

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 getEffected  
StatType() const  
# Action(int effectPlayer,  
int effectTarget, CountryStat  
Type type)
```



TheTraitor::SecretAction

```
+ virtual ~SecretAction  
(())=default  
# SecretAction(int effect  
Player, int effectTarget,  
CountryStatType type)
```



TheTraitor::SabotageFactory

```
+ SabotageFactory()  
+ std::string getLogMessage  
(const Player &player,  
const Player &target) const  
override
```