

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)