GOLIATH ROCKGRINDER

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

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.

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

ABILITIES

RULES - Deadly Demise D3, Firing Deck 6

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.

Transport (Transport)
Capacity: This model has a transport capacity of 6 GENESTEALER CULTS INFANTRY models.

KEYWORDS: Goliath Rockgrinder, Vehicle, Great Devourer, Transport, Frame

Drilldozer blade	Melee	8	3+	10	-2	2

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.