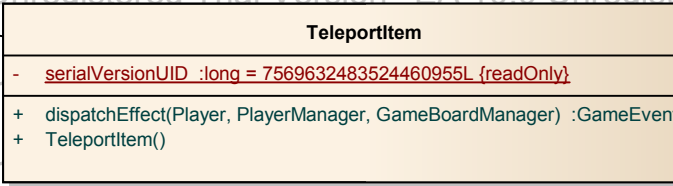
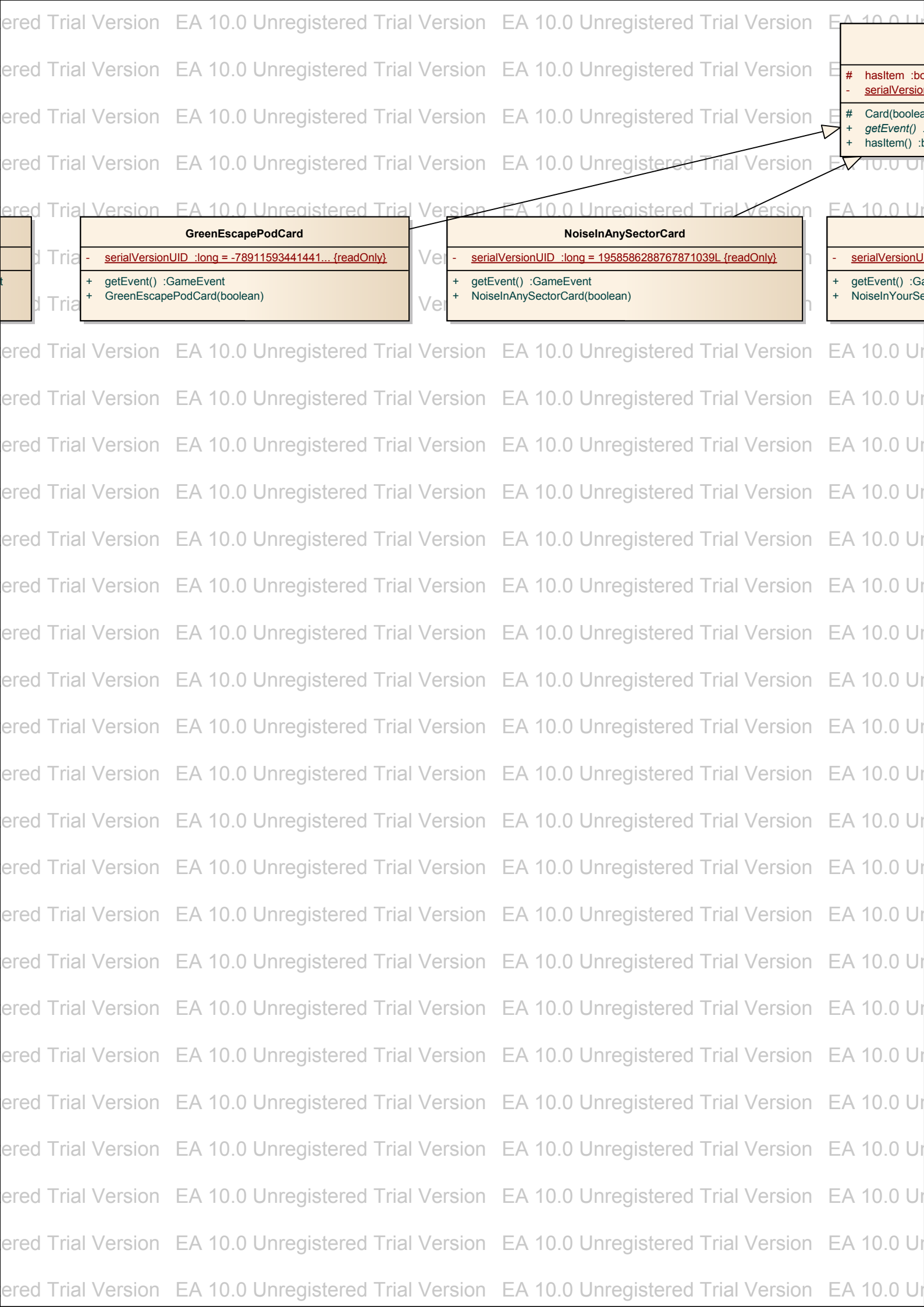


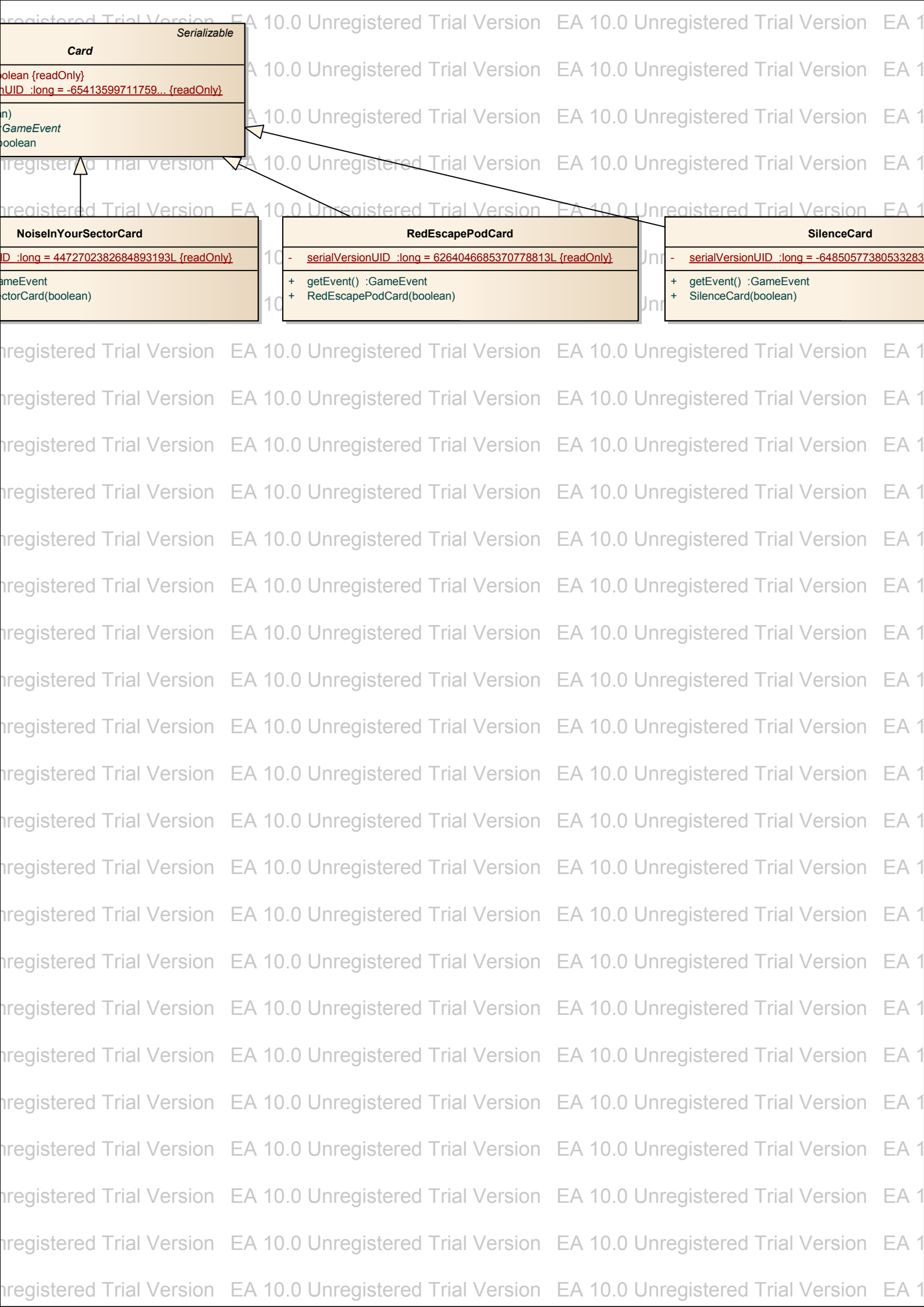
AdrenalinItem
- serialVersionUID :long = -62737391713458... {readOnly}
+ AdrenalinItem() + dispatchEffect(Player, PlayerManager, GameBoardManager) :GameEvent

AttackItem
- serialVersionUID :long = -5476853960820842L {readOnly}
+ AttackItem() + dispatchEffect(Player, PlayerManager, GameBoardManager) :GameEvent









[illegible]