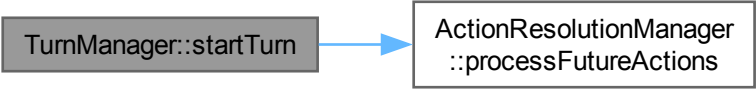


TurnManager::startTurn



```
graph LR; A[TurnManager::startTurn] --> B[ActionResolutionManager::processFutureActions]
```

ActionResolutionManager
::processFutureActions