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

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

Fire	Fire	Fire	
still [-, Load]	${ m still} \ \ [ext{-}, { m Aim}]$	still [Fire, -]	
Elf Infantry	Elf Infantry	Elf Infantry	
Fire	Fire	Movement	
still [Load, -]	${\rm still} [{\rm Aim}, \text{-}]$	slow [360°, F, 360°] still [360°, 360°, 360°] fast [360°, F, B]	
Elf Infantry	Elf Infantry	Elf Infantry	
slow [360°, F, B] still [360°, A, F] fast [360°, F, B+B]	Movement $\begin{array}{c} \mathrm{slow} [360^\circ + \mathrm{A,F,F}] \\ \mathrm{still} [360^\circ + \mathrm{A+A,F,F}] \end{array}$	slow [360°, F, 360°] still [360°, 360°, 360°]	
Elf Infantry	Elf Infantry	Dwarf Infantry	

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

Movement	Movement	Fire
slow [360°, B, 360°] still [360°, A, F]	slow [360°, 360°, F]	still [Fire, -]
Dwarf Infantr	y Dwarf Infantry	Dwarf Infantry
Fire still [-, Fire]	Fire still [Aim, -]	Fire still [-, Aim]
Dwarf Infantr		
Fire still [Load, -]	Fire still [-, Load]	slow [360°, F, 360°] still [360°, 360°, 360°]
Dwarf Infantr	Dwarf Infantry	SteamPowerArmor

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

Movement		Movement		Fire	
slow [360°, 1 still [360°, 1		slow	[360°, A, F]	slow still	[Fire, -] [Fire, -]
Stear	mPowerArmor	Fire	SteamPowerArmor	Fire	SteamPowerArmor
slow [-, I still [-, I	Fire] Fire]	$_{ m slow}$	[Load, -] [Aim, -]	slow still	[-, Load] [-, Aim]
Stear	mPowerArmor	Fire	SteamPowerArmor	Movement	SteamPowerArmor
still [Loa			[-, Load]		, chase, chase,B[rest]]
Stear	mPowerArmor		SteamPowerArmor		Tamed Balrog

 $\begin{array}{c} {\bf Steam Power Armor} \\ {\bf Fire} \end{array}$

SteamPowerArmor Movement SteamPowerArmor Movement

 $\begin{array}{c} {\rm SteamPowerArmor} \\ {\rm Fire} \end{array}$

SteamPowerArmor Fire SteamPowerArmor Fire

Tamed Balrog Movement SteamPowerArmor Fire $\begin{array}{c} {\bf Steam Power Armor} \\ {\bf Fire} \end{array}$

Movement	Movement	Movement
slow [chase, -, -]	slow [-, -, chase]	slow [360°, -, -]
Tamed Balrog	Tamed Balrog	Tamed Balrog
slow [360°, F, -]	Fire still [Fire, -]	Still [-, Fire]
Tamed Balrog	Tamed Balrog	
$\begin{array}{ccc} \text{Movement} \\ & \text{fast} & [F,F,\text{-}] \\ & \text{slow} & [L,\text{-},\text{-}] \\ & \text{still} & [L,\text{-},\text{-}] \end{array}$	$\begin{array}{ccc} \text{Movement} & & \\ & \text{fast} & [F,R,\text{-}] \\ & \text{slow} & [L,L,\text{-}] \\ & \text{still} & [L,L,\text{-}] \end{array}$	$\begin{array}{ccc} \text{Movement} & & \\ & \text{fast} & [\text{F, L, -}] \\ & \text{slow} & [\text{R, -, -}] \\ & \text{still} & [\text{L, L, L}] \\ \end{array}$
Zap	Zap	Zap

Tamed Balrog Movement Tamed Balrog Movement Tamed Balrog Movement

 $\begin{array}{c} {\rm Tamed~Balrog} \\ {\rm Fire} \end{array}$

Tamed Balrog Fire Tamed Balrog Movement

Zap Movement Zap Movement Zap Movement

Movement	Movement	Movement
fast [F, B, -] slow [R, R, -] still [R, -, -]	fast [B, B, -] slow [A, F, -] still [R, R, -]	fast [F, B, -] slow [B, -, -] still [R, R, R]
Zap	Zap	Zap
Movement	Movement	Movement
fast [F, R, -] slow [F, -, -] still [-, -, -]	fast [F, L, -] slow [B, rev, -] still [R, A, F]	$\begin{array}{cc} \text{fast} & [\text{F}, \text{F}, \text{F}] \\ \text{still} & [\text{L}, \text{A}, \text{F}] \end{array}$
Movement	Movement	Fire
$ ext{still} [ext{A, F, -}]$	still [rev, -, -]	fast [Fire, -] slow [Fire, -] still [Fire, -]
Zap	Zap	Zap

Zap Zap Movement Movement

Zap Zap Movement Movement

ZapZapMovementMovementMovement

Zap Zap Zap Fire Movement Movement

Fire			
	slow	[Load, Aim] [Load, Aim] [Load, Aim]	
			Zap

Zap Fire