UnitInterface
+ ~UnitInterface() + create_copy() + heal() + damage() + increase_strength() + increase_dexterity() + get_info() + get_name() + 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()