

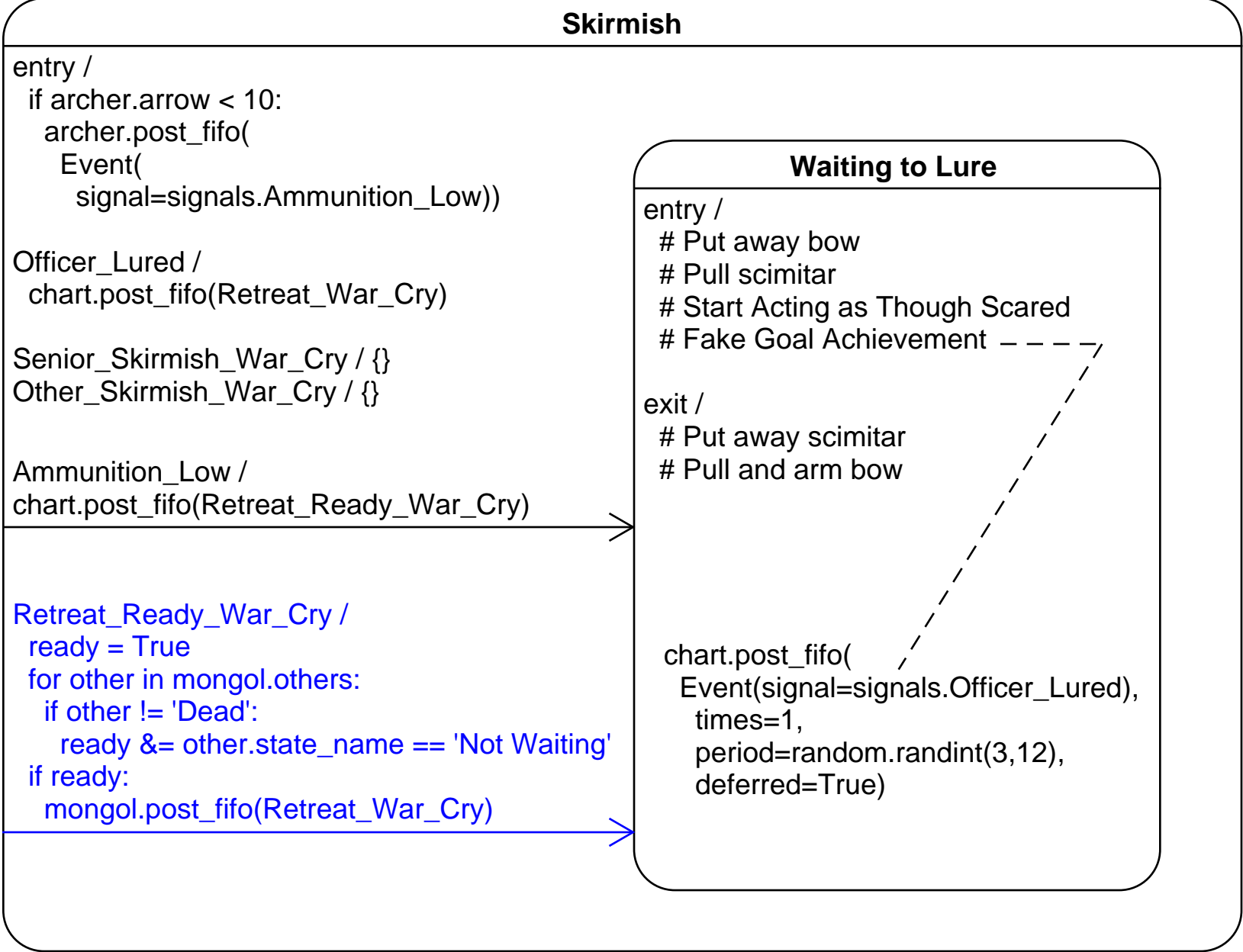
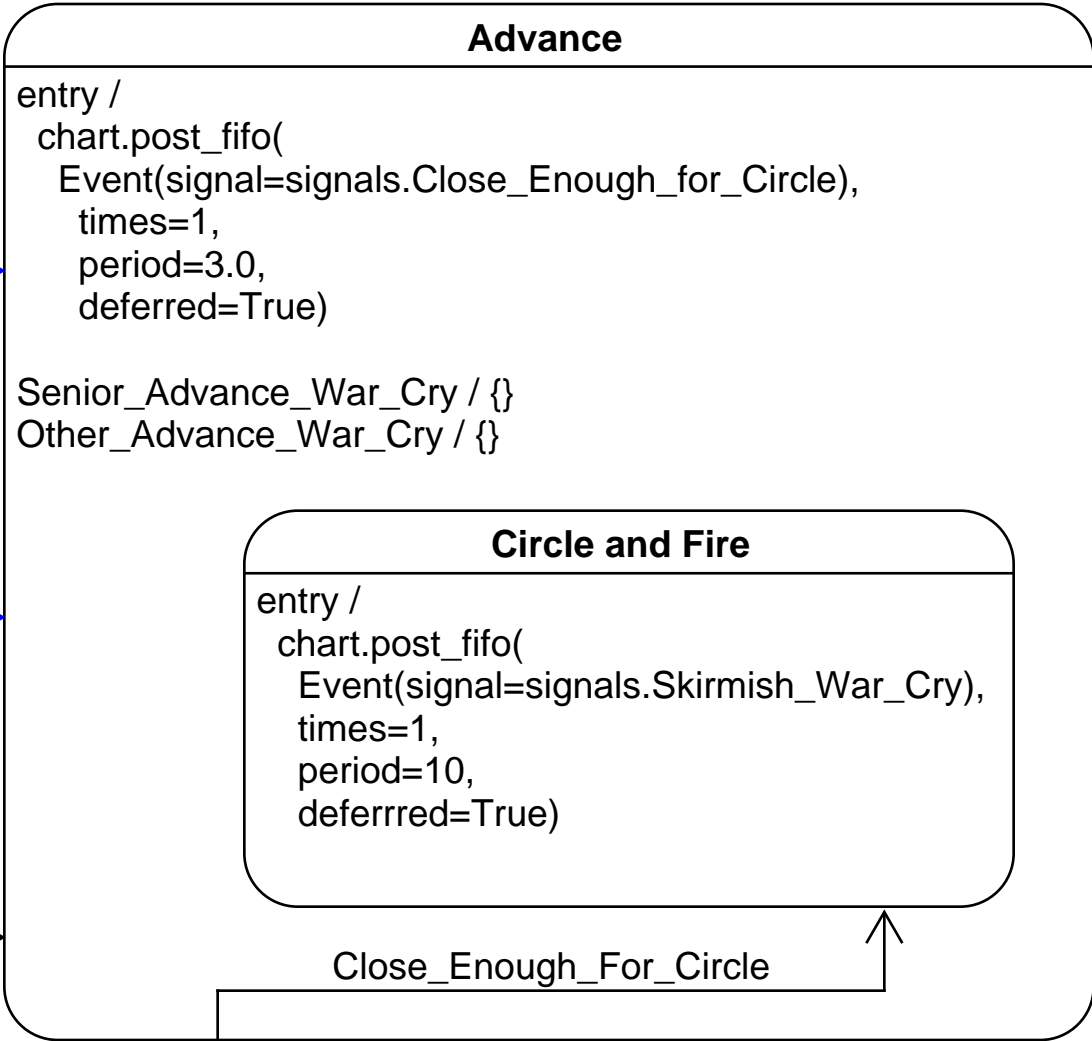
Deceit_in_Detail_Tactic (marshaled)

```
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)

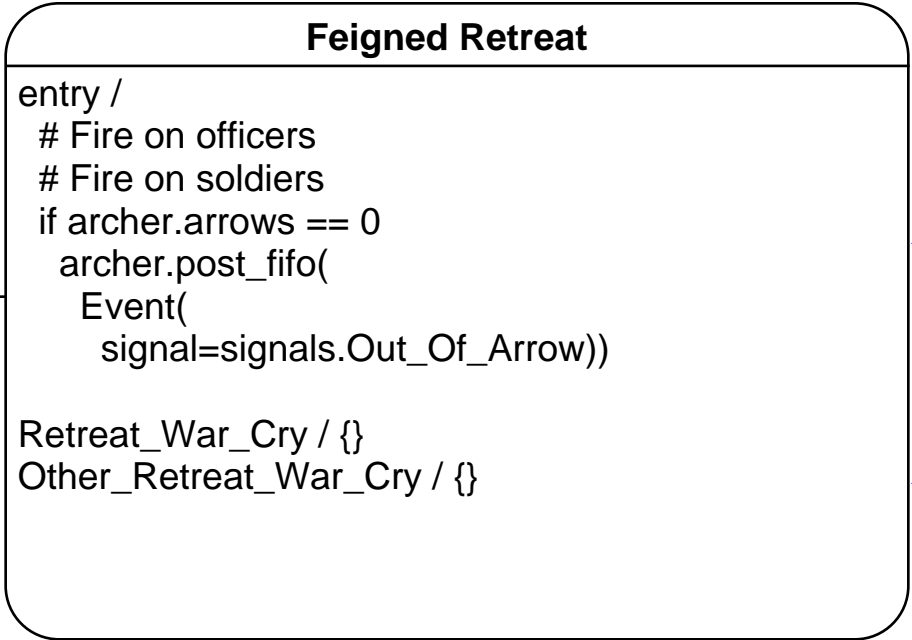
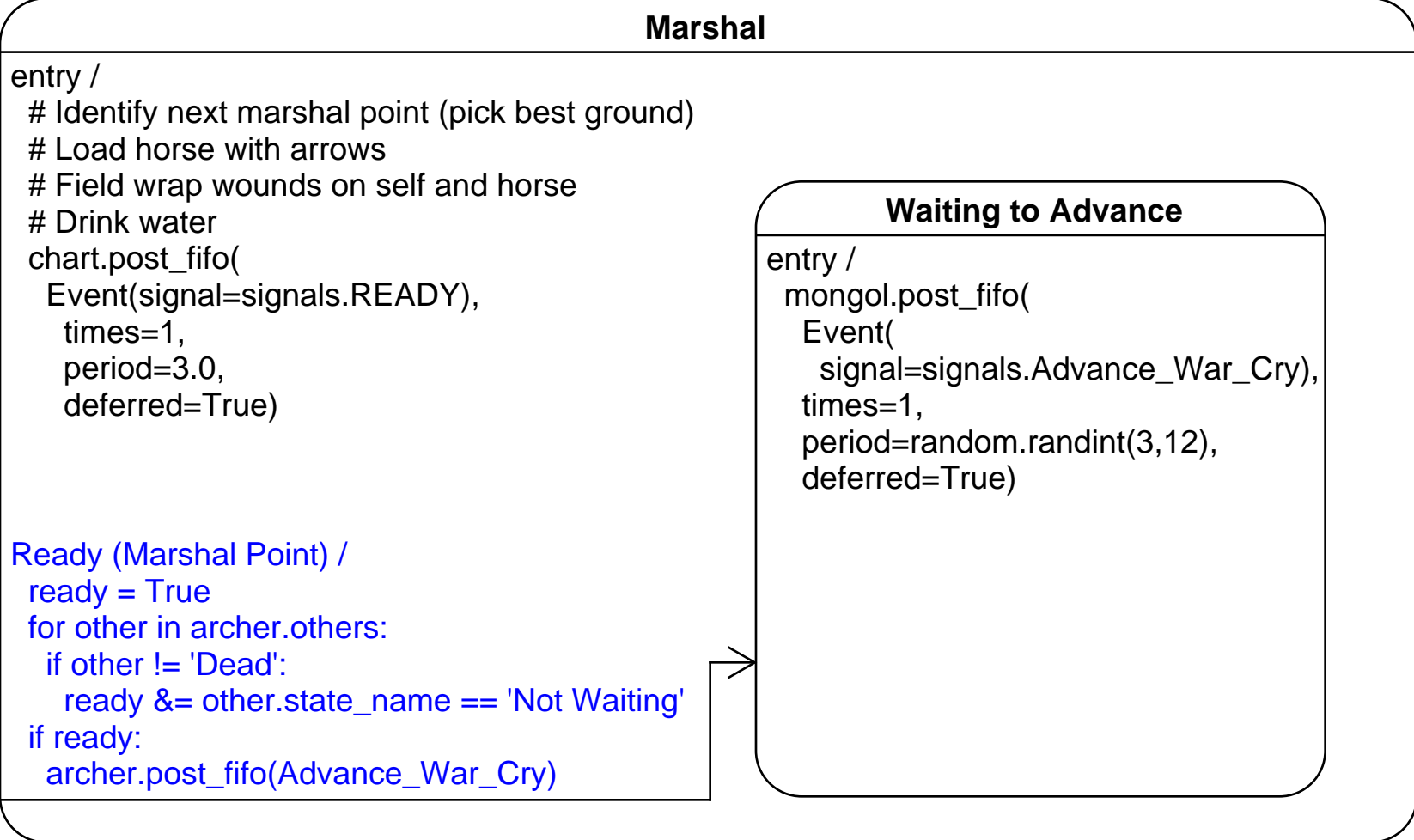
Other_Advance_War_Cry as e: /
for other in mongol.others:
other.dispatch(e)



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