```
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)),
                                                                                                                                                                     signal=signals.Officier_Lured))
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) \le 4:
                                                                                                                      archer.arrow -= 1
                                                                                                                     if archer.arrows < 10:
                                                                                                                      archer.post_fifo(
                                                                                                                      Event(
                                                                                                                       signal=signals.Ammunition_Low))
                                                                        Advance
                                                                                                                    archer.ticks += 1
                                           entry /
                                            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 /
                                          Senior_Advance_War_Cry / {}
                                                                                                                                                                              archer.scribble('stash scimitar')
                                                                                                                                                                              archer.scribble('pull bow')
                                           Other_Advance_War_Cry / {}
                                                                                                                  Retreat_Ready_War_Cry /
Other_Advance_War_Cry as e, ip: /
                                                                                                                                                                              archer.scribble('stop acting')
                                                                                                                   ready = True
 archer.post_fifo(
                                                                                                                   for ip, other in mongol.others.items():
                                                                       Circle and Fire
  Event(
                                                                                                                                                                             second /
                                                                                                                    if other.state_name != 'ead':
   signal=/
                                                                                                                                                                              archer.ticks += 1
                                                                                                                      ready &= other.state_name == 'Waiting'
    signals.Advance_War_Cry))
                                                     second /
                                                                                                                    if ready:
 archer.other[ip].dispatch(e)
                                                                                                                     # let's make sure Gandbold isn't a chicken
                                                      if archer.ticks \% 6 == 0:
                                                                                                                     archer.post fifo(
                                                       archer.arrow -= random.randint(1,3)
                                                       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)
                                                                                                                                            signals.Skirmish_War_Cry))
                                                        Marshal
                                                                                                                                        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
         # Drink water
                                                                           Waiting to Advance
                                                                                                                                    entry /
                                                                                                                                    archer.scribble('fire on Knights') archer.scribble('fire on footman')
         chart.post_fifo(
                                                                 entry /
                                                                                                                                                                                            Retreat_War_Cry as e /
          Event(signal=signals.READY),
                                                                                                                                                                                             archer.yell(e)
                                                                  mongol.post_fifo(
                                                                                                                                     if archer.arrows == 0
            times=1,
                                                                                                                                                                                             for ip, other in mongol.others.items()
                                                                   Event(
                                                                                                                                      archer.post_fifo(
            period=3.0,
                                                                                                                                                                                              other.dispatch(e)
                                                                    signal=signals.Advance_War_Cry),
                                                                                                                                       Event(signal=signals.Out_Of_Arrows),
            deferred=True)
                                                                   times=1,
                                                                                                                  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(
                                                                                                                                     Event(signal=signals.Out_Of_Arrows))
         for ip, other in archer.others.items():
          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:
                                                                                                                                     if random.randint(1, 10) \le 8:
                                                                                                                                                                                            Other_Retreat_War_Cry as e, ip:
                                                                                                                                      archer.arrow -= 1
                                                                                                                                                                                             mongol.other[ip].dispatch(e)
                                                                                                                                      if archer.arrows == 0:
                                                                                                                                       archer.post_fifo(
                                                                                                                                       Event(
                                                                                                                                        signal=signals.Out_Of_Arrows))
                                                                                                                                     archer.ticks += 1
                                                                                                                                    Retreat_War_Cry / {}
```

Deceit_in_Detail_Tactic (marshaled)