

THE ARMY OF THE GNOMISH CONFEDERACY

ARMY SELECTION

Characters	up to half the points value of the army
Regiments and Champions	At least a quarter of the total points value of the army
War Machines	Up to a quarter of the total points value of the army
Monsters	Up to a quarter of the total points value of the army
Allies	Up to a quarter of the total points value of the army

Allies: Gnomes may ally with the Empire, Dwarves, Wood Elves

GENERALS AND BATTLE STANDARDS

Gnomish Armies may not select a general. However, they are conferred a free “cantonal standard” that is treated the same as a battle standard in all respects except that it must be carried by your largest unit of either Speargnomes, pikegnomes, or Guarden Gnomes.

CHARACTERS

CHAMPIONS.....35 points
Any regiment may include a champion armed and equipped as the rest of the unit (see Equipment List for values) They may ride a fox (+3 points), a pony (+2), or a Giant Swallow (+14).

Profile	M	WS	BS	S	T	W	I	A	Ld
Champion	4	5	4	4	2	1	4	2	9

ILLUSIONISTS

Illusionist.....56 points
Illusionist Champion.....118 points
Master Illusionist.....190 points
Illusionist Lord.....287 points

An Illusionist may be armed with any combination of weapons/armor allowed to any of the troop types in this list (see Equipment List for values). They may ride a fox (+3 points), a pony (+2 points), a Giant Swallow (+14 points), Tatzelwurm (+35 points) or Monster (see Monster List).

Profile	M	WS	BS	S	T	W	I	A	Ld
Illusionist	4	4	3	3	3	1	4	1	8
Illusionist Champion	4	4	3	4	3	2	4	1	8

Master Illusionist	4	3	3	4	4	3	5	2	8
Illusionist Lord	4	3	3	4	4	4	6	3	9
Fox	6	3	0	2	2	1	3	1	3
Pony	6	3	0	3	3	1	3	0	3
Giant Swallow	2	4	0	3	2	1	4	1	6
Tatzelwurm	6	3	0	4	3	2	4	2	7

REGIMENTS

SPEARGNOMES.....6 points per model
equipped with Hand Weapon, Spear, and light armor. Any units may have Shields (+ ½ point)

Profile	M	WS	BS	S	T	W	I	A	Ld
Gnome	4	4	3	3	2	1	3	1	8

PIKEGNOMES.....5 1/2 points per model
equipped with Hand Weapon, and Pike. Any units may have Light Armor (+1 point). Special rules for pike appear in Warhammer Armies: Dogs of War (pg 21).

Profile	M	WS	BS	S	T	W	I	A	Ld
Gnome	4	4	3	3	2	1	3	1	8

CROSSBOWGNOMES..... 6 points per model
Armed with Hand Weapon and Crossbow.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gnome	4	4	3	3	2	1	3	1	8

0-1 UNIT OF GUARDEN GNOMES...9 1/2 points per model
Armed with Hand Weapon and Halberd. The unit may also have shields (+1 point) and light armor (+2 points). The unit may have a Magic Standard (see Magic Standards)

Profile	M	WS	BS	S	T	W	I	A	Ld
Guarden Gnome	4	5	3	4	2	1	4	1	8

0-1 UNIT OF LONGHATS..... 11 points per model
Armed with Hand Weapon, Shield, and Heavy Armour. The unit may have a Magic Standard (see Magic Standards)

Profile	M	WS	BS	S	T	W	I	A	Ld
Longhat	4	5	3	3	2	1	4	1	8

WARHAMMER ARMIES

GNOME PEASANTS..... 3 points per model

Armed with Hand Weapon and Flail. Any unit may have Double-handed Weapons instead of Flails (+½)

Profile	M	WS	BS	S	T	W	I	A	Ld
Gnome	4	3	2	3	2	1	2	1	7

FOX REITERS.....14 points per model

Armed with Hand Weapon, Spear, Light Armor, Shield, riding a Fox. One unit may have a Magic Standard (see Magic Standards).

Profile	M	WS	BS	S	T	W	I	A	Ld
Fox Reiter	4	4	3	3	2	1	3	1	8
Fox	6	3	0	2	2	1	3	1	3



FOX PATROLS15 points per model

Armed with Hand Weapon and Crossbow. Fox Patrols can skirmish as described in the Warhammer rulebook.

Profile	M	WS	BS	S	T	W	I	A	Ld
Patrol	4	4	3	3	2	1	3	1	8
Fox	6	3	0	2	2	1	3	1	3

0-1 UNIT OF

SWALLOW RIDERS.....20 points per model

Armed with Hand Weapon. The unit may also have spears (+2 points), shields (+2 point) and light armor (+4 points).

Profile	M	WS	BS	S	T	W	I	A	Ld
Rider	4	5	3	3	2	1	4	1	8
Giant									
Swallow	2	4	0	3	2	1	4	1	6

ALPINE GIANTS..... 160 points per model

Alpine Giants fight as a single model in the same way as large monsters. Armed with a big club and bad breath.

Profile	M	WS	BS	S	T	W	I	A	Ld
Alpine Giant	6	3	3	6	5	5	3	special	6

WAR MACHINES

TINY CANNONS.....60 points per model

Three crew armed with Hand Weapons.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tiny Cannon	-	-	-	-	7	3	-	-	-
Crew	4	4	3	3	2	1	3	1	8

Artillery Piece	Range	Strength	Save	Wounds per Hit
Tiny Cannon	24"	5	-3	d2

ORGAN GUNS.....50 points per model

Three crew armed with Hand Weapons. Organ gun are covered by the rules for the Empire Volley Gun as in WD147.

Profile	M	WS	BS	S	T	W	I	A	Ld
Organ Gun	-	-	-	-	7	3	-	-	-
Crew	4	4	3	3	2	1	3	1	8

Artillery Piece	Range	Strength	Save	Wounds per Hit
Organ Gun	24"	All hits cause 1 wound on the d6 roll of 5+	-3	1

STONE THROWERS..... 50 points per model

Three crew armed with Hand Weapons.

Profile	M	WS	BS	S	T	W	I	A	Ld
Stone Thrower	-	-	-	-	7	3	-	-	-
Crew	4	4	3	3	2	1	3	1	8

Artillery Piece	Range	Strength	Save	Wounds per Hit
Stone Thrower	32"	5	no save	D2

WARHAMMER ARMIES

SAPPER TEAM.....10 points per model

A Sapper Team has 2-4 crew equipped with Two-Handed Weapon.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sapper	4	4	3	3	2	1	3	1	8