



Other_Retreat_War_Cry as e /
archer.dispatch_to_empathy(e)

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")
```