

RPGGamer.org Vehicles D6 / Goliath-A Assault Walker

Goliath-A Assault Walker

The Goliath assault walkers were an expensive venture made by a little known combat speeder production company which was contracted to produce Imperial AT-STs. The initial idea was to design a new walker based off of many design concepts in the AT-ST. However, when Mr. Czekani, owner and CEO of Czekani Manufacturing, presented the first Goliaths to an Imperial representative he was immediately arrested and later executed for treason against the Empire for design theft.

In reality the only design aspect stolen from the AT-ST was its gyro-balance system, the rest of the walker was quite ingeniously designed. The Goliath's designers - who were never found by Imperial forces and it is highly rumored they defected to the Alliance - decided to construct two versions of the walker to serve two completely different roles.

At the time when the Goliath was presented to the Empire there were already two hundred of the walkers constructed - one hundred of each version. The Empire was able to seize the majority of them but there were fifteen walkers unaccounted for and it is assumed that they were either sold or given to the Alliance after Czekani was arrested.

The Goliath-A is the less common Goliath version that can be found and was designed to serve as an anti-air weapon. There are a pair of fire-linked concussion missile launchers on the "arms" of the walker which are specially designed to be used only in surface-to-air attacks - although slight modification can make them be used in the surface-to-surface role as well. An antipersonnel repeating blaster turret is mounted on the underside of the walker between the legs to cut down enemy troops.

Those Goliaths seized by the Empire were rumored to be placed into service of the Imperial Army but this has yet to be proven. Rumors are also running wild that the Alliance does indeed have the fifteen missing Goliaths and is in the process of constructing several more for limited deployment.

Craft: Czekani Manufacturing's Goliath-A

Type: Surface-to-air assault walker

Scale: Walker

Length: 7.21 meters tall, 5.4 meters long

Skill: Walker operation: Goliath assault walker

Crew: 1

Crew Skill: Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D

Cargo Capacity: 100 kilograms

Cover: Full

Cost: 50,000 credits (new), 20,000 (used)

Maneuverability: 1D

Move: 30; 90 kmh

Body Strength: 3D

Weapons:

2 Concussion Missile Launchers (fire-linked)

Fire Arc: Front

Skill: Missile Weapons

Ammo: 3 each

Fire Control: 2D

Atmosphere Range: 10-100/250/700

Damage: 6D+2

Repeating Blaster Cannon

Fire Arc: Front

Scale: Character

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-75/200/500

Damage: 8D

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