UnitInterface

+ ~UnitInterface()
+ create_copy()
+ heal()
+ damage()
+ increase_strength()
+ increase_dexterity()
+ get_info()
+ get_name()
+ get_type()
+ reset_status()
+ get_owner()
+ set_owner()
+ get_owner_id()
+ set_owner_id()
+ get_health()
+ get_moved()
+ set_moved()
+ set_attacked()
+ get_attacked()
+ get_dexterity()
+ get_strength()
+ get_range()
+ create_unit_factory()
+ notify_about_death()