```
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 ip, other in mongol.others.items():
                                          times=1.
                                                                                                             Other_Skirmish_War_Cry / {}
                                                                                                                                                             exit /
  other.dispatch(e)
                                          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, ip: /
                                                                                                             Retreat_Ready_War_Cry /
                                                                  Circle and Fire
mongol.other[ip].dispatch(e)
                                                                                                              ready = True
                                                                                                                                                               chart.post_fifo(
                                                     entry /
                                                                                                              for ip, other in mongol.others.items():
                                                                                                                                                               Event(signal=signals.Officer_Lured),
                                                      chart.post_fifo(
                                                                                                               if other.state name != 'Dead':
                                                                                                                                                                 times=1.
                                                       Event(signal=signals.Skirmish War Cry),
                                                                                                                ready &= other.state_name == '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 /
                                                                                                                                                                  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)
          Event(signal=signals.READY),
                                                            mongol.post_fifo(
                                                                                                                               # Fire on officers
                                                                                                                                                                            for ip, other in mongol.others.items()
           times=1,
                                                             Event(
                                                                                                                               # Fire on soldiers
                                                                                                                                                                             other.dispatch(e)
           period=3.0,
                                                              signal=signals.Advance_War_Cry),
                                                                                                                               if archer.arrows == 0
           deferred=True)
                                                             times=1.
                                                                                                                                archer.post_fifo(
                                                                                                           Out_Of_Arrows
                                                             period=random.randint(3,12),
                                                                                                                                 Event(
                                                             deferred=True)
                                                                                                                                  signal=signals.Out_Of_Arrow))
                                                                                                                                                                           Other_Retreat_War_Cry as e, ip:
                                                                                                                                                                            mongol.other[ip].dispatch(e)
                                                                                                                              Retreat_War_Cry / {}
        Ready (Marshal Point) /
                                                                                                                              Other_Retreat_War_Cry / {}
        ready = True
        for ip, other in archer.others.items():
         if other.state name != 'Dead':
           ready &= other.state name == 'Waiting'
        if ready:
          archer.post fifo(Advance War Cry)
```