



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).

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Brent Eager, Set Anu-bith, 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.