ruleEngine.rules.atomicRules. CheckCanAttackUnit.checkAction ruleEngine.rules.atomicRules. CheckCanMoveUnit.checkAction ruleEngine.rules.atomicRules. CheckIsAllyUnit.checkAction ruleEngine.rules.atomicRules. CheckIsAttackingUnit.checkAction ruleEngine.rules.atomicRules. ChecklsCharge.checkAction ruleEngine.rules.atomicRules. CheckIsEmptyAttackPath.checkAction ruleEngine.rules.atomicRules. CheckIsEmptyPath.checkAction ruleEngine.rules.atomicRules. CheckIsEnemyUnit.checkAction ruleEngine.rules.atomicRules. CheckIsInCommunication.checkAction ruleEngine.rules.atomicRules. CheckIsNoArsenalEnemy.checkAction ruleEngine.rules.atomicRules. ruleEngine.RuleResult.Rule CheckIsNoEnemy.checkAction Result ruleEngine.RuleResult.is Valid rule Engine. rules. atomic Rules.ruleEngine.RuleResult.invalidate ChecklsPriorityUnit.checkAction ruleEngine.rules.atomicRules. CheckIsRelay.checkAction ruleEngine.rules.atomicRules. CheckLastMove.checkAction ruleEngine.rules.atomicRules. CheckNoPriorityUnitAlly.checkAction ruleEngine.rules.atomicRules. CheckOnBoard.checkAction ruleEngine.rules.atomicRules. CheckPlayerMovesLeft.checkAction ruleEngine.rules.atomicRules. CheckPlayerTurn.checkAction ruleEngine.rules.atomicRules. CheckUnitMP.checkAction ruleEngine.rules.atomicRules. CheckUnitRange.checkAction ruleEngine.rules.masterRules. VictoryRules.checkAction ruleEngine.rules.newRules. RuleCompositeLazyOR.checkAction ruleEngine.rules.newRules. RuleCompositeNOT.checkAction

ruleEngine.rules.atomicRules. CheckAreAligned.checkAction

ruleEngine.rules.newRules. RuleCompositeOR.checkAction