

## Advance

```
entry /
  archer.yell(Event(signal=signals.Other_Advance_War_Cry,
    payload=archer.name))
# othogonoal component debug code here
chart.post_fifo(
  Event(signal=signals.Close_Enough_for_Circle),
  times=1,
  period=archer.to_time(3.0),
  deferred=True)

exit/ archer.cancel_events(
  Event(signal=signals.Close_Enough_for_Circle))

Senior_Advance_War_Cry / {}
Other_Advance_War_Cry as e / archer.dispatch_to_empthy(e)
Advance_War_Cry as e / archer.dispatch_to_all_empathy(e)
```

## Circle and Fire

```
second /
  if archer.ticks % 6 == 0:
    archer.arrow -= random.randint(1,3)
    archer.arrows = 0 if archer.arrows < 0 else archer.arrows
  if archer.arrows < 20:
    archer.post_fifo(
      Event(signal=signals.Skirmish_War_Cry))
  archer.ticks += 1
```

Close\_Enough\_For\_Circle

«state pattern»  
Multichart Race

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

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