Arme

nom_
degat_
bchance_
and 2 more...

+ Arme()
+ ~Arme()
+ getNom()
and 4 more...

DArme

e_

+ DArme()
+ ~DArme()
+ getBforce()
and 3 more...
replace()

DArmeV

+ DArmeV()
+ ~DArmeV()