```
Deceit_in_Detail_Tactic (marshaled)
entry /
 # Identify next marshal point
 # Load horse with arrows
mongol.arrows = 60
archer.ticks = 0
second /
                                                                                                                                                        Skirmish
 archer.ticks += 1
                                                                                                              entry /
                                                                                                               if archer.arrow < 10:
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))
                                                                                                                archer.post_fifo(
                                                                                                                                                                          Waiting to Lure
Senior_Retreat_War_Cry \ chart.post_fifo(Event(signal=signals.Retreat_War_Cry))
                                                                                                                 Event(
                                                                                                                                                               entry /
                                                                                                                  signal=signals.Ammunition_Low))
                                                                                                                                                               # Put away bow
                                                                  Advance
                                                                                                                                                                # Pull scimitar
                                                                                                              Officer Lured /
                                                                                                                                                               # Start Acting as Though Scared
                                       entry /
                                                                                                               chart.post_fifo(Retreat_War_Cry)
                                                                                                                                                               # Fake Goal Achievement _ _ _ ___
                                        chart.post_fifo(
                                         Event(signal=signals.Close_Enough_for_Circle),
                                                                                                              Senior_Skirmish_War_Cry / {}
                                                                                                                                                               exit /
                                          times=1,
                                                                                                              Other_Skirmish_War_Cry / {}
                                                                                                                                                               # Put away scimitar
                                           period=3.0,
                                                                                                                                                                # Pull and arm bow
                                           deferred=True)
                                                                                                              second /
                                                                                                               if archer.tick \% 3 == 0:
                                       Senior_Advance_War_Cry / {}
                                                                                                                if random.randint(1, 10) \leq 4:
                                       Other_Advance_War_Cry / {}
                                                                                                                 archer.arrow -= 1
                                                                                                                if archer.arrows < 10:
Advance_War_Cry as e /
                                                                 Circle and Fire
                                                                                                                 archer.post_fifo(
                                                                                                                                                                chart.post_fifo(
 mongol.vell(e)
                                                                                                                 Event(
                                                entry /
                                                                                                                                                                 Event(signal=signals.Officer_Lured),
 for ip, other in mongol.others.items():
                                                                                                                  signal=signals.Ammunition_Low))
                                                 archer.post_fifo(
                                                                                                                                                                  times=1,
  other.dispatch(e)
                                                                                                               archer.ticks += 1
                                                   Event(signal=signals.Skirmish_War_Cry),
                                                                                                                                                                  period=random.randint(30,120),
                                                   times=1,
                                                                                                                                                                   deferred=True)
                                                                                                              Ammunition_Low /
                                                   period=2*60,
                                                                                                              chart.post_fifo(Retreat_Ready_War_Cry)
                                                   deferrred=True)
                                                 second /
                                                 if archer.ticks % 8 == 0:
Other_Advance_War_Cry as e, ip: /
                                                                                                              Retreat_Ready_War_Cry /
 mongol.other[ip].dispatch(e)
                                                   archer.arrow -= random.randint(1,3)
                                                                                                               ready = True
                                                   if archer.arrows < 20:
                                                                                                               for ip, other in mongol.others.items():
                                                    archer.post_fifo(
                                                                                                                if other.state_name != 'Dead':
                                                    Event(signal=signals.Skirmish_War_Cry))
                                                                                                                 ready &= other.state_name == 'Waiting'
                                                  archer.ticks += 1
                                                                                                               if ready:
                                                                                                                mongol.post_fifo(Retreat_War_Cry)
                                                         Close_Enough_For_Circle
                                                                                                                                                                   Skirmish_War_Cry /
                                                                                                                                                                    mongol.yell(Skirmish_War_Cry)
                                                   Marshal
                                                                                                                            Other_Skirmish_War_Cry as e, ip \
        entry /
                                                                                                                             mongol.other[ip].dispatch(e)
        # Identify next marshal point (pick best ground)
         # Load horse with arrows
        # Field wrap wounds on self and horse
                                                                   Waiting to Advance
                                                                                                                                           Feigned Retreat
         # Drink water
                                                                                                                                                                             Retreat_War_Cry as e /
         chart.post_fifo(
                                                            entry /
                                                                                                                               entry /
                                                                                                                                                                              archer.yell(e)
                                                             mongol.post_fifo(
                                                                                                                                # Fire on officers
          Event(signal=signals.READY),
                                                                                                                                                                              for ip, other in mongol.others.items()
                                                                                                                                # Fire on soldiers
           times=1,
                                                              Event(
                                                               signal=signals.Advance_War_Cry),
                                                                                                                                if archer.arrows == 0
                                                                                                                                                                               other.dispatch(e)
           period=3.0,
           deferred=True)
                                                              times=1,
                                                                                                                                 archer.post fifo(
                                                                                                            Out_Of_Arrows
                                                              period=random.randint(30,120),
                                                                                                                                   Event(
                                                              deferred=True)
                                                                                                                                    signal=signals.Out_Of_Arrow))
                                                             mongol.arrows = 60
                                                                                                                               exit /
                                                                                                                               # full gallop
        Ready (Marshal Point) /
         ready = True
        for ip, other in archer.others.items():
                                                                                                                               second /
          if other.state name != 'Dead':
                                                                                                                                if archer.tick \% 3 == 0:
                                                                                                                                 if random.randint(1, 10) \le 8:
           ready &= other.state_name == 'Waiting'
                                                                                                                                 archer.arrow -= 1
         if ready:
          archer.post_fifo(Advance_War_Cry)
                                                                                                                                 if archer.arrows == 0:
                                                                                                                                   archer.post_fifo(
                                                                                                                                                                             Other_Retreat_War_Cry as e, ip:
                                                                                                                                   Event(
                                                                                                                                                                              mongol.other[ip].dispatch(e)
                                                                                                                                    signal=signals.Out_Of_Arrows))
                                                                                                                                archer.ticks += 1
                                                                                                                               Retreat_War_Cry / {}
                                                                                                                               Other_Retreat_War_Cry / {}
```