1   Gnome Infantry

Name	Gnome Infantry
Size	Medium
Type	Bio, Infantry, Walks
Cost	4mp
Models	4
Armor	
Available Model Items	2 hands, 1 reserve weapon, unlimited independent equipment
Available Unit Items	1 Unit Base Weapon

Assault: 1/1/1/1 Die: 5+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: Die:

Unit Special
Take-Cover[still][-2]

Gnome Gun

Angle: */*/*/* Range: 4 Armor Penetration: 2 Damage d6-2

Light SMG

Angle: */*/*/* Range: 2 Armor Penetration: 1 Damage d4-2
    Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time. Always treated as loaded

Fire
(still) fire (main) + -
(still) - + fire (main)
(still) aim + -
(still) - + aim
(still) load + -
(still) - + load
(all) fire (reserve) + fire (reserve)

Movement

(slow) 360^0 + F + 360^0
(slow) 360^0 + B + 360^0
(default slow) - + - + flee
(still) 360^0 + 360^0 + 360^0
(still) 360^0 + A + F
(default still) - + A + flee
(slow) - + - + chase

Damage Tables

Psychic Damage
4+: shaken

Regular Damage (fire, poison)
0-5: kill 1 model
Half + to future damage rounded down
If killed by poison, remove that instance
6-8: kill 1 model, roll on psychic damage[d6]
9: Unit Base destoryed

2   Gnome Motorcycle

Name	Gnome Motorcycle
Size	medium
Type	Bio, Motorcycle, Wheel
Cost	2mp, 4cp, 4xp
Models	3
Armor	4/3/-/-
Available Model Items	
Available Unit Items	

Assault: 2/1/1/- Die: 3+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: 2/1/-/- Die: 5+
   Pre-Assault Retreat[4+]

Unit Special
Elusive[fast]: additional -1 to be hit while fast

SplintBombGrenade Launcher

Angle: */-/-/- Range: 2 Armor Penetration: 2 Damage d6
   Choose one hex within range. If fired from 3 models it has Area(4+), if fired
from 2 models it has Area(5+), if fired by 1 model it has Area(6+)

Fire Orders
(still, slow) - + load
(still, slow, fast) - + fire

Movement
(fast) F + F + F,B
(fast) F + F + 360^0
(fast) 360^0 + F + F
(fast) F + 360^0 + F
(fast) F + B + 360^0
(slow) 360^0 + F + 360^0
(slow) 360^0 + A + F
(slow) 360^0 + F,B + 360^0
(still) 360^0 + A + F
(still) 360^0 + - + -
(default slow) - + - + flee
(default fast) - + flee + flee

(default stand-still) - + A + flee

Damage Tables

Regular Damage
2-3: +1 on future damage
4: Kill 1 model

Psycic Damage
6+: unit shaken

3   Gnome Helicopter

Name   Gnome Helicopter
Size   Large
Type   Helicopter, bio, flying
Cost   6ip, 2xp
Models   1
Armor
Available Model Items
Available Unit Items

Assault: 1/1/1/1 Die: 3+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: 1/-/-/- Die: 5+

Unit Special

At start of game you get two smoke grenades which may be used in any gunnery 2 phase. Place 2 smoke markers in this hex and all surrounding hexes. Note, all smoke block line of sight, but not until after the 2nd gunnery phase. Also note that one smoke marker is removed in every aftermath.

Quick fix: In aftermath it may either remove one shaken token, +1 to future damage token or a poison token.

Fires, loads and aim both weapons simultaniously

Good Shot: +1 to hit or Excelent Shot: +2 to hit if helicopter is hovering still in the air (still flying).

BombCannon

Angle: */*/*/* Range: 3 Armor Penetration: 8 Damage d6 + 1

Helicopter GattlingGun

Angle: */-/-/- Range: 2 Armor Penetration: 3 Damage d6-1
    Fire once at all enemy units within range and within one angle of fire

If aim, instead use focus fire, roll 6 dice at same unit base

Bullet storm: If not using aim, a natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

Fire Orders

(all) Load + -
(all, flying) Fire + -
(still, flying) Aim + -

Movement Orders
(still, ground) A[still flying] + 360^0 + -
(still, ground) A[slow flying] + 360^0 + F
(still, flying) 360^0 + - + -
(still, flying) - + - + D
(slow flying) L + F + -
(slow flying) L + F + L
(slow flying) R + F -
(slow flying) R + F + R
(slow flying) - + - + D
(slow flying) - + R + D
(slow flying) - + L + D
(slow flying) A[fast flying] + F + F
(slow flying) B[still flying] + - + -
(fast flying) F + F -
(fast flying) F + F + R
(fast flying) F + F + L
(fast flying) F + F + B[slow flying]
(still, flying) A[slow flying] + 360^0 + -
(default all Flying) - + - + B[still ground]

Damage Tables

Regular Damage (fire, poison)
1-4: Light Damage[d6]
5-8: x3 Light Damage[d6]
9+: unit Destroied

Light Damage
1-4: +1 to future damage
5-6: Shaken

4   Acid Splash

Cost   2cp
Required   Unit Base: Infantry
Type   Infantry, 2handed weapon
    Angle: */*/*/* Range: 4 AP: - Damage -
No regular damage
Minor Acid

Orders Gained ["]
Orders Lost ["]