Arme
+ ~Arme()
+ getNom()
+ getBforce() and 8 more
Hache
+ ~Hache()
+ getNom()
+ getBforce()
and 8 more
HacheChance
- nom_
- degat_ - bchance
and 2 more
+ HacheChance()
+ ~HacheChance()
+ getNom() and 9 more
and a more