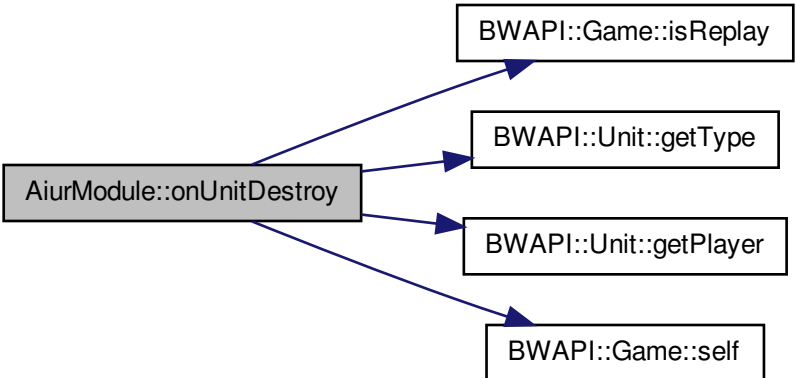
AiurModule::onUnitDestroy
BWAPI::Game::isReplay
BWAPI::Unit::getType
BWAPI::Unit::getPlayer
BWAPI::Game::self