**on\_free**:

* Based on enemy current action, calculate damage\_time
* If damage\_time < t\_free OR has dodged this attack:
  + Predict damage\_time for next enemy attack and assign it to damage\_time
* Time\_till\_damage = damage\_time – current\_time
* If time\_till\_damage > cmove\_duration and have enough energy:
  + Use cmove
* Else if time\_till\_damage > fmove\_duration:
  + Use fmove
* Else:
  + Wait

**on\_attack**:

* Calculate time\_till\_damage
* If time\_till\_damage > cmove\_duration and have enough energy:
  + Use cmove
* Else if time\_till\_damage > fmove\_duration:
  + Use fmove
* Else:
  + Dodge, no earlier than dodge window open