Equipment D6 / Titan Technologies Incinerato

Titan Technologies Incinerator Heavy Combat Armor

The Horace was the third HCA to be constructed. It was the only solely anti-sub/ship HCA to be produced. It was armed with a Depth Charge Launcher and Drop-Down Torpedo Launcher. It was the slowest HCA to enter the field but also the only land/sea terrain combat vehicle.

D6
Model: Titan Technologies Horace
Type: Anti-Sea Heavy Combat Armor
Crew: 1
Crew Skill: Missile Weapons 4D+2, Vehicle Blasters 4D, Walker Ops: HCA 5D
Scale: Speeder
Skill: Walker Ops: HCA (without specialization -2D)
Cost: 325,000 credits
Move: 19
Maneuverability: 1D+2
Availability: 3, X
Hull: 3D
Shield: 1D
Weapons:

- Light Blaster Cannon
Fire Arc: Front
Skill: Vehicle Blasters
Fire Control: 2D
Range: 1-350/700/1.1km
Damage: 3D+2

- Depth Charge Launcher
Fire Arc: Front/Down
Skill: Missile Weapons
Fire Control: 2D
Range: 1-1/2/3 (Forward) 1-500/1/1.5km (Down)
Damage: 6D+2/5D+2/4D+2

- Drop-Down Torpedo Launcher
Fire Arc: Front
Skill: Missile Weapons
Fire Control: 2D
Range: 1-750/1.5/3km
Damage: 5D+1/4D+1/3D+1

Game Notes:
Neuro-Helmet- Adds +2D to Walker Operation (Only if character has 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 125 meters Vertical or 250 meters Horizontal Flight on 1 charge. 5 Charges Floats and Water-Jet- Allows movement on water while legs are not touching soil.

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