

Chapter 1

Units

1.1 Gnome Helicopter

Name Gnome Helicopter
 Size large
 Models 1 x Gnome Helicpoter
 Armor [0, 0, 0, 0]
 Victory points 20

Fires, loads and aim all weapons simultaneously
 Good Shot: +1 to hit or Excelent Shot: +2 to hit if helicopter is hovering still in the air (still flying).

Gnome Helicpoter

Equipment: 1 x Acidic Napalm Bomb, 1 x Helicopter Gattling Gun
 Type: [bio crew, helicopter, flying]

Assault: [1, 1, 1, 1] Die: 3+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [1, 0, 0, 0] Die:

Quick fix: In aftermath this unit may either remove one shaken token or one +1 to future damage token

Acidic Napalm Bomb

Range: 1 Angle: [True, True, True, True]: AP: 0: Damage:n.a
 Choose a hex within range 1: Area(4+): minor acid and set target unit on fire

Helicopter Gattling Gun

Range: 3 Angle: [True, False, False, False]: AP: 6: 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

Damage Tables

regular

1-4: d6 light damage
 5-8: x3 d6 light damge

9: Destroy unit base

light

1-4: +1 to future damage

5-6: shaken

crew

as regular damage

1.2 Gnome Infantry

Name	Gnome Infantry
Size	medium
Models	4 x Gnome Infantry
Armor	[0, 0, 0, 0]
Victory points	6
Take-Cover	[still][-2]

Gnome Infantry

Equipment: 1 x Gnome Gun, 1 x Light SMG, 1 x Plasma Shield Generator

Type: [bio, infantry, walks]

Assault: [1, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die: 5+

Cunning assault[1 for 2]

Any enemy which is hit atleast once in assault is set on fire

Gnome Gun

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 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

Plasma Shield Generator

Unit gain d4 regular resistance (roll d4 every time it is hit with some regular damage)

However, every time this unit takes atleast 1 point of regular damage after resistances, it also takes an additional d4 fire damage (apply fire resistance if any)

Damage Tables

regular

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

psychic

4+: Unit Shaken

1.3 Gnome Motorcycle

Name	Gnome Motorcycle
Size	medium
Models	3 x Gnome Motorcycle
Armor	[4, 3, 0, 0]
Victory points	10

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

Gnome Motorcycle

Equipment: 1 x splintbombgrenade launcher

Type: [bio, motorcycle, wheel]

Assault: [2, 1, 1, 0] Die: 3+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [2, 1, 0, 0] Die: 5+
 Pre-Assault Retreat[4+]

splintbombgrenade launcher

Range: 2 Angle: [True, True, True, True]: AP: 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+)

Damage Tables

regular

2-3: +1 on future damage

4+: Kill 1 model

psychic

6+: Unit Shaken