

# Deceit\_in\_Detail\_Tactic (marshaled)

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

## Advance

entry /  
chart.post\_fifo(  
  Event(signal=signals.Close\_Enough\_for\_Circle),  
  times=1,  
  period=3.0,  
  deferred=True)  
exit /

## Circle and Fire

entry /  
chart.post\_fifo(  
  Event(signal=signals.Skirmish\_War\_Cry),  
  times=1,  
  period=10,  
  defferrred=True)  
exit /

Advance\_War\_Cry

Skirmish\_War\_Cry

Close\_Enough\_For\_Circle

## Skirmish

entry /  
# close distance to enemy front  
# individually target enemies with arrows  
exit /

Ammunition\_Low /  
chart.post\_fifo(Retreat\_Ready\_War\_Cry)

Retreat\_Ready\_War\_Cry

## Waiting to Lure

entry /  
# Put away bow  
# Pull scimitar  
# Start Acting as Though Scared  
# Fake Goal Achievement

exit /  
# Put away scimitar  
# Pull and arm bow

Officer\_Lured /  
chart.post\_fifo(Retreat\_War\_Cry)

Retreat\_War\_Cry

chart.post\_fifo(  
  Event(signal=signals.Officer\_Lured),  
  times=1,  
  period=random.randint(3,12),  
  deferred=True)