

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,
deferred=True)
exit /

Close_Enough_For_Circle

Advance_War_Cry

Skirmish

entry /
if archer.arrow < 10:
archer.post_fifo(
Event(
signal=signals.Ammunition_Low))
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)

Skirmish_War_Cry

Marshal

entry /
Identify next marshal point (pick best ground)
Load horse with arrows
Field wrap wounds on self and horse
Drink water
chart.post_fifo(
Event(signal=signals.READY),
times=1,
period=3.0,
deferred=True)

Waiting to Advance

entry /
exit /

READY (marshal point)

Feigned Retreat

entry /
Fire on officers
Fire on soldiers
if archer.arrows == 0
archer.post_fifo(
Event(
signal=signals.Out_Of_Arrow))

Out_Of_Arrows

Retreat_War_Cry

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