



# Vehicles D6 / Destroyer Nuclear Assault

## Destroyer Nuclear Assault Mech-Walker

The destroyer is the most insanely armed and powerful of the metal gear series. It's equipped from head to toe with weaponry. Because of the space used up by its arsenal the destroyer has no manipulators, but still has the grapples on its feet which allow it to climb near vertical faces. It is equipped with short to medium ranged Torrent tri-stage nuclear warheads. It is also equipped with a large chaingun, anti-personnel machine gun, Hip mounted surface to air missile launcher, smoke screen dischargers, and an anti-vehicle c-10 canister rifle. The vehicle is armed from head to foot and everywhere in between with weapons, ammo storage units, cooling units for the weapons and targeting gear for them. The vehicle's heavy armor is also insulated with heat resistant ceramic to protect it from the heat of the weapons fire. The inside is also environmentally controlled to keep the operator comfortable. Truly this weapon is an example of RanCorp's brutal ingenuity.

Craft: RanCorp MGS-D "Destroyer" Walker

Type: Nuclear assault walker

Scale: Walker

Height: 11.5 meters

Skill: Walker operation: Destroyer

Crew: 1

Cost: 320,000

Cargo Capacity: 4 kilograms

Cover: Full

Move: 16; 45 kmh

Body Strength: 4D+2 (heat resistant)

Weapons:

Torrent Nuclear Warhead Launcher (6 carried)

Fire Arc: Ballistic

Scale: Capital

Fire Control: 2D

Skill: Missile weapons: nuclear launcher (-2D penalty without specialization)

Range: 550/700/980 km

Blast Radius: 2-4/7-10/13 km

Damage: 6D/5D+2/5D

60mm Vulcan Cannon

Fire Arc: Front

Crew: 1 (pilot)  
Scale: Walker  
Skill: Vehicle firearms  
Fire Control: 2D  
Fire Rate: 5  
Range: 10-50/200/350 m  
Damage: 5D

5mm Machine Gun

Fire Arc: Front  
Crew: 1 (pilot)  
Scale: Character  
Skill: Vehicle firearms  
Fire Control: 2D  
Fire Rate: 5  
Range: 10-50/200/350 m  
Damage: 5D

Smoke Dischargers

Fire Arc: Surrounding walker  
Crew: 1 (pilot)  
Area: 12 meters  
Cover: 3D

Duplex-9 SAM Launcher (3 carried)

Fire arc: Front  
Crew: 1 (pilot)  
Scale: Walker  
Skill: Missile weapons  
Fire Control: 3D  
Range: 10-50/200/350 m  
Damage: 6D

75mm c-10 canister launcher (swings over shoulder)

Fire Arc: Front  
Crew: 1 (pilot)  
Scale: speeder  
Skill: Vehicle firearms  
Fire Control: 2D  
Range: 20-65/184/210 m  
Damage: 4D+2

