

<p>Movement</p> <p>(slow) $360^0 + F + 360^0$ (still) $360^0 + 360^0 + 360^0$</p> <p>Dwarf Infantry</p>	<p>Movement</p> <p>(slow) $360^0 + B + 360^0$ (still) $360^0 + A + F$</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

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

Fire Orders	Movement	Movement
(still) - + load	(slow) chase + - + - (rest) - + - A[slow]	(slow) - + - + chase
Dwarf Infantry	Balrog	Balrog
Movement	Movement	Movement
(slow) 360 ⁰ + F + -	(slow) A,chase + chase + chase,B[rest](default slow) - + - + flee	
Balrog	Balrog	Balrog
Fire Orders	Fire Orders	Movement
(slow) Fire (whip) + -	(slow) - + Fire (whip)	(fast) F + F + - (slow) F + - + - (still) - + - + -
Balrog	Balrog	GunBlasterWagon

Balrog
Movement

Balrog
Movement

Dwarf Infantry
Fire Orders

Balrog
Movement

Balrog
Movement

Balrog
Movement

GunBlasterWagon
Movement

Balrog
Fire Orders

Balrog
Fire Orders

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

GunBlasterWagon
Movement

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Movement

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

GunBlasterWagon
Movement

GunBlasterWagon
Movement

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Movement

GunBlasterWagon
Fire Orders

GunBlasterWagon
Fire Orders