



With the release of the Goliath House Weapons sets from Forge World, Goliath gangs have access to an expanded starting equipment list. This list replaces the House Goliath equipment list on page 47 of Gang War. Note that any fighter can take wargear regardless of any restrictions upon the weapons they may take.

HOUSE GOLIATH EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Boltgun 55 credits
- Combat shotgun (with salvo & shredder ammo)..... 60 credits
- Shotgun (with solid & scatter ammo)..... 30 credits
- Stub cannon 20 credits

CLOSE COMBAT WEAPONS

- Axe..... 15 credits
- Brute cleaver..... 20 credits
- Chainsword 25 credits
- Fighting knife 10 credits
- Maul..... 25 credits
- Power axe..... 35 credits
- Power hammer 45 credits
- 'Renderizer' serrated axe*... 40 credits
- Spud-jacker 15 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

PISTOLS

- Combi-pistol (stub gun/plasma pistol)..... 65 credits
- Bolt pistol 50 credits
- Hand flamer 75 credits
- Stub gun 5 credits

SPECIAL WEAPONS

- Combi-weapon (bolter/flamer)..... 185 credits
- Combi-weapon (bolter/melta)..... 175 credits
- Grenade launcher (with frag & krak grenades) 55 credits
- Flamer 140 credits
- Melta gun..... 135 credits

HEAVY WEAPONS

- Heavy bolter* 160 credits
- Heavy flamer* 195 credits
- Heavy stubber*..... 130 credits
- 'Krumper' rivet cannon* 70 credits

WARGEAR

GRENADES

- Blasting charges..... 35 credits
- Frag grenades..... 30 credits
- Krak grenades 45 credits
- Smoke grenades 15 credits

ARMOUR

- Furnace plates 10 credits

WARGEAR

- Bio-booster 35 credits
- Drop rig..... 10 credits
- Dumdum rounds (for stub gun) 5 credits
- Photo goggles 35 credits
- Respirator 15 credits
- Stimm-slug stash 30 credits

A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy Trait take up the space of two weapons – these are marked with an asterisk () in the equipment list. Any fighter may take wargear.

WEAPON TRAITS

RENDING

The following is an update to the Rending weapon trait.

If the roll to wound with a Rending weapon is a 6, the attack causes 1 extra point of damage.

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Combi-weapon									
- bolter/	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
Plus one of the following:									
- flamer	-	T	-	-	4	-1	1	5+	Blaze, Combi, Template
- melta	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce