

GOLIATH TRUCK

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

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

ABILITIES

RULES - Deadly Demise D3, Firing Deck 6

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.

Goliath Truck (Transport)

Capacity: This model has a transport capacity of 12 GENESTEALERS CULTS INFANTRY models.



WEAPON RULES

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.

