

CrawlingBallAttack::getDeadUnits

SquadTacticsModel::orderReinforcements

CrawlingBallAttack::execute

```
graph RL; A[CrawlingBallAttack::execute] --> B[SquadTacticsModel::orderReinforcements]; B --> C[CrawlingBallAttack::getDeadUnits]; style C fill:#ccc
```