Arme
+ ~Arme()
+ getNom()
+ getBforce()
and 8 more
A
Hache
+ ~Hache()
+ getNom()
+ getBforce()
and 8 more
À
HacheForce
- nom_
- degat_
- bchance_
and 2 more
+ HacheForce()
+ ~HacheForce()
+ getNom()

and 9 more...