GENESTEALER CULTS

GOLIATH ROCKGRINDER

110 PTS

M	T	SV	W	LD	OC
12"	10	3+	10	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Clearance incinerator [IGNORES COVER] [TORRENT]	12"	2D6	N/A	6	-1	1
Demolition charge cache [ASSAULT] [BLAST] [HAZARDOUS]	8"	D6	5+	9	-2	2
Heavy mining laser [BLAST]	36"	D3	4+	12	-3	D6+1
Heavy seismic cannon [RAPID FIRE 2]	24"	4	4+	8	-2	D3
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drilldozer blade	Melee	8	3+	10	-2	2

AUFSTELLUNG

1x Goliath Rockgrinder (Hull)

Equipped with: Clearance incinerator, Demolition charge cache, Heavy mining laser, Heavy seismic cannon, Heavy stubber, Drilldozer blade

Wargear Options:

- This model can replace its Heavy mining laser with Clearance incinerator or Heavy seismic cannon.

ABILITIES

Damaged: 1-3 Wounds Remaining
While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Grinding Line-breaker
Each time an enemy unit (excluding MONSTER and VEHICLES) that is within Engagement Range of this model Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

Goliath Rockgrinder (Transport)
Capacity: This model has a transport capacity of 6 GENESTEALER 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.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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").

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:

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