and legs like his or her own. But a major drawback was found. The pilot could have neural feedback from the systems when they took damage. Even though the HCA is still used throughout the galaxy by both New Republic and Imperial forces.

Model: Titan Technologies Devastator

Type: Heavy Combat Armor

Crew: 1

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

Scale: Speeder

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

Cost: 250,000 credits

Move: 25

Maneuverability: 3D

Availability: 2, X

Hull: 2D+1

Shield: 1D

Weapons:

Laser Cannon

Fire Arc: Forward

Skill: Vehicle Blasters

Fire Control: 2D

Range: 1-150/300/500

Damage: 4D+1

Grenade Launcher

Fire Arc: Forward

Skill: Missile Weapons

Fire Control: 2D

Range: 1-100/250/400

Damage: 5D+1

Twin Light Laser Cannon

Fire Arc: Forward

Skill: Vehicle Blasters

Scale: Character

Fire Control: 2D

Range: 1-200/400/600

Damage: 6D

Game Notes:

Neuro-Helmet- Adds +2D to Walker Operation (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

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