

Horizon::Zone::CombatRegistry
::MeleeResultOperation::execute

```
graph LR; A[Horizon::Zone::CombatRegistry::MeleeResultOperation::execute] --> B[Horizon::Zone::CombatRegistry::CombatValueDamage::get_damage]; A --> C[get_sys_time];
```

Horizon::Zone::CombatRegistry
::CombatValueDamage::get_damage

get_sys_time