

<p>Fire</p> <p>still [-, Fire] slow [-, Fire] fast [-, Fire]</p> <p>E34</p>	<p>Fire</p> <p>still [-, Load] slow [-, Load]</p> <p>E34</p>	<p>Fire</p> <p>still [-, Aim] slow [-, Aim]</p> <p>E34</p>
<p>Movement</p> <p>fast [F, F, -] slow [L, -, -] still [L, -, -]</p> <p>E34</p>	<p>Movement</p> <p>fast [F, R, -] slow [L, L, -] still [L, L, -]</p> <p>E34</p>	<p>Movement</p> <p>fast [R, F, -] slow [R, -, -] still [L, L, L]</p> <p>E34</p>
<p>Movement</p> <p>fast [L, F, -] slow [R, R, -] still [R, -, -]</p> <p>E34</p>	<p>Movement</p> <p>fast [F, L, -] slow [A, F, -] still [R, R, -]</p> <p>E34</p>	<p>Movement</p> <p>fast [F, B, -] slow [B, -, -] still [R, R, R]</p> <p>E34</p>

E34  
Fire

E34  
Fire

E34  
Fire

E34  
Movement

E34  
Movement

E34  
Movement

E34  
Movement

E34  
Movement

E34  
Movement

<div>Movement</div> <div><div>fast [B, B, -]</div><div>slow [F, -, -]</div><div>still [-, -, -]</div></div> <div>E34</div>	<div>Movement</div> <div><div>fast [R, F, -]</div><div>slow [B, rev, -]</div><div>still [R, A, F]</div></div> <div>E34</div>	<div>Movement</div> <div><div>fast [L, F, -]</div><div>still [L, A, F]</div></div> <div>E34</div>
<div>Movement</div> <div><div>still [A, F, -]</div></div> <div>E34</div>	<div>Movement</div> <div><div>still [rev, -, -]</div></div> <div>E34</div>	<div>Movement</div> <div><div>slow [360°, F, 360°]</div><div>still [360°, A, F]</div><div>fast [F, F, -]</div></div> <div>Oliphant Rider</div>
<div>Movement</div> <div><div>slow [360°, B, 360°]</div><div>fast [F, L, F]</div></div> <div>Oliphant Rider</div>	<div>Movement</div> <div><div>slow [360°, A, F]</div><div>fast [F, R, F]</div></div> <div>Oliphant Rider</div>	<div>Movement</div> <div><div>fast [B, 360°, F]</div></div> <div>Oliphant Rider</div>

E34  
Movement

E34  
Movement

E34  
Movement

Oliphant Rider  
Movement

E34  
Movement

E34  
Movement

Oliphant Rider  
Movement

Oliphant Rider  
Movement

Oliphant Rider  
Movement

<p>Fire</p> <p>still [fire, fire] slow [fire, fire] fast [fire, fire]</p> <p>Oliphant Rider</p>	<p>Fire</p> <p>still [fire, aim(g)] slow [fire, aim(g)] fast [fire, aim(g)]</p> <p>Oliphant Rider</p>	<p>Fire</p> <p>still [fire, load(g)] slow [fire, load(g)] fast [fire, load(g)]</p> <p>Oliphant Rider</p>
<p>Fire</p> <p>still [fire, fire(g)] slow [fire, fire(g)] fast [fire, fire(g)]</p> <p>Oliphant Rider</p>	<p>Fire</p> <p>still [-, Throw grenade] slow [-, Throw grenade] fast [-, Throw grenade]</p> <p>Oliphant Rider</p>	<p>Fire</p> <p>still [-, Fire]</p> <p>Elf Infantry</p>
<p>Fire</p> <p>still [-, Load]</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>

Oliphant Rider  
Fire

Oliphant Rider  
Fire

Oliphant Rider  
Fire

Elf Infantry  
Fire

Oliphant Rider  
Fire

Oliphant Rider  
Fire

Elf Infantry  
Fire

Elf Infantry  
Fire

Elf Infantry  
Fire

Fire	Fire	Movement
still [Load, -]	still [Aim, -]	slow [360°, F, 360°] still [360°, 360°, 360°] fast [360°, F, B]
Elf Infantry	Elf Infantry	Elf Infantry
Movement	Movement	Movement
slow [360°, F, B] still [360°, A , F] fast [ 360°, F, B+B]	slow [360°+A, F, F] still [360°+A+A , F , F]	slow [360°, F, 360°] still [360°, 360°, 360°]
Elf Infantry	Elf Infantry	Dwarf Infantry
Movement	Movement	Fire
slow [360°, B, 360°] still [360°, A, F]	slow [360°, 360°, F]	still [Fire, -]
Dwarf Infantry	Dwarf Infantry	Dwarf Infantry

Elf Infantry  
Movement

Elf Infantry  
Fire

Elf Infantry  
Fire

Dwarf Infantry  
Movement

Elf Infantry  
Movement

Elf Infantry  
Movement

Dwarf Infantry  
Fire

Dwarf Infantry  
Movement

Dwarf Infantry  
Movement



<div>Fire</div> <div>still [-, Fire]</div> <div>Dwarf Infantry</div>	<div>Fire</div> <div>still [Aim, -]</div> <div>Dwarf Infantry</div>	<div>Fire</div> <div>still [-, Aim]</div> <div>Dwarf Infantry</div>
<div>Fire</div> <div>still [Load, -]</div> <div>Dwarf Infantry</div>	<div>Fire</div> <div>still [-, Load]</div> <div>Dwarf Infantry</div>	<div>Movement</div> <div>slow [360°, F, 360°] still [360°, 360°, 360°]</div> <div>SteamPowerArmor</div>
<div>Movement</div> <div>slow [360°, B, 360°] still [360°, A, F]</div> <div>SteamPowerArmor</div>	<div>Movement</div> <div>slow [360°, A, F]</div> <div>SteamPowerArmor</div>	<div>Fire</div> <div>slow [Fire, -] still [Fire, -]</div> <div>SteamPowerArmor</div>

Dwarf Infantry  
Fire

Dwarf Infantry  
Fire

Dwarf Infantry  
Fire

SteamPowerArmor  
Movement

Dwarf Infantry  
Fire

Dwarf Infantry  
Fire

SteamPowerArmor  
Fire

SteamPowerArmor  
Movement

SteamPowerArmor  
Movement

<div>Fire</div> <div></div> <div><div>slow</div><div>[-, Fire]</div></div> <div><div>still</div><div>[-, Fire]</div></div> <div>SteamPowerArmor</div>	<div>Fire</div> <div></div> <div><div>slow</div><div>[Load, -]</div></div> <div><div>still</div><div>[Aim, -]</div></div> <div>SteamPowerArmor</div>	<div>Fire</div> <div></div> <div><div>slow</div><div>[-, Load]</div></div> <div><div>still</div><div>[-, Aim]</div></div> <div>SteamPowerArmor</div>
<div>Fire</div> <div></div> <div><div>still</div><div>[Load, -]</div></div> <div>SteamPowerArmor</div>	<div>Fire</div> <div></div> <div><div>still</div><div>[-, Load]</div></div> <div>SteamPowerArmor</div>	<div>Movement</div> <div></div> <div><div>slow</div><div>[A,chase, chase, chase,B[rest]]</div></div> <div><div>rest</div><div>[-, -, A]</div></div> <div>Tamed Balrog</div>
<div>Movement</div> <div></div> <div><div>slow</div><div>[chase, -, -]</div></div> <div>Tamed Balrog</div>	<div>Movement</div> <div></div> <div><div>slow</div><div>[-, -, chase]</div></div> <div>Tamed Balrog</div>	<div>Movement</div> <div></div> <div><div>slow</div><div>[360°, -, -]</div></div> <div>Tamed Balrog</div>

SteamPowerArmor  
Fire

SteamPowerArmor  
Fire

SteamPowerArmor  
Fire

Tamed Balrog  
Movement

SteamPowerArmor  
Fire

SteamPowerArmor  
Fire

Tamed Balrog  
Movement

Tamed Balrog  
Movement

Tamed Balrog  
Movement

<div>Movement</div> <div>slow    [360°, F, -]</div> <div>Tamed Balrog</div>	<div>Fire</div> <div>still    [Fire, -]</div> <div>Tamed Balrog</div>	<div>Fire</div> <div>still    [-, Fire]</div> <div>Tamed Balrog</div>
<div>Movement</div> <div>fast    [F, F, -] slow    [L, -, -] still    [L, -, -]</div> <div>Zap</div>	<div>Movement</div> <div>fast    [F, R, -] slow    [L, L, -] still    [L, L, -]</div> <div>Zap</div>	<div>Movement</div> <div>fast    [F, L, -] slow    [R, -, -] still    [L, L, L]</div> <div>Zap</div>
<div>Movement</div> <div>fast    [F, B, -] slow    [R, R, -] still    [R, -, -]</div> <div>Zap</div>	<div>Movement</div> <div>fast    [B, B, -] slow    [A, F, -] still    [R, R, -]</div> <div>Zap</div>	<div>Movement</div> <div>fast    [F, B, -] slow    [B, -, -] still    [R, R, R]</div> <div>Zap</div>

Tamed Balrog  
Fire

Tamed Balrog  
Fire

Tamed Balrog  
Movement

Zap  
Movement

Zap  
Movement

Zap  
Movement

Zap  
Movement

Zap  
Movement

Zap  
Movement

<div>Movement</div> <div><div>fast[F, R, -]</div><div>slow[F, -, -]</div><div>still[-, -, -]</div></div> <div>Zap</div>	<div>Movement</div> <div><div>fast[F, L, -]</div><div>slow[B, rev, -]</div><div>still[R, A, F]</div></div> <div>Zap</div>	<div>Movement</div> <div><div>fast[F, F, F]</div><div>still[L, A, F]</div></div> <div>Zap</div>
<div>Movement</div> <div><div>still[A, F, -]</div></div> <div>Zap</div>	<div>Movement</div> <div><div>still[rev, -, -]</div></div> <div>Zap</div>	<div>Fire</div> <div><div>fast[Fire, -]</div><div>slow[Fire, -]</div><div>still[Fire, -]</div></div> <div>Zap</div>
<div>Fire</div> <div><div>fast[Load, Aim]</div><div>slow[Load, Aim]</div><div>still[Load, Aim]</div></div> <div>Zap</div>		

Zap  
Movement

Zap  
Movement

Zap  
Movement

Zap  
Fire

Zap  
Movement

Zap  
Movement

Zap  
Fire