

PixelCrushers.DialogueSystem.  
SequencerCommands.SequencerCommand  
AccuseSusDefense.Awake

```
graph LR; A[PixelCrushers.DialogueSystem.  
SequencerCommands.SequencerCommand  
AccuseSusDefense.Awake] --> B[AccuseRunner.GenerateDefense  
Cards]; B --> C[AccuseRunner.DestroyDefense  
Cards];
```

AccuseRunner.GenerateDefense  
Cards

AccuseRunner.DestroyDefense  
Cards