DamageGameChange

f	attacker	Player
f	victim	Player
f	desiredDmg	int
f	desiredMrk	int
f	actualDmg	int
f	previousMrk	int
f	didDie	boolean
m	update(Game)	void
m	revert(Game)	void

MovementGameChange

f	player	Player
f	destinationTile	Tile
f	sourceTile	Tile
m	update(Game)	void
m	revert(Game)	void

PowerUpCardDiscardGameChange

f	player	Player
f	discardedPowerUps	List<PowerUpCard>
m	update(Game)	void
m	revert(Game)	void

AmmoLossGameChange

f	player	Player
f	ammos	AmmoSet
m	update(Game)	void
m	revert(Game)	void

PaymentGameChange

f	receipt	PaymentReceipt
f	player	Player
m	update(Game)	void
m	revert(Game)	void