

<p>Movement</p> <p>(slow)    <math>360^0 + F + 360^0</math>  (still)    <math>360^0 + 360^0 + 360^0</math></p> <p>Dwarf Infantry</p>	<p>Movement</p> <p>(slow)    <math>360^0 + B + 360^0</math>  (still)    <math>360^0 + A + F</math></p> <p>Dwarf Infantry</p>	<p>Movement</p> <p>(slow)    - + - + chase</p> <p>Dwarf Infantry</p>
<p>Movement</p> <p>(default slow)    - + - + flee  (default still)    - + A + flee</p> <p>Dwarf Infantry</p>	<p>Fire Orders</p> <p>(still) fire + -</p> <p>Dwarf Infantry</p>	<p>Fire Orders</p> <p>(still) - + fire</p> <p>Dwarf Infantry</p>
<p>Fire Orders</p> <p>(still) aim + -</p> <p>Dwarf Infantry</p>	<p>Fire Orders</p> <p>(still) - + aim</p> <p>Dwarf Infantry</p>	<p>Fire Orders</p> <p>(still) load + -</p> <p>Dwarf Infantry</p>

Dwarf Infantry  
Movement

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Dwarf Infantry  
Fire Orders

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Fire Orders

<p>Fire Orders</p> <p>(still) - + load</p> <p>Dwarf Infantry</p>	<p>Movement</p> <p>(slow) chase + - + -</p> <p>Balrog</p>	<p>Movement</p> <p>(slow) - + - + chase</p> <p>Balrog</p>
<p>Movement</p> <p>(slow) 360<sup>0</sup> + F + -</p> <p>Balrog</p>	<p>Movement</p> <p>(default slow) - + - + flee</p> <p>Balrog</p>	<p>Fire Orders</p> <p>(slow) Fire (whip) + -</p> <p>Balrog</p>
<p>Fire Orders</p> <p>(slow) - + Fire (whip)</p> <p>Balrog</p>	<p>Movement</p> <p>(fast) F + F + -  (slow) F + - + -  (still) - + - + -</p> <p>GunBlasterWagon</p>	<p>Movement</p> <p>(fast) F + R + -  (slow) R + - + -  (still) R + - + -</p> <p>GunBlasterWagon</p>

Balrog  
Movement

Balrog  
Movement

Dwarf Infantry  
Fire Orders

Balrog  
Fire Orders

Balrog  
Movement

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Movement

GunBlasterWagon  
Movement

GunBlasterWagon  
Movement

Balrog  
Fire Orders

<div>Movement</div> <div></div> <div>(fast) F + L + - (slow) L + - + - (still) L + - + -</div> <div>GunBlasterWagon</div>	<div>Movement</div> <div></div> <div>(fast) F + B + - (slow) B + - + - (still) A + F + -</div> <div>GunBlasterWagon</div>	<div>Movement</div> <div></div> <div>(fast) B + B + - (slow) A + F + - (still) rev + - + -</div> <div>GunBlasterWagon</div>
<div>Movement</div> <div></div> <div>(fast) F + F + F (slow) L + L + - (still) L + L + -</div> <div>GunBlasterWagon</div>	<div>Movement</div> <div></div> <div>(fast) F + F + B,B (slow) R + R + - (still) R + R + -</div> <div>GunBlasterWagon</div>	<div>Movement</div> <div></div> <div>(fast) F + F + F,B,B (slow) B + rev + - (still) L + L + L</div> <div>GunBlasterWagon</div>
<div>Movement</div> <div></div> <div>(still) R + R + R</div> <div>GunBlasterWagon</div>	<div>Movement</div> <div></div> <div>(still) L + A + F</div> <div>GunBlasterWagon</div>	<div>Movement</div> <div></div> <div>(fast) F + F + B,B (still) R + A + F</div> <div>GunBlasterWagon</div>

GunBlasterWagon  
Movement

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Movement

<div>Movement</div> <div>(fast) F + F + F,B,B</div> <div>(still) A + A + F</div> <div>GunBlasterWagon</div>	<div>Movement</div> <div>(default fast) - + B + B</div> <div>(default slow) - + - + B</div> <div>(default still) - + - + -</div> <div>GunBlasterWagon</div>	<div>Fire Orders</div> <div>(all) load + -</div> <div>GunBlasterWagon</div>
<div>Fire Orders</div> <div>(still) fire + -</div> <div>GunBlasterWagon</div>		

GunBlasterWagon  
Fire Orders

GunBlasterWagon  
Movement

GunBlasterWagon  
Movement

GunBlasterWagon  
Fire Orders