Deceit_in_Detail_Tactic (marshaled)

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

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

Close_Enough_For_Circle