



# Equipment D20 / Titan Technologies De

## 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: Imperial Development Dark Trooper: Phase 03

Class: Powered Armor [Ground]

Crew: 1 (Skilled +4)

Size: Large (3.4 m Long)

Initiative: +3 (-1 Size, +4 Crew)

Maneuver: +3 (-1 Size, +4 Crew)

Defense: 14 (-1 Size, +5 Armor)

Move: 25 m

Max Velocity: 75 km/h

Hull: 70 (DR 5)

Shield: 30 (DR 5)

Cost: 250,000 credits

Weapons:

-Laser Cannon

Fire Arc: Front

Attack Bonus: +5 (-1 Size, +4 Crew, +2 Fire Control)

Damage: 3d8+1

Range Increment: 50m

-Grenade Launcher

Fire Arc: Front

Attack Bonus: +5 (-1 Size, +4 Crew, +2 Fire Control)

Damage: 3d10+1

Range Increment: 40m

-Twin Light Laser Cannon

Fire Arc: Front

Attack Bonus: +5 (-1 Size, +4 Crew, +2 Fire Control)

Damage: 4d8

Range Increment: 60m

Game Notes:

Neuro-Helmet- Adds +6 to Pilot

Neural Feedback- If HCA takes severe damage, roll 1d6. If 1 or 2 pilot takes 4d8 damage (not Shield Damage, Physical Damage).

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

---

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](#).