

Deceit\_in\_Detail\_Tactic (marshaled)

```
entry /
# Identify next marshal point
# Load horse with arrows
archer.arrows = HorseArcher.MAXIMUM_ARROW_CAPACITY
archer.ticks = 0
archer.post_fifo(Event(signal=signals.Second, times=0, period=archer.to_time(1.0), deferred=True))
second /
archer.ticks += 1
exit / archer.cancel_event(Event(signal=signals.Seconed))
Senior_Advance_War_Cry as e \ archer.post_fifo(e)
Senior_Skirmish_War_Cry as e \ archer.post_fifo(e)
Senior_Retreat_War_Cry as e \ archer.post_fifo(e)
Other_Ready as e \ archer.others[e.payload] = e
Other_Retreat_Ready as e \ archer.others[e.payload] = e
```

