```
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

chart.post_fifo(
 Event(signal=signals.Skirmish_War_Cry),
 times=1,
 period=10,
 deferrred=True)

Close_Enough_For_Circle

entry /