

<div>Movement</div> <div></div> <div>still ground [A[still], 360⁰, -] still flying [360⁰, -, -] slow flying [L, F, -] fast flying [F, F, -]</div> <div>Gnome Helicopter</div>	<div>Movement</div> <div></div> <div>still ground [A[slow], 360⁰, F] still flying [-, -, D] slow flying [L, F, L] fast flying [F, F, R]</div> <div>Gnome Helicopter</div>	<div>Movement</div> <div></div> <div>still ground [A[still], 360⁰, -] still flying [A[slow], 360⁰, F] slow flying [R, F, -] fast flying [F, F, L]</div> <div>Gnome Helicopter</div>
<div>Movement</div> <div></div> <div>still flying [A[fast], 360⁰, F] slow flying [R, F, R] fast flying [F, F, B[slow]+360⁰]</div> <div>Gnome Helicopter</div>	<div>Movement</div> <div></div> <div>slow flying [-, -, D] fast flying [F, F, B[still]+360⁰]</div> <div>Gnome Helicopter</div>	<div>Movement</div> <div></div> <div>slow flying [-, R, D]</div> <div>Gnome Helicopter</div>
<div>Movement</div> <div></div> <div>slow flying [-, L, D]</div> <div>Gnome Helicopter</div>	<div>Movement</div> <div></div> <div>slow flying [A[fast], F, F]</div> <div>Gnome Helicopter</div>	<div>Movement</div> <div></div> <div>slow flying [F, B[still], 360⁰]</div> <div>Gnome Helicopter</div>

Gnome Helicopter
Movement

Gnome Helicopter
Movement

Gnome Helicopter
Movement

Gnome Helicopter
Movement

Gnome Helicopter
Movement

Gnome Helicopter
Movement

Gnome Helicopter
Movement

Gnome Helicopter
Movement

Gnome Helicopter
Movement

<div>Fire</div> <div></div> <div>Gnome Helicopter</div>	<div>Fire</div> <div>all [-, Load]</div> <div>Gnome Helicopter</div>	<div>Fire</div> <div>all flying [-, Fire]</div> <div>Gnome Helicopter</div>
<div>Fire</div> <div>still flying [Aim, Fire]</div> <div>Gnome Helicopter</div>	<div>Fire</div> <div>still flying [Fire, Aim]</div> <div>Gnome Helicopter</div>	

Gnome Helicopter
Fire

Gnome Helicopter
Fire

Gnome Helicopter
Fire

Gnome Helicopter
Fire

Gnome Helicopter
Fire