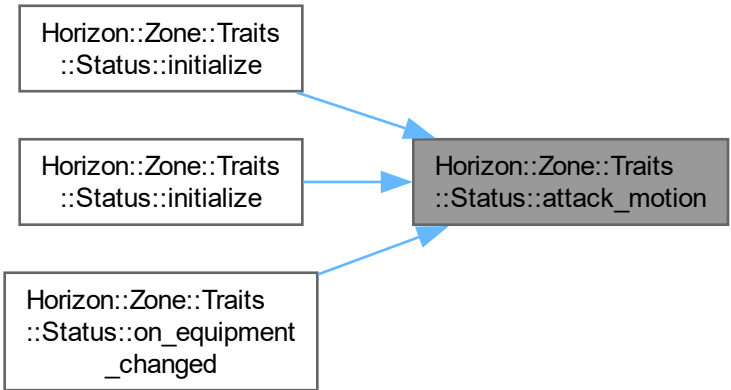


Horizon::Zone::Traits
::Status::initialize

Horizon::Zone::Traits
::Status::initialize

Horizon::Zone::Traits
::Status::on_equipment
_changed

Horizon::Zone::Traits
::Status::attack_motion



```
graph LR; A[Horizon::Zone::Traits ::Status::initialize] --> D[Horizon::Zone::Traits ::Status::attack_motion]; B[Horizon::Zone::Traits ::Status::initialize] --> D; C[Horizon::Zone::Traits ::Status::on_equipment _changed] --> D;
```