

<p>Fire</p> <p>still [Load, -] slow [Load, -] fast [Load, -]</p> <p>Battlewagon</p>	<p>Fire</p> <p>still [Fire, -] slow [Fire, -] fast [Fire, -]</p> <p>Battlewagon</p>	<p>Fire</p> <p>still [-, Fire] slow [-, Fire] fast [-, Fire]</p> <p>Battlewagon</p>
<p>Fire</p> <p>still [-, Aim]</p> <p>Battlewagon</p>	<p>Fire</p> <p>still [Aim, -]</p> <p>Battlewagon</p>	<p>Movement</p> <p>fast [F, F, F] slow [A+F, F, F] still [360°, A, F]</p> <p>Battlewagon</p>
<p>Movement</p> <p>fast [F, F, -] slow [360°, F, 360°] still [360°, -, -]</p> <p>Battlewagon</p>	<p>Movement</p> <p>fast [F, B, 360°] slow [B, rev, -]</p> <p>Battlewagon</p>	<p>Movement</p> <p>slow [B, -, -]</p> <p>Battlewagon</p>

Battlewagon
Fire

Battlewagon
Fire

Battlewagon
Fire

Battlewagon
Movement

Battlewagon
Fire

Battlewagon
Fire

Battlewagon
Movement

Battlewagon
Movement

Battlewagon
Movement

<div>Movement</div> <div>slow [Chase, -, -]</div> <div>Grunt</div>	<div>Movement</div> <div>slow [-, -, Chase]</div> <div>Grunt</div>	<div>Fire</div> <div>still [Load, -] slow [Load, -] fast [Load, -]</div> <div>HammerHead</div>
<div>Fire</div> <div>still [Fire, -] slow [Fire, -] fast [Fire, -]</div> <div>HammerHead</div>	<div>Movement</div> <div>fast [F, F, -] slow [L, -, -] still [L, -, -]</div> <div>HammerHead</div>	<div>Movement</div> <div>fast [F, R, -] slow [L, L, -] still [L, L, -]</div> <div>HammerHead</div>
<div>Movement</div> <div>fast [F, L, -] slow [R, -, -] still [L, L, L]</div> <div>HammerHead</div>	<div>Movement</div> <div>fast [F, B, -] slow [R, R, -] still [R, -, -]</div> <div>HammerHead</div>	<div>Movement</div> <div>fast [B, B, -] slow [A, F, -] still [R, R, -]</div> <div>HammerHead</div>

HammerHead
Fire

Grunt
Movement

Grunt
Movement

HammerHead
Movement

HammerHead
Movement

HammerHead
Fire

HammerHead
Movement

HammerHead
Movement

HammerHead
Movement

<div>Movement</div> <div><div>slow [B, -, -]</div><div>still [R, R, R]</div></div> <div>HammerHead</div>	<div>Movement</div> <div><div>slow [F, -, -]</div><div>still [-, -, -]</div></div> <div>HammerHead</div>	<div>Movement</div> <div><div>slow [B, rev, -]</div><div>still [R, A, F]</div></div> <div>HammerHead</div>
<div>Movement</div> <div><div>still [L, A, F]</div></div> <div>HammerHead</div>	<div>Movement</div> <div><div>still [A, F, -]</div></div> <div>HammerHead</div>	<div>Movement</div> <div><div>still [rev, -, -]</div></div> <div>HammerHead</div>
<div>Movement</div> <div><div>slow [Chase, -, -]</div><div>still [360°, -, -]</div></div> <div>Ork Infantry</div>	<div>Movement</div> <div><div>slow [-, -, Chase]</div><div>still [360°, A, F]</div></div> <div>Ork Infantry</div>	<div>Movement</div> <div><div>slow [360°, F, 360°]</div></div> <div>Ork Infantry</div>

HammerHead
Movement

HammerHead
Movement

HammerHead
Movement

HammerHead
Movement

HammerHead
Movement

HammerHead
Movement

Ork Infantry
Movement

Ork Infantry
Movement

Ork Infantry
Movement

<div>Movement</div> <div>slow [360°, 360°, 360°]</div> <div>Ork Infantry</div>	<div>Movement</div> <div>slow [360°, B,]</div> <div>Ork Infantry</div>	<div>Fire</div> <div>still [Load, -]</div> <div>Ork Infantry</div>
<div>Fire</div> <div>still [-, Load]</div> <div>Ork Infantry</div>	<div>Fire</div> <div>still [Fire, -]</div> <div>Ork Infantry</div>	<div>Fire</div> <div>still [-, Fire]</div> <div>Ork Infantry</div>
<div>Fire</div> <div>still [Aim, -]</div> <div>Ork Infantry</div>	<div>Fire</div> <div>still [-, Aim]</div> <div>Ork Infantry</div>	<div>Movement</div> <div>slow [Chase, -, -]</div> <div>Troll</div>

Ork Infantry
Fire

Ork Infantry
Movement

Ork Infantry
Movement

Ork Infantry
Fire

Ork Infantry
Fire

Ork Infantry
Fire

Troll
Movement

Ork Infantry
Fire

Ork Infantry
Fire

Movement

slow [-, -, Chase]

Troll

Troll
Movement