kkirmish

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)),
  deferred=True)
if archer.arrow < 10:
  archer.post_fifo(Event(signal=signals.Ammunition_Low))
```
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) <= 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 /
```
archer.cancel_events(Event(signal=signals.Retreat_War_Cry))
archer.cancel_events(Event(signal=signals.Officer_Lured))
```

Officer_Lured /
```
archer.snoop_scribble("Knight Charging")
archer.post_fifo(
  Event(signal=signals.Retreate_Ready_War_Cry))
```

Ammunition_Low /
```
chart.post_fifo(
  Event(signal=signals.Retreat_Ready_War_Cry))
```

Retreat_Ready_War_Cry /
```
ready = True
for name, other archer.others.items():
  if other.dead() is not True:
    ready &= other.waiting()
  else:
    archer.snoop_scribble(
      "{} thinks {} is dead".
      format(archer.name, name))
if ready:
  # let's make sure the archer isn't a chicken
  delay_time = random.randint(10,50)
else:
  delay_time = random.randint(30,60)
archer.post_fifo(
  Event(signal=signals.Retreat_War_Cry),
  times=1,
  period=archer.to_time(
    delay_time),
  deferred=True)
```

waiting_to_lure

entry /
```
archer.yell(
  Event(signal=signals.Other_Retreat_Ready_War_Cry,
    payload=archer.name))
archer.snoop_scribble('{} has {} arrows'. \
  format(archer.name, archer.arrows))
archer.scribble('put away bow')
archer.scribble('pull scimitar')
archer.snoop_scribble('{} acts scared'. \
  format(archer.name))
```

Ammunition_Low / {}

exit /
```
archer.scribble('stash scimitar')
archer.scribble('pull bow')
archer.scribble('stop acting')
```

second /
```
archer.ticks += 1
```

exit /
```
archer.scribble('stash scimitar')
archer.scribble('pull bow')
archer.scribble('stop acting')
```