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)

«state pattern>
Multichart Race

Other_Advance_War_Cry as e /
archer.dispatch_to_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