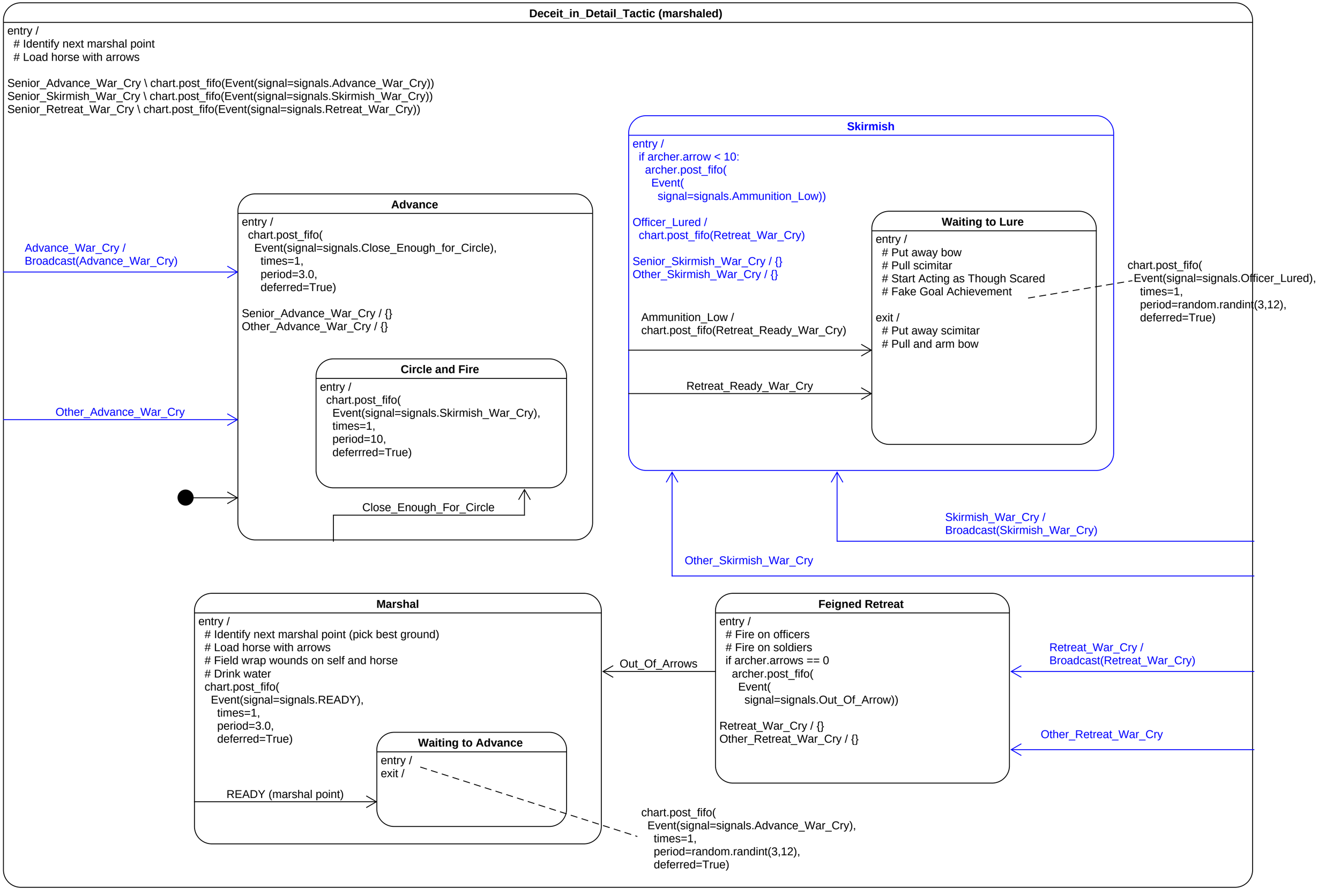
Deceit_in_Detail_Tactic (marshaled)
entry /
Identify next marshal point
Load horse with arrows
Senior_Advance_War_Cry \ chart.post_fifo(Event(signal=signals.Advance_War_Cry))
Senior_Skirmish_War_Cry \ chart.post_fifo(Event(signal=signals.Skirmish_War_Cry))
Senior_Retreat_War_Cry \ chart.post_fifo(Event(signal=signals.Retreat_War_Cry))
Advance
entry /
chart.post_fifo(
Event(signal=signals.Close_Enough_for_Circle),
times=1,
period=3.0,
deferred=True)
Senior_Advance_War_Cry / {}
Other_Advance_War_Cry / {}
Circle and Fire
entry /
chart.post_fifo(
Event(signal=signals.Skirmish_War_Cry),
times=1,
period=10,
deferrred=True)
Close_Enough_For_Circle
Advance_War_Cry /
Broadcast(Advance_War_Cry)
Other_Advance_War_Cry
Skirmish
entry /
if archer.arrow < 10:
archer.post_fifo(
Event(
signal=signals.Ammunition_Low))
Officer_Lured /
chart.post_fifo(Retreat_War_Cry)
Senior_Skirmish_War_Cry / {}
Other_Skirmish_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
chart.post_fifo(
Event(signal=signals.Officer_Lured),
times=1,
period=random.randint(3,12),
deferred=True)
Ammunition_Low /
chart.post_fifo(Retreat_Ready_War_Cry)
Retreat_Ready_War_Cry
Skirmish_War_Cry /
Broadcast(Skirmish_War_Cry)
Other_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)
Out_Of_Arrows
Feigned Retreat
entry /
Fire on officers
Fire on soldiers
if archer.arrows == 0
archer.post_fifo(
Event(
signal=signals.Out_Of_Arrow))
Retreat_War_Cry / {}
Other_Retreat_War_Cry / {}
Retreat_War_Cry /
Broadcast(Retreat_War_Cry)
Other_Retreat_War_Cry
chart.post_fifo(
Event(signal=signals.Advance_War_Cry),
times=1,
period=random.randint(3,12),
deferred=True)