



E34  
Movement

E34  
Movement

E34  
Movement

E34  
Movement

E34  
Movement

E34  
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Movement

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Movement

E34  
Movement

<div>Movement</div> <div><div>(default fast)        B + B + -</div><div>(default slow)        B + - + -</div><div>(default stand-still) - + - + -</div></div> <div>E34</div>	<div>Fire orders</div> <div><div>(all) - + Fire</div></div> <div>E34</div>	<div>Fire orders</div> <div><div>(stand still, slow) - + Aim</div></div> <div>E34</div>
<div>Fire orders</div> <div><div>(stand still, slow) - + Load</div></div> <div>E34</div>	<div>Movement</div> <div><div>(slow)        360<sup>0</sup> + F + 360<sup>0</sup></div><div>(stand-still) 360<sup>0</sup> + A + F</div></div> <div>Bear Rider</div>	<div>Movement</div> <div><div>(slow)        360<sup>0</sup> + B + 360<sup>0</sup></div><div>(stand-still) 360<sup>0</sup> + - + -</div></div> <div>Bear Rider</div>
<div>Movement</div> <div><div>(Default slow)   - + - + Flee</div><div>(Default stand-still) - + A + Flee</div></div> <div>Bear Rider</div>	<div>Fire: Minigun</div> <div><div>(slow) - + Fire</div></div> <div>Bear Rider</div>	<div>Fire: Minigun</div> <div><div>(slow) - + Load</div></div> <div>Bear Rider</div>

E34  
Fire Orders

E34  
Fire Orders

E34  
Movement

Bear Rider  
Movement

Bear Rider  
Movement

E34  
Fire Orders

Bear Rider  
Fire: Minigun

Bear Rider  
Fire: Minigun

Bear Rider  
Default Movement

<p>Fire: Minigun</p> <p>(slow) - + Aim</p> <p>Bear Rider</p>	<p>Movement</p> <p>(slow) 360<sup>0</sup> + F + 360<sup>0</sup>  (still) 360<sup>0</sup> + - + -  (fast) 360<sup>0</sup> + F + B[Rest]  (rest) - + - + A[Slow]</p> <p>Elf Infantry</p>	<p>Movement</p> <p>(slow) 360<sup>0</sup> + 360<sup>0</sup> + 360<sup>0</sup>  (still) 360<sup>0</sup> + A + F  (rest) - + - + A[still]</p> <p>Elf Infantry</p>
<p>Movement</p> <p>(slow) 360<sup>0</sup> + B + -  (still) 360<sup>0</sup>A,A + F + F</p> <p>Elf Infantry</p>	<p>Movement</p> <p>(slow) 360<sup>0</sup>,A + F + F</p> <p>Elf Infantry</p>	<p>Default Movement</p> <p>(Default slow) - + - + Flee  (Default still) -+ A + Flee  (Default fast) - + Flee + Flee  (Default rest) - + - + -</p> <p>Elf Infantry</p>
<p>Fire</p> <p>(still) - + Fire</p> <p>Elf Infantry</p>	<p>Fire</p> <p>(still) - + Aim</p> <p>Elf Infantry</p>	<p>Fire</p> <p>(still) Fire + -</p> <p>Elf Infantry</p>

Elf Infantry  
Movement

Elf Infantry  
Movement

Bear Rider  
Fire: Minigun

DarkElf Infantry  
Default Movement

Elf Infantry  
Movement

Elf Infantry  
Movement

Elf Infantry  
Fire

Elf Infantry  
Fire

Elf Infantry  
Fire

Fire <div> <div>(still) Load + -</div> <div>Elf Infantry</div> </div>	Fire <div> <div>(still) Aim + -</div> <div>Elf Infantry</div> </div>	Fire <div> <div>(all) - + Throw</div> <div>Elf Infantry</div> </div>
Fire <div> <div>(still) - + Fire</div> <div>DarkElf Infantry</div> </div>	Fire <div> <div>(still) - + Aim</div> <div>DarkElf Infantry</div> </div>	Fire <div> <div>(still) Fire + -</div> <div>DarkElf Infantry</div> </div>
Fire <div> <div>(still) Load + -</div> <div>DarkElf Infantry</div> </div>	Fire <div> <div>(still) Aim + -</div> <div>DarkElf Infantry</div> </div>	Movement <div> <div> <div>(slow)</div> <div>360<sup>0</sup> + F + 360<sup>0</sup></div> </div> <div> <div>(still)</div> <div>360<sup>0</sup> + - + -</div> </div> <div> <div>(crawl)</div> <div>360<sup>0</sup> + F + -</div> </div> <div>DarkElf Infantry</div> </div>

Elf Infantry (With Hand-grenade)  
Fire

Elf Infantry  
Fire

Elf Infantry  
Fire

DarkElf Infantry  
Fire

DarkElf Infantry  
Fire

DarkElf Infantry  
Fire

DarkElf Infantry  
Movement

DarkElf Infantry  
Fire

DarkElf Infantry  
Fire



<div>Movement</div> <div>(slow) 360<sup>0</sup> + B[Crawl] + - (still) 360<sup>0</sup> + A[Crawl] + - (crawl) 360<sup>0</sup> + A[Slow] + F</div> <div>DarkElf Infantry</div>	<div>Movement</div> <div>(slow) 360<sup>0</sup> + B + - (still) 360<sup>0</sup> + A + F (crawl) 360<sup>0</sup> + B + -</div> <div>DarkElf Infantry</div>	<div>Default Movement</div> <div>(Default slow) - + - + Flee (Default still) - + A + Flee (Default crawl) - + A + Flee</div> <div>DarkElf Infantry</div>
<div>Movement</div> <div>(fast) F + F + F (slow) 360<sup>0</sup> + F + 360<sup>0</sup> (still) 360<sup>0</sup> + A + F</div> <div>Elite Mechanical Cavalry</div>	<div>Movement</div> <div>(fast) F + F + 360<sup>0</sup> (slow) 360<sup>0</sup> + A + F (still) 360<sup>0</sup> + - + -</div> <div>Elite Mechanical Cavalry</div>	<div>Movement</div> <div>(fast) 360<sup>0</sup> + F + F (slow) 360<sup>0</sup> + F,B + 360<sup>0</sup></div> <div>Elite Mechanical Cavalry</div>
<div>Movement</div> <div>(fast) F+ F + F,B</div> <div>Elite Mechanical Cavalry</div>	<div>Movement</div> <div>(fast) F+ B + 360<sup>0</sup></div> <div>Elite Mechanical Cavalry</div>	<div>Movement</div> <div>(default fast) -+ Flee + Flee (default slow) - + - + Flee (default still) - A + Flee</div> <div>Elite Mechanical Cavalry</div>

DarkElf Infantry  
Default Movement

DarkElf Infantry  
Movement

DarkElf Infantry  
Movement

Elite Mechanical Cavalry  
Movement

Elite Mechanical Cavalry  
Movement

Elite Mechanical Cavalry  
Movement

Elite Mechanical Cavalry  
Default Movement

Elite Mechanical Cavalry  
Movement

Elite Mechanical Cavalry  
Movement

<div>Fire:SMG</div> <div>(all) fire + fire</div> <div>Elite Mechanical Cavalry</div>	<div>Fire:SMG</div> <div>(all) load(5) + fire</div> <div>Elite Mechanical Cavalry</div>	<div>Fire:SMG</div> <div>(all) fire + load(5)</div> <div>Elite Mechanical Cavalry</div>
<div>Fire: crossbow</div> <div>(all) - + fire</div> <div>Elite Mechanical Cavalry</div>	<div>Fire: crossbow</div> <div>(all) - + load</div> <div>Elite Mechanical Cavalry</div>	<div>Fire: crossbow</div> <div>(all) - + aim</div> <div>Elite Mechanical Cavalry</div>
<div>Movement</div> <div>(slow) 360<sup>0</sup> + F + 360<sup>0</sup></div> <div>Mechanical Spider</div>	<div>Movement</div> <div>(slow) 360<sup>0</sup> + 360<sup>0</sup> + 360<sup>0</sup></div> <div>Mechanical Spider</div>	<div>Movement</div> <div>(default-slow) - + - + -</div> <div>Mechanical Spider</div>

Fire: SMG

Fire: SMG

Fire: SMG

Fire:crossbow

Fire:crossbow

Fire:crossbow

Mechanical Spider  
Movement

Mechanical Spider  
Movement

Mechanical Spider  
Movement

Fire Orders

- + Fire

Mechanical Spider

Fire Orders

- + Load

Mechanical Spider

Fire Orders

- + Aim

Mechanical Spider

Mechanical Spider  
Fire orders

Mechanical Spider  
Fire orders

Mechanical Spider  
Fire orders