

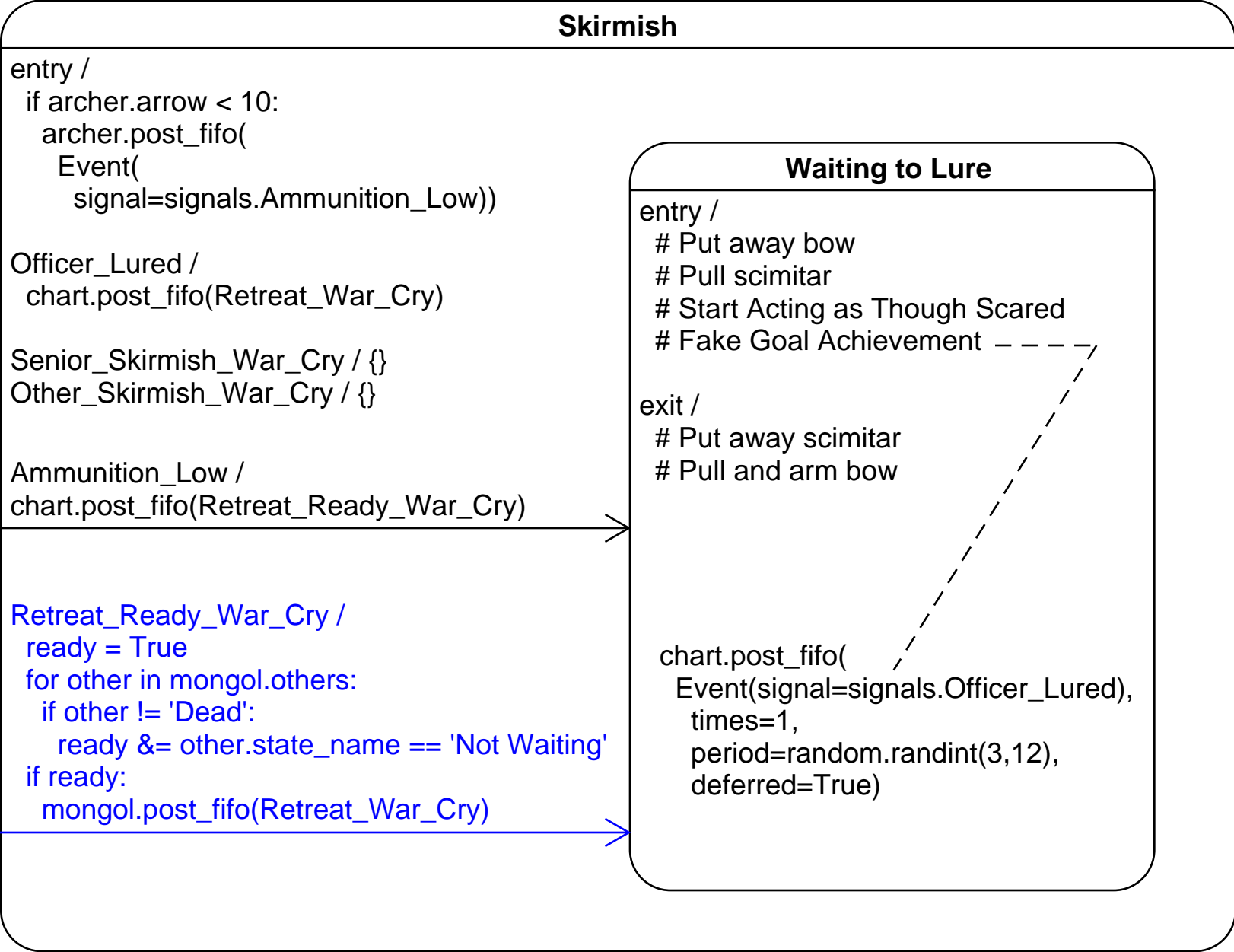
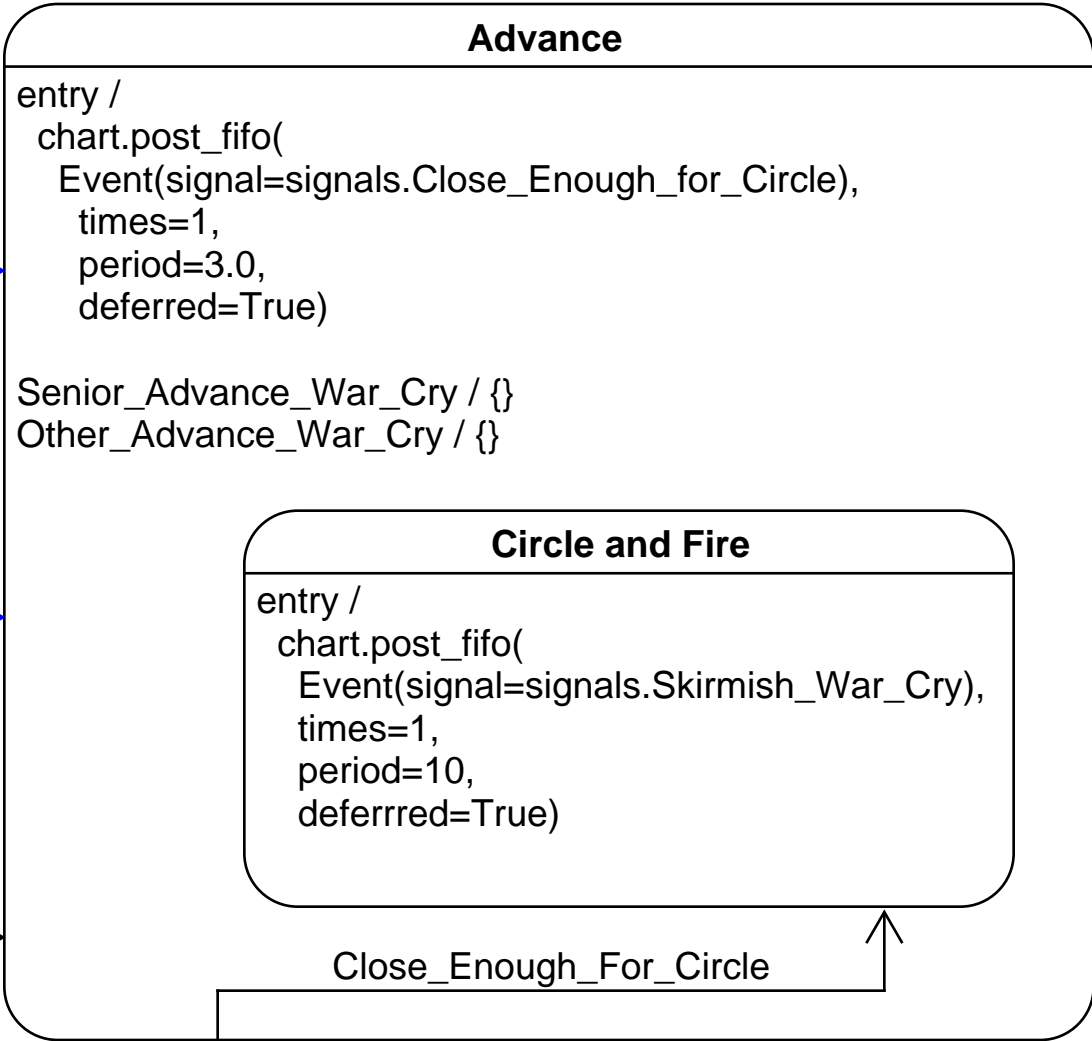
Deceit_in_Detail_Tactic (marshaled)

```
entry /
  # Identify next marshal point
  # Load horse with arrows

Senior_Advance_War_Cry \ chart.post_fifo(Event(signal=signals.Advance_War_Cry))
Senior_Skirmish_War_Cry \ chart.post_fifo(Event(signal=signals.Skirmish_War_Cry))
Senior_Retreat_War_Cry \ chart.post_fifo(Event(signal=signals.Retreat_War_Cry))
```

```
Advance_War_Cry as e /
  mongol.yell(e)
  for other in mongol.others:
    other.dispatch(e)
```

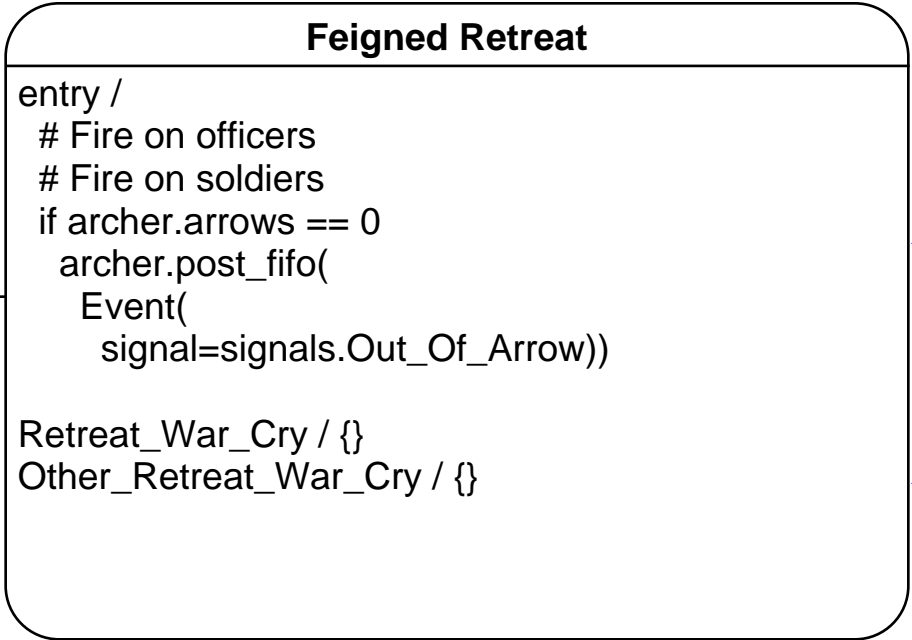
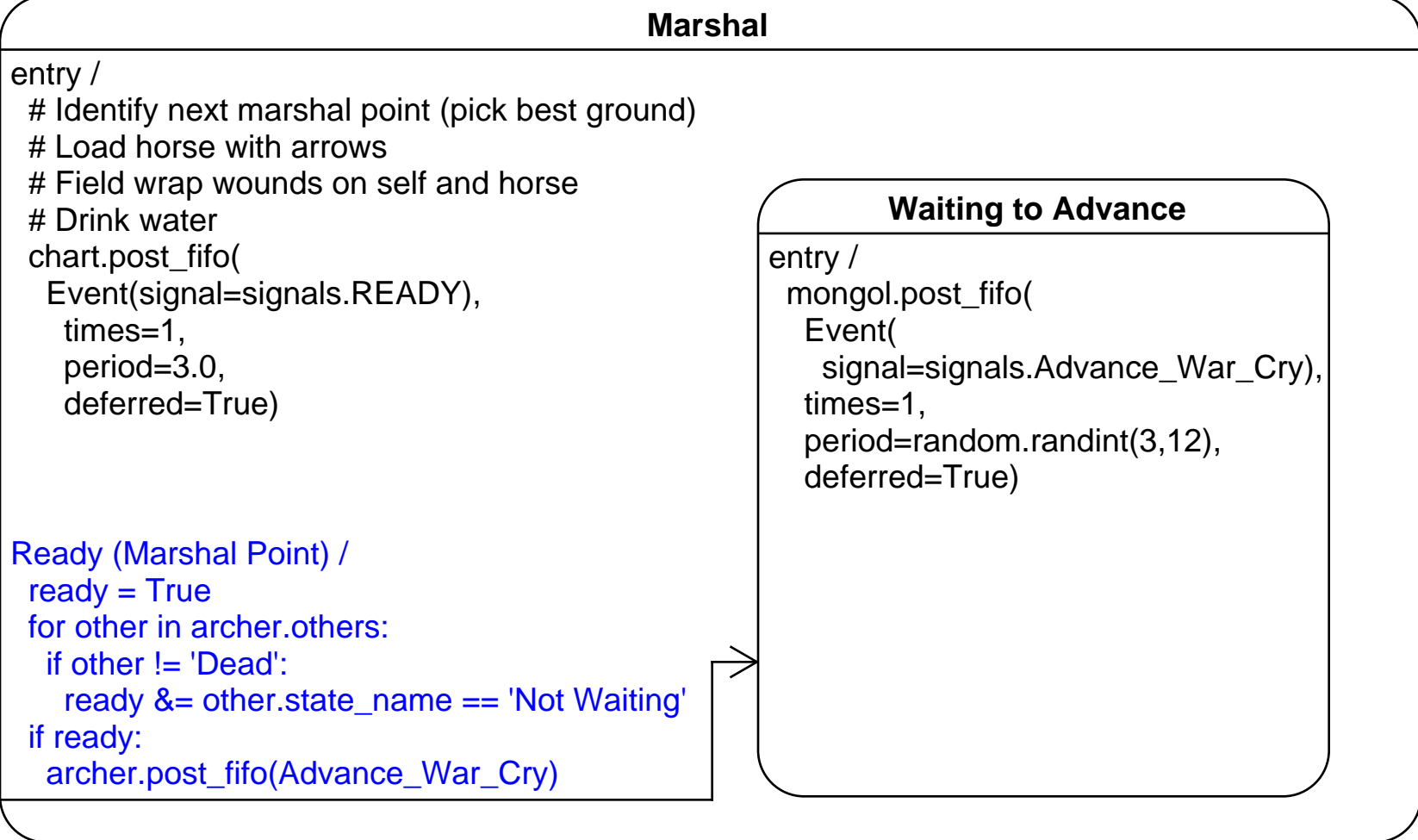
```
Other_Advance_War_Cry as e: /
  for other in mongol.others:
    other.dispatch(e)
```



```
Retreat_Ready_War_Cry /
  ready = True
  for other in mongol.others:
    if other != 'Dead':
      ready &= other.state_name == 'Not Waiting'
  if ready:
    mongol.post_fifo(Retreat_War_Cry)
```

```
Other_Skirmish_War_Cry as e \
  for other in mongol.others:
    other.dispatch(e)
```

```
Skirmish_War_Cry /
  mongol.yell(Skirmish_War_Cry)
```



```
Retreat_War_Cry as e /
  archer.yell(e)
  for other in mongol.others:
    other.dispatch(e)
```

```
Other_Retreat_War_Cry as e:
  for other in mongol.others:
    other.dispatch(e)
```

Out_Of_Arrows