act [Activity] emergencyhandeling [emergencyhandeling]

```
from random import randint
attack = randint(0,1)
if attack==0:
        mode = -1
        timer = 0
if attack==1:
        if
timer+TimePar>T_NVCONTACT:
                mode = -1
        if
timer+TimePar<=T_NVCONTACT:
                mode = 1
        timer = timer+TimePar
```