

Goliath (H93) Cheat Sheet

- **Errata:** Counter should have three white stars on the Limbered side.
- **Stacking:** For stacking purposes, a Goliath is considered a SW (A5.4).
- **Towing:** Towable by any vehicle w/ $T\# \leq 11$. To be (un)hooked, must be (un)limbered as a non-QSU Gun.
- **Remote Control:** Can move under own power by remote control. Controller can only be its unpinned, Good Order, associated HS (in DYO, Goliath's BPV includes a 3-3-8 HS). To be controlled, Goliath must start MP in LOS of controller. Control is considered use of a SW; it does not cause loss of concealment/HIP, but if controller becomes pinned/broken/BU, Goliath must immediately stop and cannot be detonated until controller free of condition. If controller becomes berserk/captured/eliminated, Goliath is immediately eliminated. A controller cannot move in same MP as Goliath moves; however, he can advance.
- **Range/LOS:** Goliath has range of 16 hexes while unlimbered. If for any reason, range becomes greater, Goliath is immediately eliminated. If Goliath enters hex to which LOS from controller is Hindered, must undergo a Bog DR with all applicable modifiers. Bugged Goliath treated like any other Bugged vehicle. If Goliath moves out of controller's LOS, must also take Bog DR; if it fails, it is immediately eliminated. If it passes, it can continue to move, but if the next hex it enters is also not in controller's LOS, it is immediately eliminated.
- **Movement:** Treated like fully-tracked AFV for movement purposes (EXC: no MP for VCA change; immediately eliminated if it enters a non-dry stream; can enter a wire/rubble hex or cross a wall/roadblock/hedge/bocage hexside, but is immobilized when it does so). Cannot carry PRC/PP or make OVR.

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- **Attacks:** Goliath attacks as (and may attack the same targets) as a Placed DC, but with 36 FP.
- **AFPh:** Can be detonated in a friendly AFPh, but only if its controller can use a SW, is unpinned/non-BU/Good Order, and has a LOS to both the Goliath and ≥ 1 enemy unit/bridge that can be affected.
- **Other Fire Phases:** A Goliath can be detonated at any time during another friendly fire phase, as long as above conditions are met. This includes a +2 Effects DRM, regardless of whether or not Goliath or target are moving/in Motion.
- **CC Phase:** CC vs. a Goliath is always sequential. Goliath can attack in CCPh (in its sequential order) by its controller detonating it (above +2 DRM does not apply). A Goliath cannot be captured in CC.
- **Detonation:** If Goliath becomes a Burning Wreck or is detonated, it explodes as a 36 FP Placed DC attack (EXC: has X11, as per A23.4) vs. all unarmored units in hex, and a 16FP DC attack vs. such units in each hex adjacent to it. The same effects DR is used to resolve all attacks.
- **Positioning:** Placement is at same level as Goliath; treat as Successfully Positioned (C7.346) vs. the weakest rear AF of each AFV in Goliath's hex. If the designated target in hex is a single stopped AFV, can treat as Optimally Positioned (C7.346). Treat as Poorly Positioned vs. any AFV in the adjacent hexes, using Target Facing that AFV presents to Goliath's hex. A Goliath can affect a Fortification counter (or minefield; uses B28.62) only if in same hex with it.
- **Defense:** Always treated as unarmored vehicle. If it becomes a burning wreck, it instead automatically detonates. However, the term "immediately eliminated" in ASL rules implies removal from play before any chance to detonate Goliath. A Goliath detonated by Defensive First Fire does not leave Residual FP.