ruleEngine.rules.atomicRules. CheckAreAligned.checkAction ruleEngine.rules.atomicRules. CheckCanAttackUnit.checkAction ruleEngine.rules.atomicRules. CheckCanMoveUnit.checkAction ruleEngine.rules.atomicRules. CheckIsAllyUnit.checkAction ruleEngine.rules.atomicRules. Checkls Attacking Unit. check Action ruleEngine.rules.atomicRules. CheckIsCharge.checkAction ruleEngine.rules.atomicRules. CheckIsEmptyAttackPath.checkAction ruleEngine.rules.atomicRules. CheckIsEmptyPath.checkAction ruleEngine.GameAction.get ruleEngine.rules.atomicRules. SourceCoordinates CheckIsInCommunication.checkAction ruleEngine.rules.atomicRules. CheckIsPriorityUnit.checkAction ruleEngine.rules.atomicRules. ChecklsRelay.checkAction ruleEngine.rules.atomicRules. CheckLastMove.checkAction ruleEngine.rules.atomicRules. CheckOnBoard.checkAction ruleEngine.rules.atomicRules. CheckUnitMP.checkAction ruleEngine.rules.atomicRules. CheckUnitRange.checkAction ruleEngine.rules.masterRules. ruleEngine.rules.masterRules. AttackRules.getAttackValue AttackRules.applyResult ruleEngine.rules.masterRules. MoveRules.applyResult