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ruleEngine.rules.atomicRules.
CheckAreAligned.checkAction

ruleEngine.rules.atomicRules.
CheckCanAttackUnit.checkAction

ruleEngine.rules.atomicRules.
CheckCanMoveUnit.checkAction

ruleEngine.rules.atomicRules.
CheckIsAllyUnit.checkAction

ruleEngine.rules.atomicRules.
CheckIsAttackingUnit.checkAction

ruleEngine.rules.atomicRules.
CheckIsCharge.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.
CheckIsNoEnemy.checkAction

ruleEngine.rules.atomicRules.
CheckIsPriorityUnit.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.newRules.
RuleCompositeOR.checkAction
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ruleEngine.RuleResult.invalidate