```
entry /
 # Identify next marshal point
 # Load horse with arrows
 archer.arrows = HorseArcher.MAXIMUM_ARROW_CAPACITY
                                                                                                                                                       Skirmish
 archer.ticks = 0
 archer.post_fifo(Event(signal=signals.Second, times=0, period=archer.to_time(1.0), deferred=True)
                                                                                                          entry /
second /
                                                                                                           archer.post_fifo(
                                                                                                                                                      exit /
archer.ticks += 1
                                                                                                            Event(signal=signals.Officer_Lured),
                                                                                                                                                       archer.cancel(Event(
exit / archer.cancel_event(Event(signal=signals.Seconed))
                                                                                                            times=1,
                                                                                                                                                         signal=signals.Ammunition_Low))
Senior_Advance_War_Cry as e\ archer.post_fifo(e)
                                                                                                            period=archer.to_time(
                                                                                                                                                       archer.cancel(Event(
Senior_Skirmish_War_Cry as e\ archer.post_fifo(e)
                                                                                                             random.randint(40, 200)),
Senior_Retreat_War_Cry as e \ archer.post_fifo(e)
                                                                                                            deferred=True
                                                                                                           if archer.arrow < 10:
                                                                                                            archer.post_fifo(
                                                                                                             Event(
                                                                                                               signal=signals.Ammunition Low))
                                                                                                          Officer_Lured /
                                                                                                           chart.post_fifo(Retreat_War_Cry)
                                                                                                          Senior_Skirmish_War_Cry / {}
                                                                                                                                                        Officer Lured /
                                                                                                          Other_Skirmish_War_Cry / {}
                                                                                                                                                         archer.scribble("Knight Charging")
                                                                                                                                                         archer.post_fifo(
                                                                                                          second /
                                                                                                                                                          Event(signal=signals.Retreate_Ready_War_Cry))
                                                                                                           if archer.tick \% 3 == 0:
                                                                                                            if random.randint(1, 10) \leq 4:
                                                                                                             archer.arrow -= 1
                                                                                                            if archer.arrows < 10:
                                                                                                              archer.post_fifo(
                                                                  Advance
                                                                                                              Event(
                                       entry /
                                                                                                               signal=signals.Ammunition_Low))
                                                                                                           archer.ticks += 1
                                         chart.post_fifo(
                                          Event(signal=signals.Close_Enough_for_Circle),
                                                                                                                                                                           Waiting to Lure
                                           times=1.
                                                                                                                                                                entry /
                                           period=archer.to_time(3.0),
                                                                                                                                                                 archer.scribble('put away bow')
                                           deferred=True)
Advance_War_Cry as e /
                                                                                                                                                                 archer.scribble('pull scimitar')
                                                                                                          Ammunition_Low /
 archer.yell(e)
                                                                                                                                                                 archer.scribble('act scared')
                                       exit/ archer.cancel_events(
                                                                                                          chart.post_fifo(
 for ip, other in archer.others.items():
                                        Event(signal=signals.Close_Enough_for_Circle))
                                                                                                           Event(signal=signals.Retreat_Ready_War_Cry))
  other.dispatch(e)
                                                                                                                                                               exit /
                                                                                                                                                                 archer.scribble('stash scimitar')
                                       Senior_Advance_War_Cry / {}
                                                                                                          Retreat_Ready_War_Cry /
                                                                                                                                                                 archer.scribble('pull bow')
                                       Other_Advance_War_Cry / {}
Other_Advance_War_Cry as e, ip: /
                                                                                                           ready = True
                                                                                                                                                                 archer.scribble('stop acting')
 archer.post_fifo(
                                                                                                           for ip, other in mongol.others.items():
                                                                 Circle and Fire
  Event(
                                                                                                            if other.state_name != 'ead':
                                                                                                                                                                second /
   signal=/
                                                                                                             ready &= other.state_name == 'Waiting'
                                                                                                                                                                 archer.ticks += 1
    signals.Advance_War_Cry))
                                                 second /
                                                                                                           if ready:
 archer.other[ip].dispatch(e)
                                                  if archer.ticks \% 6 == 0:
                                                                                                            # let's make sure Gandbold isn't a chicken
                                                   archer.arrow -= random.randint(1,3)
                                                                                                            archer.post_fifo(
                                                   if archer.arrows < 20:
                                                                                                             Event(signal=signals.Retreat_War_Cry),
                                                    archer.post_fifo(
                                                                                                              times=1,
                                                    Event(signal=signals.Skirmish_War_Cry))
                                                                                                              period=archer.to_time(
                                                  archer.ticks += 1
                                                                                                               random.randint(10, 30)),
                                                                                                              deferred=True)
                                                          Close_Enough_For_Circle
                                                                                                                             Other_Skirmish_War_Cry as e, ip \
                                                                                                                              archer.post_fifo(
                                                                                                                               Event(
                                                                                                                                                                     Skirmish_War_Cry /
                                                                                                                                signal=/
                                                                                                                                                                      archer.yell(Skirmish_War_Cry)
                                                   Marshal
                                                                                                                                 signals.Skirmish_War_Cry))
                                                                                                                              mongol.other[ip].dispatch(e)
        entry /
         # Identify next marshal point (pick best ground)
         # Load horse with arrows
                                                                                                                                          Feigned Retreat
         # Field wrap wounds on self and horse
                                                                    Waiting to Advance
                                                                                                                          entry /
         # Drink water
                                                                                                                           archer.scribble('fire on Knights')
                                                                                                                                                                              Retreat_War_Cry as e /
         chart.post_fifo(
                                                            entry /
                                                                                                                           archer.scribble('fire on footman')
          Event(signal=signals.READY),
                                                             mongol.post_fifo(
                                                                                                                                                                               archer.yell(e)
                                                                                                                           if archer.arrows == 0
                                                                                                                                                                               for ip, other in mongol.others.items()
           times=1,
                                                              Event(
                                                                                                                            archer.post_fifo(
                                                                                                                                                                                other.dispatch(e)
           period=3.0,
                                                               signal=signals.Advance_War_Cry),
                                                                                                                             Event(signal=signals.Out_Of_Arrows),
           deferred=True)
                                                                                                         Out_Of_Arrows
                                                                                                                             times=1,
                                                              period=random.randint(30,120),
                                                                                                                             period=archer.to_time(random.randint(10, 30)),
                                                              deferred=True)
                                                                                                                             deferred=True)
                                                             mongol.arrows = 60
        Ready (Marshal Point) /
                                                                                                                          exit /
         ready = True
                                                                                                                           archer.cancel_events(
        for ip, other in archer.others.items():
                                                                                                                            Event(signal=signals.Out_Of_Arrows))
         if other.state_name != 'Dead':
                                                                                                                           archer.scribble("full gallop")
           ready &= other.state_name == 'Waiting'
         if ready:
                                                                                                                          second /
          archer.post_fifo(Advance_War_Cry)
                                                                                                                           if archer.tick \% 3 == 0:
                                                                                                                                                                              Other_Retreat_War_Cry as e, ip:
                                                                                                                            if random.randint(1, 10) \le 8:
                                                                                                                                                                               _mongol.other[ip].dispatch(e)
                                                                                                                            archer.arrow -= 1
                                                                                                                            if archer.arrows == 0:
                                                                                                                             archer.post_fifo(
                                                                                                                             Event(
                                                                                                                              signal=signals.Out_Of_Arrows))
                                                                                                                           archer.ticks += 1
```

Deceit_in_Detail_Tactic (marshaled)