

GOLIATH TRUCK - GENESTEALER CULTS75 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	7+	2

AUFSTELLUNG
1x Goliath Truck (Hull)
Equipped with: Demolition charge cache, Heavy stubber, Twin autocannon, Goliath wheels

KEYWORDS: Goliath Truck, Vehicle, Dedicated Transport, Transport, Great Devourer, Frame
FACTION KEYWORDS: Genestealer Cults

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolition charge cache <small>ASSAULT, BLAST, HAZARDOUS</small>	8"	D6	5+	9	-2	2
Heavy stubber <small>RAPID FIRE 3</small>	36"	3	4+	4	0	1
Twin autocannon <small>TWIN-LINKED</small>	48"	2	4+	9	-1	3

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Goliath wheels	Melee	3	4+	6	0	1

ABILITIES

Fire Support
In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this TRANSPORT this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

TRANSPORT

Goliath Truck
This model has a transport capacity of 12 GENESTEALER CULTS INFANTRY models.

WEAPON ABILITIES

Assault
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

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CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 6
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

- Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
- For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
- Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
- Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.