

<div>Movement</div> <div><div>slow [360°, F, 360°]</div><div>still [360°, 360°, 360°]</div></div> <div>Dwarf Infantry</div>	<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>

Dwarf Infantry
Movement

Dwarf Infantry
Movement

Dwarf Infantry
Movement

Dwarf Infantry
Fire

Dwarf Infantry
Fire

Dwarf Infantry
Fire

Dwarf Infantry
Fire

Dwarf Infantry
Fire

Dwarf Infantry
Fire

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

SteamPowerArmor
Movement

SteamPowerArmor
Movement

SteamPowerArmor
Movement

SteamPowerArmor
Fire

SteamPowerArmor
Fire

SteamPowerArmor
Fire

SteamPowerArmor
Fire

SteamPowerArmor
Fire

SteamPowerArmor
Fire

<p>Movement</p> <p>slow [A+chase, chase, chase,B[r]]</p> <p>rest [-, -, A]</p> <p>Tamed Balrog</p>	<p>Movement</p> <p>slow [chase, -, -]</p> <p>Tamed Balrog</p>	<p>Movement</p> <p>slow [-, -, chase]</p> <p>Tamed Balrog</p>
<p>Movement</p> <p>slow [360°, -, -]</p> <p>Tamed Balrog</p>	<p>Movement</p> <p>slow [360°, F, -]</p> <p>Tamed Balrog</p>	<p>Fire</p> <p>still [Fire, -]</p> <p>Tamed Balrog</p>
<p>Fire</p> <p>still [-, Fire]</p> <p>Tamed Balrog</p>	<p>Movement</p> <p>fast [F, F, -]</p> <p>slow [L, -, -]</p> <p>still [L, -, -]</p> <p>Zap</p>	<p>Movement</p> <p>fast [F, R, -]</p> <p>slow [L, L, -]</p> <p>still [L, L, -]</p> <p>Zap</p>

Tamed Balrog
Movement

Tamed Balrog
Movement

Tamed Balrog
Movement

Tamed Balrog
Fire

Tamed Balrog
Movement

Tamed Balrog
Movement

Zap
Movement

Zap
Movement

Tamed Balrog
Fire

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

Zap
Movement

Zap
Movement

Zap
Movement

Zap
Movement

Zap
Movement

Zap
Movement

Zap
Movement

Zap
Movement

Zap
Movement

Fire

fast [Fire, -]
slow [Fire, -]
still [Fire, -]

Zap

Fire

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

Zap

Zap
Fire

Zap
Fire