```
skirmish
                                      entry /
                                       archer.yell(
                                         Event(signal=signals.Other Skirmish War Cry,
                                          payload=archer.name))
                                        archer.post_fifo(
                                         Event(signal=signals.Officer_Lured),
                                         times=1.
                                         period=archer.to time(
                                          random.randint(40, 200)),
«state pattern>
                                                                                                  Officer Lured /
                                         deferred=True)
Multichart Race
                                                                                                  archer.snoop_scribble("Knight Charging")
                                        if archer.arrow < 10:
                                                                                                  archer.post_fifo(
                                         archer.post_fifo(Event(signal=signals.Ammunition_Low))
                                                                                                    Event(signal=signals.Retreat_War_Cry))
                                      Officer_Lured /
                                       chart.post_fifo(Retreat_War_Cry)
                                      Senior_Skirmish_War_Cry / {}
                                      Other Skirmish War Cry as e / archer.dispatch to empathy(e)
                                      Skirmish War Cry as e / archer.dispatch to all empathy(e)
                                      second /
                                       if archer.tick \% 3 == 0:
                                        if random.randint(1, 10) \le 4:
                                          archer.arrow = archer.arrow - 1 if archer.arrows >= 1 else 0
                                         if archer.arrows < 10:
                                          archer.post_fifo(
                                          Event(
                                           signal=signals.Ammunition Low))
                                       archer.ticks += 1
                                      exit /
Other_Skirmish_War_Cry as e /
                                       archer.cancel_events(Event(signal=signals.Retreat_War_Cry))
 archer.dispatch_to_empathy(e)
                                       archer.cancel_events(Event(signal=signals.Officer_Lured))
                                                                                                               waiting_to_lure
                                                                                           entry /
                                                                                            archer.vell(
                                      Ammunition Low /
                                                                                             Event(signal=signals.Other Retreat Ready War Cry,
                                       chart.post_fifo(
                                                                                                 payload=archer.name))
                                       Event(signal=signals.Retreat_Ready_War_Cry))
                                                                                            archer.snoop_scribble('{} has {} arrows'. \
                                                                                             format(archer.name, archer.arrows))
                                      Retreat_Ready_War_Cry /
                                                                                            archer.scribble('put away bow')
                                       ready = True
                                                                                            archer.scribble('pull scimitar')
                                       for name, other archer.others.items():
                                                                                            archer.snoop_scribble('{} acts scared'. \
                                        if other.dead() is not True:
                                                                                             format(archer.name))
                                          ready &= other.waiting()
                                         else:
                                                                                           Ammunition_Low / {}
                                          archer.snoop scribble(
                                           "{} thinks {} is dead".
                                                                                           exit /
                                           format(archer.name, name))
                                                                                            archer.scribble('stash scimitar')
                                       if ready:
                                                                                            archer.scribble('pull bow')
                                         # let's make sure the archer isn't a chicken
                                                                                            archer.scribble('stop acting')
                                         delay_time = random.randint(10,50)
                                        else:
                                                                                           second /
                                         delay_time = random.randint(30,60)
                                                                                            archer.ticks += 1
                                        archer.post_fifo(
                                         Event(signal=signals.Retreat_War_Cry),
                                                                                           exit /
                                         times=1.
                                                                                            archer.scribble('stash scimitar')
                                         period=archer.to_time(
                                                                                            archer.scribble('pull bow')
                                          delay_time),
                                                                                            archer.scribble('stop acting')
                                         deferred=True)
```

«state pattern> Multichart Pend

# Outer state hook: Other\_Retreat\_Ready\_War\_Cry archer.dispatch\_to\_empathy(e)