

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)

chart.post_fifo(
 Event(signal=signals.Officer_Lured),
 times=1,
 period=random.randint(3,12),
 deferred=True)

Retreat_War_Cry

Feigned Retreat

entry /
False gallop
Fire on officers
Fire on soldiers

exit /
Full gallop

Out_Of_Arrows

