

[GUIDE] Destroyer - The Royal Guard of Asgard



This is my write up on the Destroyer. Though not popular by folks because he is SLOW, I still think that he is an interesting character that has a lot more to offer in Marvel Future Fight game. Whether against mobs or bosses, as long we learn how to use him or play him correctly, results will deliver positively in time to come. Enjoy reading!

About the Destroyer

The Destroyer was built by Odin to defend the Asgardian vaults. He is a Royal guard who will only obey the command from the ruler of Asgard and he will complete any mission given to him without any question, regardless of how long the mission takes or whoever gets in his way. Besides being order-driven for missions, he is also an emotionless, speechless, metal auto-motion made by Asgardian magic. His armour is an empty suit which can be controlled when one places their consciousness inside it.

In the Marvel Comics, the Destroyer needs a soul to possess it to be activated but in the movie the armour is controlled by the person holding the 'Gungnir' (carried by Odin, taken by Loki), without requiring their soul to inhabit the armour, similar to a remote-controlled car.

Interesting TRIVIA:

In the movie, after Thor destroyed the Destroyer, S.H.I.E.L.D took his remains back to headquarters and after a year, their scientists managed to re-activate the energy from the Destroyer. They eventually develop it into weapons to protect humanity against threats from the unknown powers outside earth.

If you have watched **The Avengers (Part 1)**, you would have seen the scene where Agent Phil Coulson arrived at the cell area in the Heli-carrier carrying a Destroyer Armour Prototype Gun, codenamed 'Bambino' after Loki broke free from his cell. Loki stabbed Coulson through illusion trickery but fortunately for Agent Coulson, he managed to pull one last powerful shot at Loki; sending the god of mischief flying through a wall thus proving the effectiveness of the gun but still it is insufficient to prevent Loki from escaping from the S.H.I.E.L.D Heli-carrier.



Destroyer Armour Prototype Gun '**Bambino**'

Building the Destroyer

In Marvel Future Fight, the Destroyer's biometrics is not easily farmable at Elite Missions and they are only obtainable through Dimension Rifts, Dimension Chests, Reward Random Drops and Flash Sales (if you are lucky). I was fortunate to be able to obtain his biometrics enough to unlock him at Rank 5 stars and play his 5th Skill called '**Obliteration Wave**' boosted with Fire Gear.

Now I am going to show you how I build Destroyer step by step and also guide you how to play him against some types of Bosses in the game.



Details Page of my Destroyer. (For data reading)

In the green highlighted above, this area is our primary target where we try to build most of our heroes there with Gear Re-rolling, ISO-8 Stones, ISO-8 Set Bonus and Special Gears to power up their attack and defence.

When you add in the Special Gears such as **Critical Rate**, **Critical Damage** or **Dodge Boost** with certain (+X%), the new percentage (X%) will show up in the details page.

When you put Thor as the leader, your Destroyer will automatically receive the Lightning Resist boost (%) depending on Thor's Mastery Rank. The new (X%) can be seen under the details page too. The same applies for other heroes with resists in their leadership skills.

In light blue highlighted above, this area is where we adjust majority in **Gear 3 slot** to improvise their natural mechanism build. For example, some heroes come with a 120% recovery rate. Instead of Gear Re-roll for all recovery rate ↑, we can boost the HP ↑ and use Special Gear '**Recovery Boost**' to increase the percentage (%)



ISO-8 Set Bonus rolled to 'Power of Symbiote' for Destroyer

Taking in consideration of the Destroyer's defensive stats, what he needs most is an attack set. So I gave him the '**Power of Symbiote**' after studying through this set. There are also defensive ISO-8 Stones in **Blue** and **Green**. The **Light Blue** is an '**All Attack**' with the **Red** stone as '**Energy Attack**'. The **Gold** stones are all Critical. The Chaotic ISO-8 stone is '**All Attack + Dodge**'. Sorry that these stones are all 3 stars at the moment. With the '**Power of Symbiote**' it gave him an increase of all attack, attack speed, critical rate & all defense (**Blue** and **Green** defensive stones) with max HP ↑ .

Important TIP: Since Destroyer's biometrics are not easy to obtain, you should never roll for ISO-8 Set Bonus of 8. The last slot [**Lvl 50**] will take 'forever' to unlock if you cannot collect 320 bios to rank up for a certain period. Rolling for a set bonus of 6 will be the safest option with extra slot unlocked at Rank 5, Level 45. You will benefit most with this set bonus of 6.

GEAR 1 (Attack Section)



Orange Arrow, it shows the original stats of the Destroyer's in game build.

Blue Arrow, it shows the stats that we have to roll through Gear Option Re-roll to change.

Red Arrow shows the Change Option button where we perform Gear Option Re-roll.

Destroyer's Attack (Edited + Updated on 7th Aug 2015)

Destroyer's main source of attack is **ENERGY**.

Hence his first slot in **Gear 1** is rolled as **Energy Attack BY LV +50.2%** instead of All Attack +x ↑ or Physical Attack +x ↑.

Energy Attack BY LV X%

How does this work? You will get your energy attack bonus depending on your level. For Example: If your hero is at level 40 and you get an Energy Attack BY LV 50% ↑, your bonus will be +20 Energy Attack which will be more than Energy Attack +x ↑.

Physical Defense BY LV X%

How does this work? You will get your physical defense bonus depending on your level. For Example: If your hero is at level 40 and you get a Physical Defense BY LV 50% ↑, your bonus will be +20 Physical Defense which will be more than Physical Defense +x ↑.

An '**All Attack**' currently adds damages to both **Energy** and **Physical** Attacks.

Explanation from **Customer Support** can be found here: [Click Here for Screenshots](#)

The last slot I gave him **Energy Attack** ↑ +123 to boost more Energy Attack.

GEAR 2 (Defense Section)



Going by the order of its original build, (**Orange Arrow**), the Energy Defense is already there. Similar to the 'All Attack', the 'All Defense' also gives the same attributions. So for the 5 blue slots, the order will be as follows:

- 1) Physical Defense BY LV +X% ↑
- 2) All Defense ↑
- 3) All Defense ↑
- 4) All Defense ↑ (*Can also adjust to Physical Defense ↑*)
- 5) Physical Defense ↑

As the Destroyer's Physical Defense is naturally weaker, he should get some boost to protect his Physical Defense. If you play the Destroyer as the leader, he will give all your team members Energy Defense +25% ↑ (for Rank 5, Level 45). That includes himself.



GEAR 3

As Destroyer's not of a Recovery Rate or Movement Speed build, it makes sense to gear option re-roll for all HP ↑ to give him extra HP boost stats to last longer in battle. Moreover the developers have devised a special gear: **Fire Boost** where Destroyer can be equipped to boost his fire damages. The longer he lives, the longer the threat and he is a nightmare for all of your opponents.

GEAR 4



In **Gear 3 & Gear 4**, my Destroyer's Gears are only at +11 instead of a +12 because I am lacking debris for upgrade. As I require more criterial hits at the moment, they are re-rolled this way. Once I upgrdae, there will be an extra blue slot and I would be able to re-roll for both Critical Damage ↑ and Defense Penetration ↑.

It is unfortunate that we do not have data on Defense Penetration but from knowledge, it ignores all defensive values of your enemies. Defense Penetration is also another asset not to be ignored.

Note: The Power of Symbiote's ISO-8 stones are all still at 3 stars. The percentage (%) for these stats will upgrade themselves when all ISO-8 stones are enhanced + combined.

Special Gear: Add Fire Boost. The highest I have seen so far is at **+46%**

Destroyer's Skills

Disintegration Beam	Odin's Enhancement (Passive)
Crush	Obliteration Wave
Electromagnetic Wave	God's Blessing (Leadership)

Electromagnetic Wave Skill



In the game, the Destroyer's skill buttons are not in the right order but it is easy to identify them. For now I will just mark them as 1, 2, 3 and 4 in yellow text. The image shown above is **No.1, Electromagnetic Wave** (stuns enemy for 3 secs) and cooldown time is **10 seconds**.

The Electromagnetic Wave skill's Energy Damage output is at a fixed percentage of **144%**. The additional Energy Damage at my end is at **557** (for level 37 skill). This can be calculated by my hero's energy attack stats. My hero's energy attack stats is **3452**. So you calculate **$3452 \times 144\% = 4971$** .

Additional Energy Damage means **$4971 + 557 = 5528$**

If your skills level is maxed at level 45, the additional damage will be **683** instead of the current **557** (level 37). The overall damage will be **$4971 + 683 = 5654!$**

I will explain this in **SIMPLE** terms below with a screenshot and arrows.



Yellow Arrow: Let **Energy Attack** be the SOURCE OF ATTACK

The Destroyer's Energy Attack stats is **3452**

Blue Arrow: Let **144% Energy Damage** be the OUTPUT

Now we have to find out the output numbers

$$3452 \times 144\% = 4971$$

Therefore the Energy Damage output is 4971.

Green Arrow: Let Energy Damage **557** be the fixed level 37 Additional Damage OUTPUT.

$$4971 + 557 = 5528$$

Therefore the TOTAL Energy Damage output is **5528**

The same calculation can be applied on the rest of the Destroyer's skills. Just remember that Energy Attack is the source of Attack, Energy Damage by % and Add Energy Damage are the outputs.

IMPORTANT TIP

In Marvel Future Fight, you do not have to be a good mathematician to win games or beat bosses. So if you are not good at maths, please do not stress yourself. All these are just for general knowledge. So you have an idea of how it works. The bottom line is what matters.

You can win games if...

- 1) You level up your hero to MAX (level 40,45,50)
- 2) You rank up your hero mastery to MAX
- 3) You upgrade your hero gears to MAX
- 4) You upgrade your hero skills to MAX
- 5) You re-roll your hero's Gear 1, Gear 2, Gear 3, Gear 4 correctly
- 6) You pick a good ISO-8 Set Bonus for your hero to boost or make up for his weakness
- 7) You enhance and combine your ISO-8 stones to more stars to MAX

Upgrades means power up. More firepower! More firepower is not enough. You must have good knowledge of skills deployment and strategy to deal with difficulties. That's what makes the game **BOSSSES FEAR YOU**, not the other way around 😊

FIREPOWER + SKILLS + STRATEGY
= SUCCESS

Disintegration Beam Skill



This is **No.2, Disintegration Beam** skill. Cooldown time is **8 seconds**. In order to kill your targets fast & efficiently and also to protect your hero HP, you must apply the 'Chain Kill' theory. Look at the chain kill in the image. You can do this vertically or horizontally. This 'Chain Kill' is there not just for some 'eye candy' show. It teaches you about doing chain kills. There are also 'Multi-Hits'. Please pay more attention to details that can help you out.

Crush Skill



This is **No.3, Crush** skill. Cooldown time is **7 seconds**. He dash and bang! See the explosive halos and flames around his body. Again, apply the 'Chain Kill' theory.

Obliteration Wave Skill



This is No.4, Obliteration Wave skill. Cooldown time is 13 seconds. Look how wide is the radius of his flames. All you have to do is to draw the mobs to crowd them together and activate the skill. Bomb!

The mobs die easily. Hence I tried another way to screenshot another image showing the burning flames on enemies body to show 'It deals 30% Burn Damage every 1 sec (5 secs)'



Thanks to netmarble for making the 'Skills Preview' feature possible. Now I can observe my characters better and test their skills which I have yet to unlock. It has also become part of my daily 'training exercise' room. This shows the aftermath of Obliteration Wave Skill.

Fighting Against Bosses



The **Blue Arrow** showing the stun effect of 3 seconds.

It is easy to use Destroyer to beat all types of bosses. Just remember the concept of 'Scissors, Paper and Stone'. Your focus should be on attacking the **BOSS** (Kingpin) and **NOT** the enemy shifter (Bulleye). When the boss is dead, the enemy shifter will be dead meat too.

All you have to do is to walk up to the boss. Perform the attacks according to the order of attacks as shown below. Just run around during cooldown period to buy time to protect your hero HP. That's it!



Attack By Order	Cooldown Time	Attack By Order	Cooldown Time	Attack By Order	Cooldown Time	Attack By Order	Cooldown Time
1	10 Secs	1	10 Secs	1	10 Secs	1	10 Secs
2	8 Secs	2	8 Secs	2	8 Secs	2	8 Secs
3	7 Secs	3	7 Secs	3	7 Secs	3	7 Secs
4	13 Secs	No Skill	Recovering	4	13 Secs	No Skill	Recovering

See...Isn't it as easy as writing A, B, C, D?

Recommendation Tips

If you have the intention to play Destroyer as the leader at all times, my recommendation is to boost his Physical Defense through Gear Option Re-roll and have 'Physical Defense' Blue stone equipped since his leaderships skills gives all team members +5% ↑ per rank. At Rank 5*, the Energy Defense +25% ↑ is already high. It would be good to channel some Energy Defense stats off to boost the Physical Defense stats to balance it.

To create a strong team, it would be ideal to play Destroyer as the leader and all Combat characters as team members. **Example:** Destroyer (leader), Luke Cage (Combat) and Drax (Combat). Destroyer automatically gets all their energy defense boosted up.

Both Luke Cage and Drax's 3rd skills comes with extra defensive boosts where you have all the defensive + attack areas covered + enhanced with team bonus. (See green arrows below) Being Combat characters, they are also strong Physical Attackers against Blast heroes and Universal heroes with natural weak Physical Defensive build. (except Angela)



Custom-made team

You can even custom-make your own team without team bonus. One such example where I sometimes use Destroyer together with Ultron and Ronan as the leader. Ronan's leadership skill of '**All Attack and All Defense**' makes up for the missing team bonus. Destroyer also acts as a **STRIKER** when Ronan's in attacking play. Another team combination you can consider is an **ALL FIRE** attack team consisting of **Ghost Rider, Red Hulk and Destroyer**.

Destroyer as a BOSS

Destroyer appears as a BOSS in Dimension Rifts, Villain Siege and Multi-Play. It is easy to beat Destroyer if you select the right team against him. An all **Pure Physical Attack Combat** hero or team is all that you need to finish him off quickly in time limits. In Dimension Rifts and Villain Siege, it is easy to tell when you are playing against Destroyer but in Multi-Play, Bosses are selected for you by random. Some of you may think it is not easy to select the right heroes because you don't know when you will draw against Destroyer. However this can be resolved by having two physical attackers with one pure energy attacker or one universal hero with strong mixed damage outputs (e.g Vision or Ultron) in choice selection team up. Discuss with team members.

When I say 'easy', try not to see it as if I am 'bragging' but rather try to find out the 'rationale' behind it. I strongly encourage you to '**Think-out-of-the-box**' when dealing with 'difficult' situations. Once you have achieved it, you won't find such situations deem as 'difficult' anymore.

I have come to the end of my write up on Destroyer. I will leave this decision to you on how you want to start playing Destroyer and build him your way.

Thank you for reading this guide and hope you find the guide helpful. Have fun playing Destroyer! If you have any questions and would like me to help you with anything, please feel free to drop me a message in the comment box of my post thread either in Tips Section or Hall Of Fame section.

Signoff,

Bodhisattva

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Previous Guide Written:

[\[Guide\] How to Conquer Villain Siege? – With Tips, Strategy and Recommendations](#)

(14th July 2015)