

Battleground Weird War II

by Brian Cottrell



SdKfz. 302 Goliath Light Demolitions Carrier: The Goliath is a disposable remote-controlled demolitions vehicle that is capable of delivering explosives to its target and, when remotely detonated by its operator, destroying both itself and the target. The operator controls the Goliath via a small joystick control box that is connected to the vehicle via heavy-gauge phone cable. The Goliath is powered by either an electric or gasoline-powered engine that gives it its slow speed of only 6 mph. The Goliath's ground clearance is so limited that it has trouble moving through heavily damaged or uneven battlefields. The Goliath is commonly towed by a vehicle to the battlefield and then deployed from its carrier near the intended target. The Goliath is used by engineer and special Panzer units to destroy enemy fortifications, destroy disabled enemy tanks and even buildings that threaten the unit's advance. Although it has many drawbacks, the Goliath is a deadly piece of equipment when deployed and used correctly.

Movement: The Goliath may move up to 5" per Action under its own power or on its carrier up to 4" per Action by its operator and his assistant. If on its carrier and hooked up to another vehicle, the Goliath can move the distance that its towing vehicle moves without penalty.

Limber/Unlimber: It takes the operator and his assistant an Action to limber or unlimber the Goliath from its carrier.

Range: The Goliath has a range of 30". If the Goliath exceeds that distance, then the control cable has been detached and the Goliath will come to a halt D4" in the direction it was moving for the remainder of the battle unless its control cable is re-attached by its operator or other qualified trooper. This doesn't count if the operator is moving alongside the Goliath as it moves only when it leaves the operator in a stationary position.

Armor: The Goliath is very lightly armored and is considered to have Armor Value of 1. If the armor is penetrated the shooter rolls a D6. On a score of 1-3 the demolition charge detonates with the appropriate template and on a score of 4-6 the Goliath has become disabled and immediately comes to a halt for the remainder of the battle. A Goliath may be repaired by a mechanic or Goliath operator in D10 Action in the same battle in which it was disabled.

Targeting the Goliath: The Goliath is considered to be very small and will be as though sighting infantry for Sight Checks and shooting purposes.

Operation: To operate the Goliath the operator must have line of sight to the vehicle as it moves towards its target. Once the Goliath has reached its target the operator will detonate it, the detonation is automatic and the vehicle is completely destroyed. If line of sight is not maintained the vehicle will move out of control on a D6 roll of 1-3 or it will stop on a score of 4-6 until line of sight is reestablished.

Control Cable: The Goliath's control cable is prone to being either cut or pulled out whilst in use. If the cable is cut for any reason, the Goliath will move to a stop as described in the Range section above. Any explosion touching the cable will cut it. In built up areas such as heavy wood or rubble, the line will be cut on a D20 roll of 18+ for ever Action taken within that environment. Enemy troops can attempt to cut the cable by moving within base-to-base contact to it and using a full Action in doing so. The enemy can also attempt to shoot the cable, if any HW, KIA or GD result are rolled then the cable is cut. To target the cable the shooter must be within close range of the cable and had spotted it via a Sight Check. The cable is considered concealed moving when looking for it.

Armor Penetration: The Goliath has an Armor Penetration of 25 if fitted with a demolitions charge.

Goliath Types: Both the electric and gas powered versions of the Goliath move at the same speed and carry the same amount of explosives.

Motor Sound: The Goliath makes the same sound as a motorcycle would for sound distance unless it is the electric engine version in which it will use the sound rules for infantry.