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

Retreat_War_Cry as e /
archer.dispatch_to_all_empathy(e)

Other_Retreat_War_Cry as e /
archer.dispatch_to_empathy(e)