Equipment D6 / Titan Technologies Abyss He

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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