

<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    [B, 360°, F]</div></div> <div>Oliphant Rider</div>	<div>Movement</div> <div><div>slow    [360°, A, F]</div></div> <div>Oliphant Rider</div>
<div>Fire</div> <div><div>still    [fire, fire]</div><div>slow    [fire, fire]</div><div>fast    [fire, fire]</div></div> <div>Oliphant Rider</div>	<div>Fire</div> <div><div>still    [fire, aim(g)]</div><div>slow    [fire, aim(g)]</div><div>fast    [fire, aim(g)]</div></div> <div>Oliphant Rider</div>	<div>Fire</div> <div><div>still    [fire, load(g)]</div><div>slow    [fire, load(g)]</div><div>fast    [fire, load(g)]</div></div> <div>Oliphant Rider</div>
<div>Fire</div> <div><div>still    [fire, fire(g)]</div><div>slow    [fire, fire(g)]</div><div>fast    [fire, fire(g)]</div></div> <div>Oliphant Rider</div>	<div>Fire</div> <div><div>still    [-, Throw grenade]</div><div>slow    [-, Throw grenade]</div><div>fast    [-, Throw grenade]</div></div> <div>Oliphant Rider</div>	<div>Fire</div> <div><div>still    [-, Fire]</div></div> <div>Elf Infantry</div>

Oliphant Rider  
Movement

Oliphant Rider  
Movement

Oliphant Rider  
Movement

Oliphant Rider  
Fire

Oliphant Rider  
Fire

Oliphant Rider  
Fire

Elf Infantry  
Fire

Oliphant Rider  
Fire

Oliphant Rider  
Fire

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

Elf Infantry  
Fire

Elf Infantry  
Fire

Elf Infantry  
Fire

Elf Infantry  
Movement

Elf Infantry  
Fire

Elf Infantry  
Fire

Dwarf Infantry  
Movement

Elf Infantry  
Movement

Elf Infantry  
Movement

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

Dwarf Infantry  
Fire

Dwarf Infantry  
Movement

Dwarf Infantry  
Movement

Dwarf Infantry  
Fire

Dwarf Infantry  
Fire

Dwarf Infantry  
Fire

SteamPowerArmor  
Movement

Dwarf Infantry  
Fire

Dwarf Infantry  
Fire

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

SteamPowerArmor  
Fire

SteamPowerArmor  
Movement

SteamPowerArmor  
Movement

SteamPowerArmor  
Fire

SteamPowerArmor  
Fire

SteamPowerArmor  
Fire

Tamed Balrog  
Movement

SteamPowerArmor  
Fire

SteamPowerArmor  
Fire



<div>Movement</div> <div>slow [chase, -, -]</div> <div>Tamed Balrog</div>	<div>Movement</div> <div>slow [-, -, chase]</div> <div>Tamed Balrog</div>	<div>Movement</div> <div>slow [360°, -, -]</div> <div>Tamed Balrog</div>
<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>

Tamed Balrog  
Movement

Tamed Balrog  
Movement

Tamed Balrog  
Movement

Tamed Balrog  
Fire

Tamed Balrog  
Fire

Tamed Balrog  
Movement

Zap  
Movement

Zap  
Movement

Zap  
Movement

<div>Movement</div> <div><div>fast [F, B, -]</div><div>slow [R, R, -]</div><div>still [R, -, -]</div></div> <div>Zap</div>	<div>Movement</div> <div><div>fast [B, B, -]</div><div>slow [A, F, -]</div><div>still [R, R, -]</div></div> <div>Zap</div>	<div>Movement</div> <div><div>fast [F, B, -]</div><div>slow [B, -, -]</div><div>still [R, R, R]</div></div> <div>Zap</div>
<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>

Zap  
Movement

Zap  
Movement

Zap  
Movement

Zap  
Movement

Zap  
Movement

Zap  
Movement

Zap  
Fire

Zap  
Movement

Zap  
Movement

Fire

fast	[Load, Aim]
slow	[Load, Aim]
still	[Load, Aim]

Zap

Zap  
Fire