

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

BioEngineered Ork
Movement

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Fire Orders

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Movement

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Fire Orders

<p>Fire Orders</p> <p>(still) - + load</p> <p>BioEngineered Ork</p>	<p>Movement</p> <p>(fast) 360⁰ + F + F</p> <p>(slow) 360⁰ + F + 360⁰</p> <p>WargRider</p>	<p>Movement</p> <p>(fast) F + 360⁰ + F</p> <p>(slow) 360⁰ + A + F</p> <p>WargRider</p>
<p>Movement</p> <p>(fast) F + F + 360⁰</p> <p>(slow) 360⁰ + 360⁰ + 360⁰</p> <p>WargRider</p>	<p>Movement</p> <p>(fast) - + chase + chase</p> <p>(slow) - + - + chase</p> <p>WargRider</p>	<p>Movement</p> <p>(fast) F + B + 360⁰</p> <p>WargRider</p>
<p>Movement</p> <p>(default fast) - + flee + flee</p> <p>(default slow) - + - + flee</p> <p>WargRider</p>	<p>Movement</p> <p>(slow) - + - + chase</p> <p>Grunt</p>	<p>Movement</p> <p>(fast) F + F + F</p> <p>(slow) F + - + -</p> <p>Speedhead</p>

WargRider
Movement

WargRider
Movement

BioEngineered Ork
Fire Orders

WargRider
Movement

WargRider
Movement

WargRider
Movement

Speedhead
Movement

Grunt
Movement

WargRider
Movement

<div>Movement</div> <div>(fast) L + F + F</div> <div>(slow) L + F + L</div> <div>Speedhead</div>	<div>Movement</div> <div>(fast) R + F + F</div> <div>(slow) R + F + R</div> <div>Speedhead</div>	<div>Movement</div> <div>(fast) B + F + -</div> <div>(slow) A + F + F</div> <div>Speedhead</div>
<div>Movement</div> <div>(fast) F + F + L</div> <div>Speedhead</div>	<div>Movement</div> <div>(fast) F + F + R</div> <div>Speedhead</div>	<div>Movement</div> <div>(fast) F + R + F</div> <div>Speedhead</div>
<div>Movement</div> <div>(fast) F + L + F</div> <div>Speedhead</div>	<div>Movement</div> <div>(default fast) - + B + B</div> <div>(default slow) - + - + B</div> <div>(default still) - + - + A</div> <div>Speedhead</div>	<div>Fire Orders: rare guns</div> <div>(all) Load + Load</div> <div>Speedhead</div>

Speedhead
Movement

Speedhead
Movement

Speedhead
Movement

Speedhead
Movement

Speedhead
Movement

Speedhead
Movement

Speedhead
Fire Orders: rare guns

Speedhead
Movement

Speedhead
Movement

Fire Orders: rare guns

(all) Load + Fire Burst(5)

Speedhead

Fire Orders: rare guns

(all) Fire Burst(5) + Load

Speedhead

Speedhead
Fire Orders: rare guns

Speedhead
Fire Orders: rare guns