Weapon

name	String
charged	boolean
pickupColor	List<AmmoColor>
additionalRechargeColor	AmmoColor
attacks	ArrayList<Attack>
setName(String)	void
getName()	String
isCharged()	Boolean
setCharged(Boolean)	void
getPickupColor()	List<AmmoColor>
addPickupColor(AmmoColor)	void
getAdditionalRechargeColor()	AmmoColor
setAdditionalRechargeColor(AmmoColor) void	
getAttacks()	List<Attack>
addAttack(Attack)	void
getTotalRechargeCost()	List<AmmoColor>

Attack

baseFire	List<Target>
bonusMovement	List<MovementEffect>
bonusMovementCost	List<AmmoColor>
additionalAttacks	List<Attack>
cost	List<AmmoColor>
descriptionId	String
addBonusMovement(MovementEffect)	void
getBonusMovement()	List<MovementEffect>
addAdditionalAttack(Attack)	void
getAdditionalAttacks()	List<Attack>
addBaseFire(Target)	void
getBaseFire()	List<Target>
addCost(AmmoColor)	void
getCost()	List<AmmoColor>
hasBonusMovement()	boolean
hasAdditionalAttacks()	boolean
addBonusMovementCost(AmmoColor)	void
getBonusMovementCost()	List<AmmoColor>
setDescriptionId(String)	void
getDescriptionId()	String

MovementEffect

visibleDest	Visibility
line	boolean
self	boolean
fixed	boolean
isVisibleDest()	Visibility
setVisibleDest(Visibility) void	
isLine()	boolean
setLine(boolean)	void
isSelf()	boolean
setSelf(boolean)	void
isFixed()	boolean
setFixed(boolean)	void

HarmfulEffect

type	HarmType
getType()	HarmType
setType(HarmType) void	

HarmType
- DAMAGE
- MARK

Effect

value	int
getValue()	int
setValue(int) void	

Visibility
- VISIBLE
- INVISIBLE
- DC

SpecialArea
- LINE
- AOE
- ROOM
- FIX_FARTHEST
- CHAIN

WeaponType
- CYBERBLADE
- ELECTROSCYTHE
- FLAMETHROWER
- FURNACE
- GRENADELAUNCHER
- HEATSEEKER
- HELLION
- LOCKRIFLE
- MACHINEGUN
- PLASMAGUN
- POWERGLOVE
- RAILGUN
- ROCKETLAUNCHER
- SHOCKWAVE
- SHOTGUN
- SLEDGEHAMMER
- THOR
- TRACTORBEAM
- VORTEXCANNON
- WHISPER
- ZX2

Target

numberOfTargets	int
visibility	Visibility
minDistance	int
maxDistance	int
exclusive	boolean
inherited	boolean
special	ArrayList<SpecialArea>
effects	ArrayList<Effect>
getNumberOfTargets()	int
setNumberOfTargets(int)	void
getVisibility()	Visibility
setVisibility(Visibility)	void
getMinDistance()	int
setMinDistance(int)	void
getMaxDistance()	int
setMaxDistance(int)	void
isExclusive()	boolean
setExclusive(boolean)	void
isInherited()	boolean
setInherited(boolean)	void
setSpecial(List<SpecialArea>)	void
getSpecial()	List<SpecialArea>
addSpecial(SpecialArea)	void
removeSpecial(SpecialArea)	void
isLine()	boolean
isAOE()	boolean
isRoom()	boolean
fixReverse()	boolean
isChain()	boolean
addEffect(Effect)	void
removeEffectByIndex(int)	void
getIterator()	Iterator<Effect>
getEffects()	List<Effect>
setEffects(List<Effect>)	void
checkSquareVisibility(Square, Square)	boolean
checkDistance(Square, Square)	boolean
validateTargetSquare(Player, Square)	boolean
compatibleTargetSquares(Player, List<Square>) boolean	

SquareTarget

numberOfPlayers	int
maxPlayerDistance	int
vortex	boolean
getNumberOfPlayers()	int
setNumberOfPlayers(int)	void
getPlayerMaxDistance()	int
setMaxPlayerDistance(int)	void
isVortex()	boolean
setVortex(boolean)	void
validateTargetPlayer(Player, Square, Player)	boolean
compatibleTargetPlayers(Player, Square, List<Player>)	boolean
compatibleTargetPlayers(Player, List<Square>, List<Player>) boolean	

PlayerTarget

validateTargetPlayer(Player, Player)	boolean
compatibleTargetPlayers(Player, List<Player>) boolean	