

## feigned\_retreat

entry /

```
archer.yell(Event(signal=
  signals.Other_Retreat_War_Cry, payload=archer.name))
archer.scribble('fire on Knights')
archer.scribble('fire on footman')
if archer.arrows == 0
  archer.post_fifo(Event(signal=signals.Out_Of_Arrows))
```

second /

```
if archer.tick % 3 == 0:
  if random.randint(1, 10) <= 8:
    archer.arrow -= 1
  if archer.arrows == 0:
    archer.post_fifo(Event(signal=signals.Out_Of_Arrows))
archer.ticks += 1
```

Retreat\_War\_Cry / {}

Other\_Retreat\_War\_Cry / {}

exit /

```
archer.cancel_events(Event(signal=signals.Out_Of_Arrows))
archer.scribble("full gallop")
```

«state pattern»  
Multichart Race

Other\_Retreat\_War\_Cry as e /  
archer.dispatch\_to\_empathy(e)

Retreat\_War\_Cry as e /  
archer.dispatch\_to\_all\_empathy(e)