| | Equipement |
|---|---|
| | # nom_ # armure_ |
| | # bchance_ and 2 more |
| | + Equipement() + ~Equipement() + getNom() and 5 more |
| L | |
| | Casque |
| | |
| | + Casque() + ~Casque() |
| | + type() |
| | Ā |
| | CasqueVie |
| | |
| | + CasqueVie() |