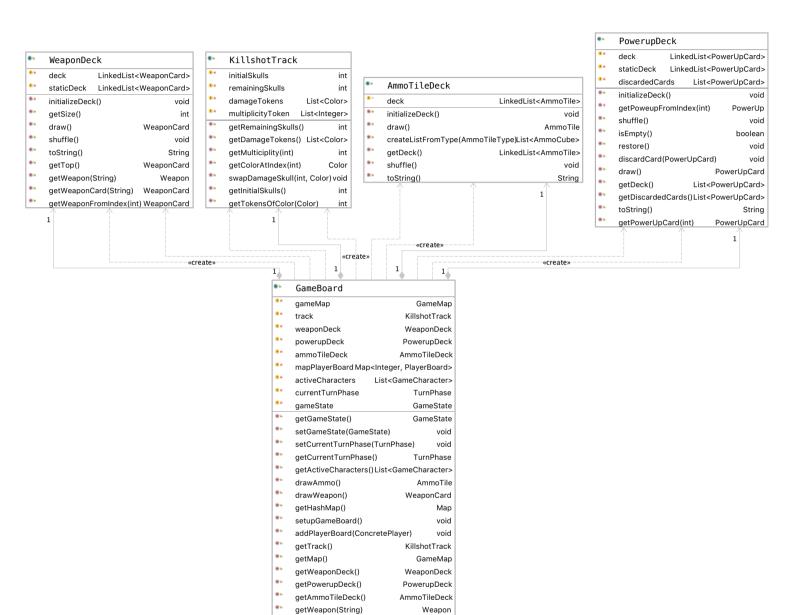


••	WeaponPolicy	
	policyName	String
**	policyType	String
**	attackerFlag	boolean
••	effectFlag	boolean
••	effectList	String
••	macroEffectIndex	int
••	microEffectIndex	int
••	distance	int
**	getPolicyType()	String
**	isVerified(ShootInfo, MicroInfo)	boolean
81	generate(ShootInfo, MicroInfo)	void
	generateSpecificPlayer(ShootInfo, MicroInfo)	void
**	generateSpecificSquare(ShootInfo, MicroInfo)	void
**	generateAllPlayersInRoom(ShootInfo, MicroInfo)	void
**	generateDistance(ShootInfo, MicroInfo)	void
**	checkDistance(ShootInfo, MicroInfo)	boolean
**	distanceCheckSwitch(List <squareabstract>, SquareAbstract) boolean</squareabstract>	
**	checkDifferentSquares(MicroInfo)	boolean
**	checkVisible(ShootInfo, MicroInfo)	boolean
**	checkInvisible(ShootInfo, MicroInfo)	boolean
**	checkDifferent(ShootInfo, MicroInfo)	boolean
**	checkInList(ShootInfo, MicroInfo)	boolean
**	checkSameDirection(ShootInfo, MicroInfo)	boolean

	Ownable	
	owner	ConcretePlayer
81	getOwner() ConcretePlayer	



getWeaponCard(String)

getPowerUpCard(int)

WeaponCard

PowerUpCard

