

<div>Movement</div> <div><div>slow [Chase, -, -]</div><div>still [360°, -, -]</div><div>crawl [360°, F, -]</div></div> <div>Assasin</div>	<div>Movement</div> <div><div>slow [-, -, Chase]</div><div>still [360°, A, F]</div><div>crawl [360°, B[still], -]</div></div> <div>Assasin</div>	<div>Movement</div> <div><div>slow [360°, F, 360°]</div><div>still [360°, A[crawl], F]</div><div>crawl [360°, A[slow], F]</div></div> <div>Assasin</div>
<div>Movement</div> <div><div>slow [360°, 360°, 360°]</div></div> <div>Assasin</div>	<div>Movement</div> <div><div>slow [360°, F, B]</div></div> <div>Assasin</div>	<div>Movement</div> <div><div>slow [360°, B[crawl], -]</div></div> <div>Assasin</div>
<div>Fire</div> <div></div> <div>Assasin</div>	<div>Fire</div> <div><div>still [Load, -]</div></div> <div>Assasin</div>	<div>Fire</div> <div><div>still [-, Load]</div></div> <div>Assasin</div>

Assasin
Movement

Assasin
Movement

Assasin
Movement

Assasin
Movement

Assasin
Movement

Assasin
Movement

Assasin
Fire

Assasin
Fire

Assasin
Fire

<div>Fire</div> <div>still [Fire, -]</div> <div>Assasin</div>	<div>Fire</div> <div>still [-, Fire]</div> <div>Assasin</div>	<div>Fire</div> <div>still [Aim, -]</div> <div>Assasin</div>
<div>Fire</div> <div>still [-, Aim]</div> <div>Assasin</div>		

Assasin
Fire

Assasin
Fire

Assasin
Fire

Assasin
Fire