```
Deceit_in_Detail_Tactic (marshaled)
 # Identify next marshal point
 # Load horse with arrows
                                                                                                                                                     Skirmish
                                                                                                           entry /
Senior_Advance_War_Cry \ chart.post_fifo(Event(signal=signals.Advance_War_Cry))
                                                                                                            if archer.arrow < 10:
Senior_Skirmish_War_Cry \ chart.post_fifo(Event(signal=signals.Skirmish_War_Cry))
                                                                                                             archer.post fifo(
Senior_Retreat_War_Cry \ chart.post_fifo(Event(signal=signals.Retreat_War_Cry))
                                                                                                              Event(
                                                                                                                                                                      Waiting to Lure
                                                                                                               signal=signals.Ammunition_Low))
                                                                                                                                                           entry /
                                                                                                                                                            # Put away bow
                                                               Advance
                                                                                                           Officer Lured /
                                                                                                                                                            # Pull scimitar
                                     entry /
                                                                                                            chart.post_fifo(Retreat_War_Cry)
                                                                                                                                                            # Start Acting as Though Scared
Advance_War_Cry as e /
                                      chart.post_fifo(
                                                                                                                                                            # Fake Goal Achievement _ _ _ _ _
 mongol.yell(e)
                                       Event(signal=signals.Close_Enough_for_Circle),
                                                                                                           Senior_Skirmish_War_Cry / {}
 for other in mongol.others:
                                        times=1,
                                                                                                           Other_Skirmish_War_Cry / {}
  other.dispatch(e)
                                                                                                                                                           exit /
                                        period=3.0,
                                                                                                                                                            # Put away scimitar
                                        deferred=True)
                                                                                                                                                            # Pull and arm bow
                                                                                                           Ammunition Low /
                                                                                                           chart.post_fifo(Retreat_Ready_War_Cry)
                                     Senior_Advance_War_Cry / {}
                                     Other_Advance_War_Cry / {}
Other_Advance_War_Cry as e: /
                                                                                                           Retreat_Ready_War_Cry /
 for other in mongol.others:
                                                                Circle and Fire
                                                                                                            ready = True
                                                                                                                                                             chart.post_fifo(
  other.dispatch(e)
                                                                                                            for other in mongol.others:
                                                   entry /
                                                                                                                                                              Event(signal=signals.Officer_Lured),
                                                    chart.post_fifo(
                                                                                                             if other != 'Dead':
                                                                                                                                                               times=1,
                                                     Event(signal=signals.Skirmish_War_Cry),
                                                                                                              ready &= other.state_name == 'Not Waiting'
                                                                                                                                                               period=random.randint(3,12),
                                                     times=1,
                                                                                                            if ready:
                                                                                                                                                               deferred=True)
                                                     period=10.
                                                                                                             mongol.post_fifo(Retreat_War_Cry)
                                                     deferrred=True)
                                                       Close Enough For Circle
                                                                                                                                                                Skirmish_War_Cry /
                                                                                                                       Other_Skirmish_War_Cry as e \
                                                                                                                                                                 mongol.yell(Skirmish_War_Cry)
                                                 Marshal
                                                                                                                        for other in mongol.others:
      entry /
                                                                                                                         other.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 /
                                                                                                                             # Fire on officers
                                                                                                                                                                                  archer.yell(e)
                                                          mongol.post_fifo(
        Event(signal=signals.READY),
                                                                                                                                                                                  for other in mongol.others
         times=1.
                                                           Event(
                                                                                                                             # Fire on soldiers
                                                                                                                                                                                   other.dispatch(e)
         period=3.0,
                                                            signal=signals.Advance_War_Cry),
                                                                                                                             if archer.arrows == 0
         deferred=True)
                                                                                                                              archer.post_fifo(
                                                           times=1,
                                                                                                         Out_Of_Arrows
                                                           period=random.randint(3,12),
                                                                                                                               Event(
                                                           deferred=True)
                                                                                                                                 signal=signals.Out_Of_Arrow))
                                                                                                                                                                                 Other_Retreat_War_Cry as e:
                                                                                                                                                                                  for other in mongol.others
                                                                                                                            Retreat_War_Cry / {}
      Ready (Marshal Point) /
                                                                                                                                                                                   other.dispatch(e)
                                                                                                                            Other_Retreat_War_Cry / {}
       ready = True
       for other in archer.others:
        if other != 'Dead':
         ready &= other.state name == 'Not Waiting'
       if ready:
        archer.post_fifo(Advance_War_Cry)
```