

**MEDIC:**

|                     |           |
|---------------------|-----------|
| Idle                | : 1-90    |
| Shoot               | : 101-175 |
| Reload (Standing)   | : 186-260 |
| Take Dmg (Standing) | : 271-300 |
| Death (Standing)    | : 311-350 |
| Crouch              | : 360-440 |
| Reload (Crouched)   | : 451-540 |
| Take Dmg (Crouched) | : 551-580 |
| Death (Crouched)    | : 591-630 |
| Run                 | : 640-660 |

**DEMOLITION:**

|                     |           |
|---------------------|-----------|
| Idle                | : 1-90    |
| Shoot               | : 101-220 |
| Reload (Standing)   | : 231-410 |
| Take Dmg (Standing) | : 421-480 |
| Death (Standing)    | : 491-545 |
| Crouch              | : 555-630 |
| Reload (Crouched)   | : 641-790 |
| Take Dmg (Crouched) | : 801-860 |
| Death (Crouched)    | : 871-910 |
| Run                 | : 920-944 |

**SHARPSHOOTER:**

|                     |           |
|---------------------|-----------|
| Idle                | : 1-90    |
| Take Dmg (Standing) | : 101-160 |
| Death (Standing)    | : 171-225 |
| Crouch              | : 235-305 |
| Take Dmg (Crouched) | : 316-375 |
| Death (Crouched)    | : 386-425 |
| Shoot               | : 436-565 |
| Reload (Standing)   | : 576-765 |
| Reload (Crouched)   | : 776-965 |
| Run                 | : 975-999 |

**PYRO:**

|                     |            |
|---------------------|------------|
| Idle                | : 1-90     |
| Take Dmg (Standing) | : 101-160  |
| Death (Standing)    | : 171-225  |
| Crouch              | : 235-305  |
| Take Dmg (Crouched) | : 316-375  |
| Death (Crouched)    | : 386-425  |
| Shoot               | : 436-635  |
| Reload (Standing)   | : 646-835  |
| Reload (Crouched)   | : 846-985  |
| Run                 | : 995-1019 |

**SOLDIER:**

|                     |           |
|---------------------|-----------|
| Idle                | : 1-90    |
| Take Dmg (Standing) | : 101-160 |
| Death (Standing)    | : 171-225 |
| Crouch              | : 235-305 |
| Take Dmg (Crouched) | : 316-375 |
| Death (Crouched)    | : 386-425 |
| Shoot               | : 436-565 |
| Reload (Standing)   | : 576-765 |
| Reload (Crouched)   | : 776-965 |
| Run                 | : 975-999 |

**GOBLINS (minor/elite):**

|          |           |
|----------|-----------|
| Idle     | : 1-65    |
| Run      | : 75-95   |
| Shoot    | : 105-165 |
| Reload   | : 175-305 |
| Take Dmg | : 315-340 |
| Death    | : 350-400 |

**OGRE:**

|          |           |
|----------|-----------|
| Idle     | : 0-80    |
| Shoot    | : 90-210  |
| Run      | : 220-260 |
| Take Dmg | : 270-295 |
| Death    | : 305-385 |