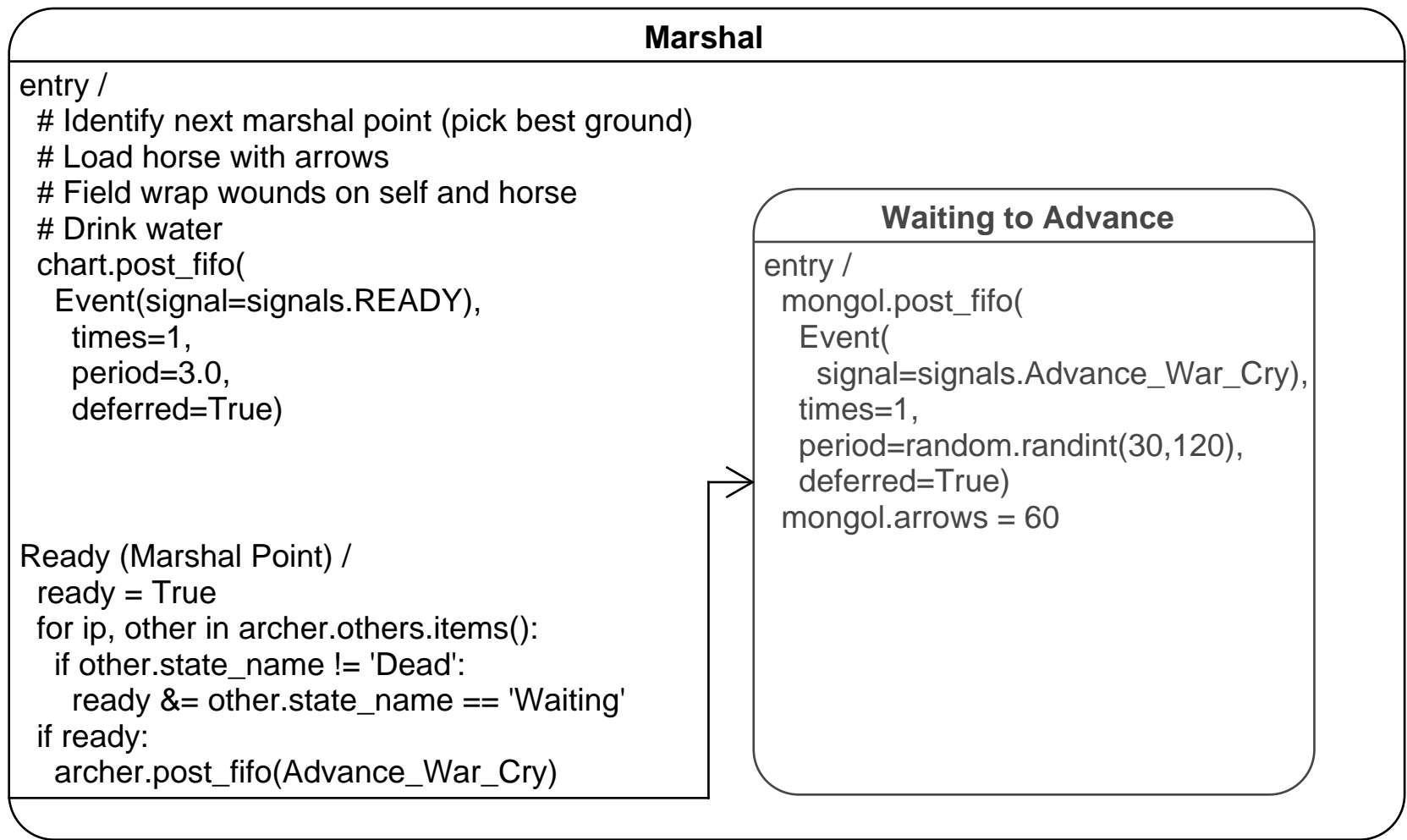
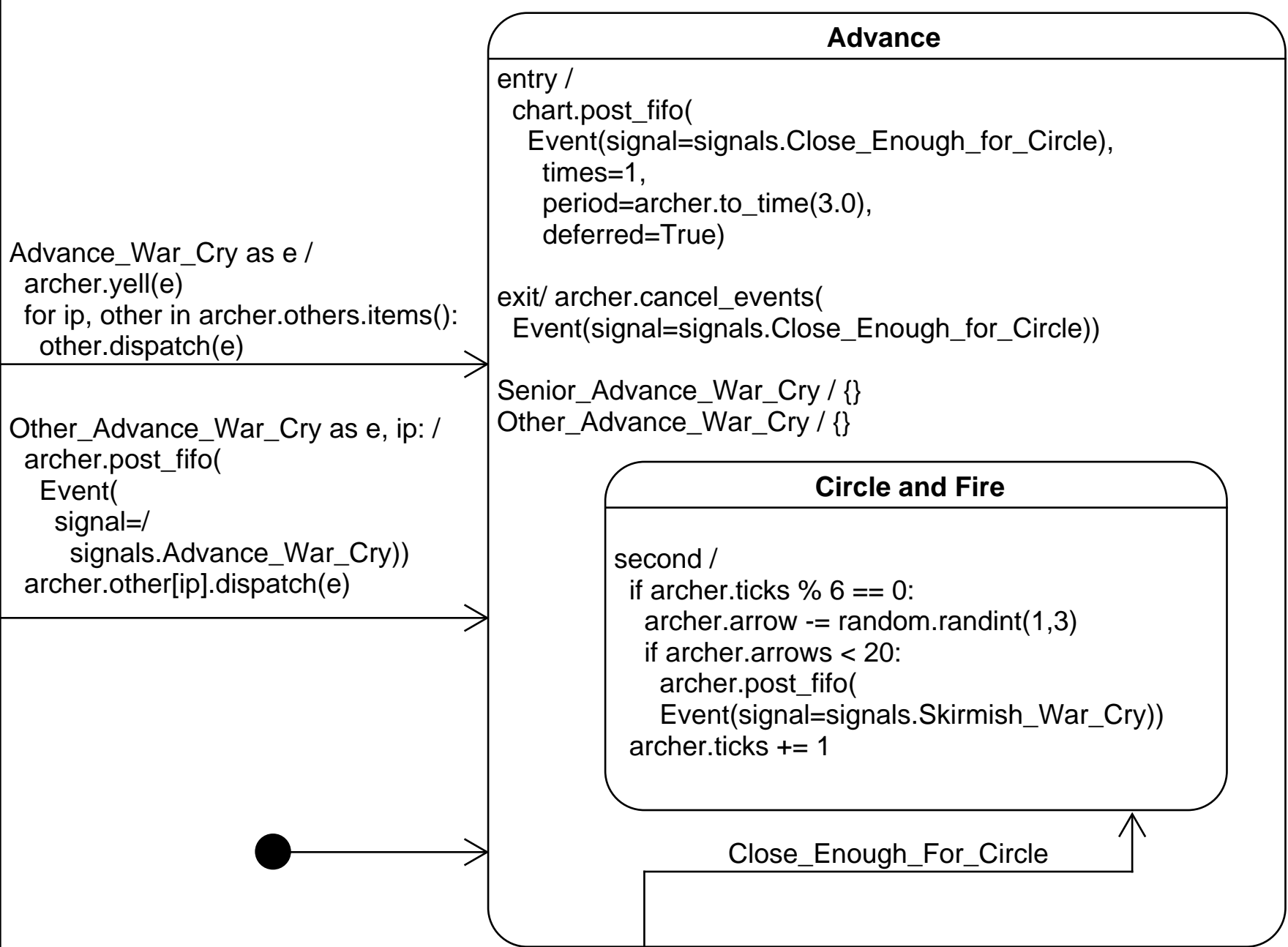


Deceit_in_Detail_Tactic (marshaled)	
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100	100

```

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.Second))
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)

```



## Skirmish

```

entry /
  archer.post_fifo(
    Event(signal=signals.Officer_Lured),
    times=1,
    period=archer.to_time(
      random.randint(40, 200)),
    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 / {}
Other_Skirmish_War_Cry / {}

second /
  if archer.tick % 3 == 0:
    if random.randint(1, 10) <= 4:
      archer.arrow -= 1
    if archer.arrows < 10:
      archer.post_fifo(
        Event(
          signal=signals.Ammunition_Low))
  archer.ticks += 1

exit /
  archer.cancel(Event(
    signal=signals.Ammunition_Low))
  archer.cancel(Event(
    signal=signals.Ammunition_Low))

Officer_Lured /
  archer.scribble("Knight Charging")
  archer.post_fifo(
    Event(signal=signals.Retreat_Ready_War_Cry))

```

