

# Goblins for Steel Kings GT

## GOOOOBBBLIIINS

2300 / 2300 VALID

### 1st Battalion

<b>Grupp Longnail [U]</b>	<b>Sp</b>	<b>Me</b>	<b>Sh</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
Warlord Hero (Inf)	5	3+	-	4+	2	4	13	2	[215]
Hex (2)									[0]
Lightning Bolt (5)									[0]
Host Shadowbeast(8)									[30]
<b>Special Rules:</b> Blast(D3),Crushing Strength(1),Ensnare, Fearless, Individual, Inspiring, Drain Power <b>Traits:</b> Spellcaster									

<b>Rabble</b>	<b>Sp</b>	<b>Me</b>	<b>Sh</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
<b>Traits:</b> Green Horde									
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<b>Sharpsticks</b>	<b>Sp</b>	<b>Me</b>	<b>Sh</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
Core Inf Horde	5	5+	-	4+	4	30	21	2	[145]
<b>Special Rules:</b> Phalanx <b>Traits:</b> Green Horde									

<b>Giant</b>	<b>Sp</b>	<b>Me</b>	<b>Sh</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
Support Ti	7	4+	-	5+	2	D6+8	20	6	[235]
Giant Cleaver									[0]
<b>Special Rules:</b> Brutal(1),Crushing Strength(4),Height(6),Rallying(Green Horde Trait only),Strider, Slayer(D6 - Combat)									

<b>War-Trombone [2]</b>	<b>Sp</b>	<b>Me</b>	<b>Sh</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
Support War Eng	5	-	4+	4+	1	12	10	2	[75]
War-Trombone (12", Piercing (1))									
<b>Special Rules:</b> Yielding									
Support War Eng	5	-	4+	4+	1	12	10	2	[75]
War-Trombone (12", Piercing (1))									
<b>Special Rules:</b> Yielding									

### 2nd Battalion

<b>Biggit</b>	<b>Sp</b>	<b>Me</b>	<b>Sh</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
Warlord Hero (Cav)	10	4+	-	4+	2	3	13	3	[130]
Fleabag									[25]
<b>Special Rules:</b> Crushing Strength(1),Individual, Inspiring, Rallying(Green Horde Trait only)									

<b>Wiz [2]</b>	<b>Sp</b>	<b>Me</b>	<b>Sh</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[130]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Celestial Restoration(2)									[25]
<b>Special Rules:</b> Individual, Yielding, Inspiring <b>Traits:</b> Spellcaster									

<b>Luggit Gang</b>	<b>Sp</b>	<b>Me</b>	<b>Sh</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
Core Inf Regiment	5	4+	-	4+	2	20	15	2	[150]
<b>Special Rules:</b> Brutal(1),Crushing Strength(1),Headstrong, Wild Charge(D3) <b>Traits:</b> Green Horde									
Core Inf Regiment	5	4+	-	4+	2	20	15	2	[150]
<b>Special Rules:</b> Brutal(1),Crushing Strength(1),Headstrong, Wild Charge(D3) <b>Traits:</b> Green Horde									



Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this unit have a (+n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
<b>Bane Chant</b> Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
<b>Celestial Restoration</b> Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
<b>Hex</b> Range: 30" Target	If any hits are scored, instead of causing damage, the target enemy unit is Hexed until the end of its next Turn. Hexed units receive two points of damage for each hit they score with a spell. A Nerve test is not required for damage caused by this spell.
<b>Host Shadowbeast</b> Range: 12" CC, Self, Friendly Hero/Inf, Hero/Cav only	This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start of its following Turn, the target may make an additional attack when attacking in Combat. These attacks are rolled separately from their normal attacks and always hit on a 3+, with the Crushing Strength (3) special rule. These attacks are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional Crushing Strength above 3). A spellcaster may cast Host Shadowbeast onto themselves and can do so even when Engaged with an enemy unit. Multiple castings on the same target have no additional effect.
<b>Lightning Bolt</b> Range: 24" Magical Missile	Piercing (1)

Artefact	Description
Inspiring Talisman	The hero gains the Inspiring special rule.