

Movement	Movement	Movement
(slow) $360^0 + F + 360^0$ (still) $360^0 + 360^0 + 360^0$	(slow) $360^0 + B + 360^0$ (still) $360^0 + A + F$	(slow)    - + - + chase
Dwarf Infantry	Dwarf Infantry	Dwarf Infantry
Movement	Fire Orders	Fire Orders
(default slow)    - + - + flee (default still)    - + A + flee	(still) fire + -	(still) - + fire
Dwarf Infantry	Dwarf Infantry	Dwarf Infantry
Fire Orders	Fire Orders	Fire Orders
(still) aim + -	(still) - + aim	(still) load + -
Dwarf Infantry	Dwarf Infantry	Dwarf Infantry

Dwarf Infantry  
Movement

Dwarf Infantry  
Movement

Dwarf Infantry  
Movement

Dwarf Infantry  
Fire Orders

Dwarf Infantry  
Fire Orders

Dwarf Infantry  
Movement

Dwarf Infantry  
Fire Orders

Dwarf Infantry  
Fire Orders

Dwarf Infantry  
Fire Orders

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

Balrog  
Movement

Balrog  
Movement

Dwarf Infantry  
Fire Orders

Balrog  
Fire Orders

Balrog  
Fire Orders

Balrog  
Movement

GunBlasterWagon  
Movement

GunBlasterWagon  
Movement

GunBlasterWagon  
Movement

<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>(slow) R + R + - (still) R + R + -</div> <div>GunBlasterWagon</div>	<div>Movement</div> <div></div> <div>(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>(still) R + A + F</div> <div>GunBlasterWagon</div>	<div>Movement</div> <div></div> <div>(still) A + A + F</div> <div>GunBlasterWagon</div>

GunBlasterWagon  
Movement

GunBlasterWagon  
Movement

GunBlasterWagon  
Movement

GunBlasterWagon  
Movement

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GunBlasterWagon  
Movement

GunBlasterWagon  
Movement

GunBlasterWagon  
Movement

GunBlasterWagon  
Movement

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

GunBlasterWagon  
Fire Orders

GunBlasterWagon  
Movement