| Movement | Movement | Movement |
|---|---|---|
| slow    [Chase, -, -]<br>still    [360°, -, -]<br>crawl    [360°, F, -] | slow    [-, -, Chase]<br>still    [360°, A, F]<br>crawl    [360°, B[still], -] | slow    [360°, F, 360°]<br>still    [360°, A[crawl], F]<br>crawl    [360°, A[slow], F] |
| Dark Elf Infantry | Dark Elf Infantry | Dark Elf Infantry |
| **Movement** | **Movement** | **Movement** |
| slow    [360°, 360°, 360°]<br>still    [Reveal, -, -]<br>crawl    [Hide[swamp], -, -] | slow    [360°, B, -]<br>still    [Hide[swamp], -, -] | slow    [360°, B[crawl], -] |
| Dark Elf Infantry | Dark Elf Infantry | Dark Elf Infantry |
| **Movement** | **Movement** | **Fire** |
| slow    [-, Reveal, Chase] | slow    [Hide[swamp], -, -] | |
| Dark Elf Infantry | Dark Elf Infantry | Dark Elf Infantry |

Dark Elf Infantry
Movement

Dark Elf Infantry
Movement

Dark Elf Infantry
Movement

Dark Elf Infantry
Movement

Dark Elf Infantry
Movement

Dark Elf Infantry
Movement

Dark Elf Infantry
Fire

Dark Elf Infantry
Movement

Dark Elf Infantry
Movement

| Fire | Fire | Fire |
|---|---|---|
| still [Load, -] | still [-, Load] | still [Fire, -] |
| Dark Elf Infantry | Dark Elf Infantry | Dark Elf Infantry |

| Fire | Fire | Fire |
|---|---|---|
| still [-, Fire] | still [Aim, -] | still [-, Aim] |
| Dark Elf Infantry | Dark Elf Infantry | Dark Elf Infantry |

| Movement | Movement | Movement |
|---|---|---|
| slow [Chase, -, -]<br>still [360°, -, -]<br>crawl [360°, F, -] | slow [-, -, Chase]<br>still [360°, A, F]<br>crawl [360°, B[still], -] | slow [360°, F, 360°]<br>still [360°, A[crawl], F]<br>crawl [360°, A[slow], F] |
| Assasin | Assasin | Assasin |

Dark Elf Infantry
Fire

Dark Elf Infantry
Fire

Dark Elf Infantry
Fire

Dark Elf Infantry
Fire

Dark Elf Infantry
Fire

Dark Elf Infantry
Fire

Assasin
Movement

Assasin
Movement

Assasin
Movement

| Movement | | Movement | | Movement | |
|---|---|---|---|---|---|
| slow | [360°, 360°, 360°] | | | | |
| still | [Reveal, -, -] | slow | [360°, F, B] | slow | [360°, B[crawl], -] |
| crawl | [Hide[swamp], -, -] | still | [Hide[swamp], -, -] | | |
| | Assasin | | Assasin | | Assasin |

| Movement | | Movement | | Fire | |
|---|---|---|---|---|---|
| slow | [-, Reveal, Chase] | slow | [Hide[swamp], -, -] | | |
| | Assasin | | Assasin | | Assasin |

| Fire | | Fire | | Fire | |
|---|---|---|---|---|---|
| still | [Load, -] | still | [-, Load] | still | [Fire, -] |
| | Assasin | | Assasin | | Assasin |

Assasin
Movement

Assasin
Movement

Assasin
Movement

Assasin
Fire

Assasin
Movement

Assasin
Movement

Assasin
Fire

Assasin
Fire

Assasin
Fire

| | | |
|---|---|---|
| Fire<br><br><br><br>still [-, Fire]<br><br><br><br>Assasin | Fire<br><br><br><br>still [Aim, -]<br><br><br><br>Assasin | Fire<br><br><br><br>still [-, Aim]<br><br><br><br>Assasin |
| Fire<br><br><br><br><br><br>Queen YY | Fire<br><br><br><br>still [-, aim]<br><br><br><br>Queen YY | Fire<br><br><br><br>still [-, load]<br><br><br><br>Queen YY |
| Fire<br><br><br><br>still [-, fire]<br><br><br><br>Queen YY | Fire<br><br><br><br>still [-, Release Poison]<br><br><br><br>Queen YY | Fire<br><br><br><br>slow [-, aim]<br><br><br><br>Queen YY |

Assasin
Fire

Assasin
Fire

Assasin
Fire

Queen YY
Fire

Queen YY
Fire

Queen YY
Fire

Queen YY
Fire

Queen YY
Fire

Queen YY
Fire

| Fire | Fire | Fire |
|------|------|------|
| slow  [-, load] | slow  [-, fire] | slow  [-, Release Poison] |
| Queen YY | Queen YY | Queen YY |

| Fire | Fire | Movement |
|------|------|----------|
| fast  [-, fire] | fast  [-, Release Poison] | slow  [Chase, -, -]<br>still  [360°, -, -]<br>crawl  [360°, F, -] |
| Queen YY | Queen YY | Scout |

| Movement | Movement | Movement |
|----------|----------|----------|
| slow  [-, -, Chase]<br>still  [360°, A, F]<br>crawl  [360°, B[still], -] | slow  [360°, F, 360°]<br>still  [360°, A[crawl], F]<br>crawl  [360°, A[slow], F] | slow  [360°, 360°, 360°] |
| Scout | Scout | Scout |

Queen YY
Fire

Queen YY
Fire

Queen YY
Fire

Scout
Movement

Queen YY
Fire

Queen YY
Fire

Scout
Movement

Scout
Movement

Scout
Movement

| Movement | Movement | Fire |
|---|---|---|
| slow    [360°, F, B] | slow    [360°, B[crawl], -] | |
| Scout | Scout | Scout |
| **Fire** | **Fire** | **Fire** |
| still    [Load, -] | still    [-, Load] | still    [Fire, -] |
| Scout | Scout | Scout |
| **Fire** | **Fire** | **Fire** |
| still    [-, Fire] | still    [Aim, -] | still    [-, Aim] |
| Scout | Scout | Scout |

| Scout Fire | Scout Movement | Scout Movement |
|:---:|:---:|:---:|
| Scout Fire | Scout Fire | Scout Fire |
| Scout Fire | Scout Fire | Scout Fire |

| Fire | Fire | Movement |
|---|---|---|
| still   [Spot, Spot] | slow   [Spot, Spot] | slow   [360°, F, 360°] |
| Scout | Scout | Mechanical Assault Spider |
| Movement | Fire | Fire |
| slow   [360°, 360°, 360°] | | still   [-, Load] |
| Mechanical Assault Spider | Mechanical Assault Spider | Mechanical Assault Spider |
| Fire | Fire | |
| still   [-, Fire] | still   [-, Aim] | |
| Mechanical Assault Spider | Mechanical Assault Spider | |

Mechanical Assault Spider
Movement

Scout
Fire

Scout
Fire

Mechanical Assault Spider
Fire

Mechanical Assault Spider
Fire

Mechanical Assault Spider
Movement

Mechanical Assault Spider
Fire

Mechanical Assault Spider
Fire