

TheTraitor::Action

```
+ virtual ~Action()=default
+ void execute(Player
    &player, Player &target)
    const
+ virtual std::string
    getLogMessage(const
    Player &player, const
    Player &target) const =0
+ int getEffectToPlayer
    () const
+ int getEffectToTarget
    () const
+ CountryStatType getEffectuated
    StatType() const
# Action(int effectPlayer,
    int effectTarget, CountryStat
    Type type)
```