



# Vehicles D20 / 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

Class: Speeder [Walker]

Size: Gargantuan (11.5 m tall)

Passengers: 0

Cargo Capacity: 4 kg

Speed: 16 m

Max Velocity: 45 km/h

Cost: 320,000

Crew: 1 (Normal +2)

Initiative: -4 (-4 size, +2 crew)

Maneuver: -4 (-4 size, +2 crew)

Defense: 16\* (-4 size, 10 armor)

Shield Points: 0

Hull Points: 100 (DR 10)(heat resistant)

\*Provides full cover to crew.

Weapons:

Torrent Nuclear Warhead Launcher (6 carried)

Fire Arc: Ballistic

Attack Bonus: -2 (-4 size, +2 fire control)

Damage: 6d10x5

Range Increments: 98 km

60mm Vulcan Cannon

Fire Arc: Front

Attack Bonus: -2 (-4 size, +2 fire control)

Damage: 5d10

Range Increments: 35 m

#### 5mm Machine Gun

Fire Arc: Front

Attack Bonus: -2 (-4 size, +2 fire control)

Damage: 5d4

Range Increments: 35 m

#### Smoke Dischargers

Fire Arc: Surrounding walker

Range Increments: 0 m (12 m)

Note: Provides three-quarter. Smoke last for 3d6 rounds.

#### Duplex-9 SAM Launcher (3 carried)

Fire Arc: Front

Attack Bonus: -1 (-4 size, +3 fire control)

Damage: 6d10

Range Increments: 35 m

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

Fire Arc: Front

Attack Bonus: -2 (-4 size, +2 fire control)

Damage: 4d8

Range Increments: 21 m

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