

game.gameState.GameState.removeUnit

ruleEngine.rules.masterRules.  
AttackRules.applyResult



```
graph LR; A["ruleEngine.rules.masterRules.  
AttackRules.applyResult"] --> B["game.gameState.GameState.removeUnit"]
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'game.gameState.GameState.removeUnit'. The box on the right is white and contains the text 'ruleEngine.rules.masterRules.' followed by 'AttackRules.applyResult' on a new line. A dark blue arrow points from the right box to the left box, indicating a call or relationship between the two.