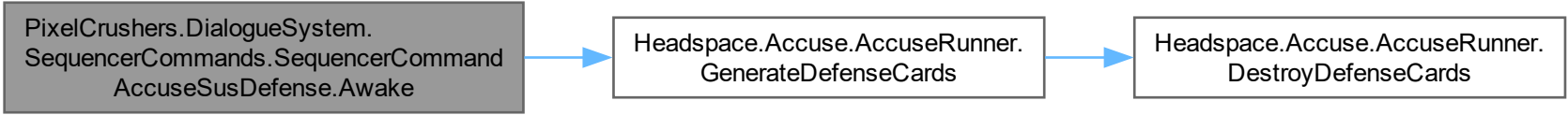


PixelCrushers.DialogueSystem.
SequencerCommands.SequencerCommand
AccuseSusDefense.Awake



```
graph LR; A[PixelCrushers.DialogueSystem.  
SequencerCommands.SequencerCommand  
AccuseSusDefense.Awake] --> B[Headspace.Accuse.AccuseRunner.  
GenerateDefenseCards]; B --> C[Headspace.Accuse.AccuseRunner.  
DestroyDefenseCards];
```

Headspace.Accuse.AccuseRunner.
GenerateDefenseCards

Headspace.Accuse.AccuseRunner.
DestroyDefenseCards