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

Bear Rider
Default Movement

Bear Rider
Movement

Bear Rider
Movement

Bear Rider
Fire: Minigun

Bear Rider
Fire: Minigun

Bear Rider
Fire: Minigun

Elf Infantry
Movement

Elf Infantry
Movement

Elf Infantry
Movement

Movement	Default Movement	Fire
(slow)　360^0,A + F + F	(Default slow)　- + - + Flee (Default still)　-+ A + Flee (Default fast)　- + Flee + Flee (Default rest)　- + - + -	(still) - + Fire
Elf Infantry	Elf Infantry	Elf Infantry
Fire	Fire	Fire
(still) - + Aim	(still) Fire + -	(still) Load + -
Elf Infantry	Elf Infantry	Elf Infantry
Fire	Fire	Fire
(still) Aim + -	(all) - + Throw	(still) - + Fire
Elf Infantry	Elf Infantry	DarkElf Infantry

Elf Infantry
Fire

DarkElf Infantry
Default Movement

Elf Infantry
Movement

Elf Infantry
Fire

Elf Infantry
Fire

Elf Infantry
Fire

DarkElf Infantry
Fire

Elf Infantry (With Hand-grenade)
Fire

Elf Infantry
Fire

Fire	Fire	Fire
(still) - + Aim	(still) Fire + -	(still) Load + -
DarkElf Infantry	DarkElf Infantry	DarkElf Infantry
Fire	**Movement**	**Movement**
(still) Aim + -	(slow) 360^0 + F + 360^0 (still) 360^0 + - + - (crawl) 360^0 + F + -	(slow) 360^0 + B[Crawl] + - (still) 360^0 + A[Crawl] + - (crawl) 360^0 + A[Slow] + F
DarkElf Infantry	DarkElf Infantry	DarkElf Infantry
Movement	**Default Movement**	**Movement**
(slow) 360^0 + B + - (still) 360^0 + A + F (crawl) 360^0 + B + -	(Default slow) - + - + Flee (Default still) - + A + Flee (Default crawl) - + A + Flee	(fast) F + F + F (slow) 360^0 + F + 360^0 (still) 360^0 + A + F
DarkElf Infantry	DarkElf Infantry	Elite Mechanical Cavalry

DarkElf Infantry
Fire

DarkElf Infantry
Fire

DarkElf Infantry
Fire

DarkElf Infantry
Movement

DarkElf Infantry
Movement

DarkElf Infantry
Fire

Elite Mechanical Cavalry
Movement

DarkElf Infantry
Default Movement

DarkElf Infantry
Movement

Movement	Movement	Movement
(fast) F + F + 360^0 (slow) 360^0 + A + F (still) 360^0 + - + -	(fast) 360^0 + F + F (slow) 360^0 + F,B + 360^0	(fast) F+ F + F,B
Elite Mechanical Cavalry	Elite Mechanical Cavalry	Elite Mechanical Cavalry
Movement	Movement	Fire:SMG
(fast) F+ B + 360^0	(default fast) -+ Flee + Flee (default slow) - + - + Flee (default still) - A + Flee	(all) fire + fire)
Elite Mechanical Cavalry	Elite Mechanical Cavalry	Elite Mechanical Cavalry
Fire:SMG	Fire:SMG	Fire: crossbow
(all) load(5) + fire)	(all) fire + load(5))	(all) - + fire
Elite Mechanical Cavalry	Elite Mechanical Cavalry	Elite Mechanical Cavalry

Elite Mechanical Cavalry
Movement

Elite Mechanical Cavalry
Movement

Elite Mechanical Cavalry
Movement

Fire: SMG

Elite Mechanical Cavalry
Default Movement

Elite Mechanical Cavalry
Movement

Fire:crossbow

Fire: SMG

Fire: SMG

Fire: crossbow	Fire: crossbow
(all) - + load	(all) - + aim
Elite Mechanical Cavalry	Elite Mechanical Cavalry

Fire:crossbow   Fire:crossbow