Equipment D6 / Titan Technologies Devastato

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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