

<div> <div>y</div> <div>Movement</div> <div> <div>(slow) 360<sup>0</sup> + F + 360<sup>0</sup></div> <div>(still) 360<sup>0</sup> + 360<sup>0</sup> + 360<sup>0</sup></div> </div> <div>Gnome Infantry</div> </div>	<div> <div>Movement</div> <div> <div>(slow) 360<sup>0</sup> + B + 360<sup>0</sup></div> <div>(still) 360<sup>0</sup> + A + F</div> </div> <div>Gnome Infantry</div> </div>	<div> <div>Movement</div> <div> <div>(slow) - + - + chase</div> </div> <div>Gnome Infantry</div> </div>
<div> <div>Movement</div> <div> <div>(default slow) - + - + flee</div> <div>(default still) - + A + flee</div> </div> <div>Gnome Infantry</div> </div>	<div> <div>Fire Orders</div> <div> <div>(still) fire + -</div> </div> <div>Gnome Infantry</div> </div>	<div> <div>Fire Orders</div> <div> <div>(still) - + fire</div> </div> <div>Gnome Infantry</div> </div>
<div> <div>Fire Orders</div> <div> <div>(still) aim + -</div> </div> <div>Gnome Infantry</div> </div>	<div> <div>Fire Orders</div> <div> <div>(still) - + aim</div> </div> <div>Gnome Infantry</div> </div>	<div> <div>Fire Orders</div> <div> <div>(still) load + -</div> </div> <div>Gnome Infantry</div> </div>

Gnome Infantry  
Movement

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Gnome Infantry  
Fire Orders

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<p>Fire Orders</p> <p>(still) - + load</p> <p>Gnome Infantry</p>	<p>Fire Orders</p> <p>(all) fire(reserve) + fire (reserve)</p> <p>Gnome Infantry</p>	<p>Movement Orders</p> <p>(fast) F + F + F,B (slow) 360<sup>0</sup> + F,B + 360<sup>0</sup> (still) 360<sup>0</sup> + A + F</p> <p>Gnome Motorcycle</p>
<p>Movement Orders</p> <p>(fast) F + F + 360<sup>0</sup> (slow) 360<sup>0</sup> + F + 360<sup>0</sup> (still) 360<sup>0</sup> + - + -</p> <p>Gnome Motorcycle</p>	<p>Movement Orders</p> <p>(fast) 360<sup>0</sup> + F + F (slow) 360<sup>0</sup> + A + F</p> <p>Gnome Motorcycle</p>	<p>Movement Orders</p> <p>(fast) F + B + 360<sup>0</sup></p> <p>Gnome Motorcycle</p>
<p>Movement Orders</p> <p>(default slow) - + - + flee (default fast) - + flee + flee</p> <p>Gnome Motorcycle</p>	<p>Fire Orders</p> <p>(still, slow) - + load</p> <p>Gnome Motorcycle</p>	<p>Fire Orders</p> <p>(all) - + fire</p> <p>Gnome Motorcycle</p>

Gnome Motorcycle  
Movement

Gnome Infantry  
Fire Orders

Gnome Infantry  
Fire Orders

Gnome Motorcycle  
Movement

Gnome Motorcycle  
Movement

Gnome Motorcycle  
Movement

Gnome Motorcycle  
Fire Orders

Gnome Motorcycle  
Fire Orders

Gnome Motorcycle  
Movement

<p>Movement Orders</p> <p>(still) A[still fly] + 360<sup>0</sup> + -  (still fly) - + - + D  (slow fly) L + F + -  (fast fly) F + F + -</p> <p>Gnome Helicopter</p>	<p>Movement Orders</p> <p>(still) A[slow fly] + 360<sup>0</sup> + F  (still fly) 360<sup>0</sup> + + -  (slow fly) L + F + L  (fast fly) F + F + L</p> <p>Gnome Helicopter</p>	<p>Movement Orders</p> <p>(still, fly) A[slow, fly] + 360<sup>0</sup> + F  (slow fly) R + F +  (fast fly) F + F + R</p> <p>Gnome Helicopter</p>
<p>Movement Orders</p> <p>(slow fly) R + F + R  (fast fly) F + F + B[slow fly]</p> <p>Gnome Helicopter</p>	<p>Movement Orders</p> <p>(slow fly) - + - + D</p> <p>Gnome Helicopter</p>	<p>Movement Orders</p> <p>(slow fly) - + R + D</p> <p>Gnome Helicopter</p>
<p>Movement Orders</p> <p>(slow fly) - + L + D</p> <p>Gnome Helicopter</p>	<p>Fire Orders</p> <p>(all fly) Fire + -</p> <p>Gnome Helicopter</p>	<p>Fire Orders</p> <p>(all) Load + -</p> <p>Gnome Helicopter</p>

Gnome Helicopter  
Movement

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Gnome Helicopter  
Movement

Gnome Helicopter  
Fire Orders

Gnome Helicopter  
Fire Orders

Gnome Helicopter  
Movement

Fire Orders

(still fly) Aim + -

Gnome Helicopter

Gnome Helicopter  
Fire Orders