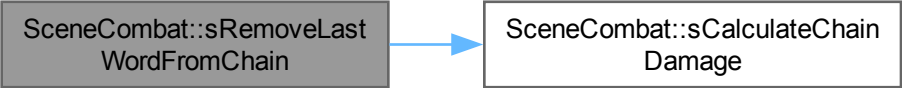


SceneCombat::sRemoveLast  
WordFromChain



```
graph LR; A[SceneCombat::sRemoveLastWordFromChain] --> B[SceneCombat::sCalculateChainDamage];
```

SceneCombat::sCalculateChain  
Damage