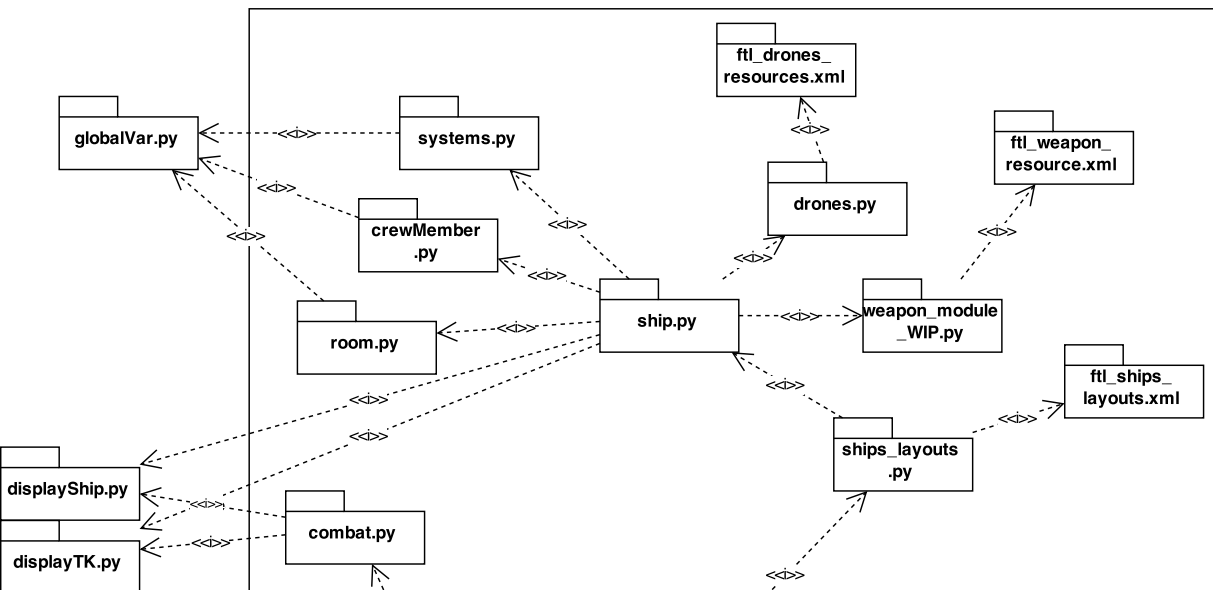
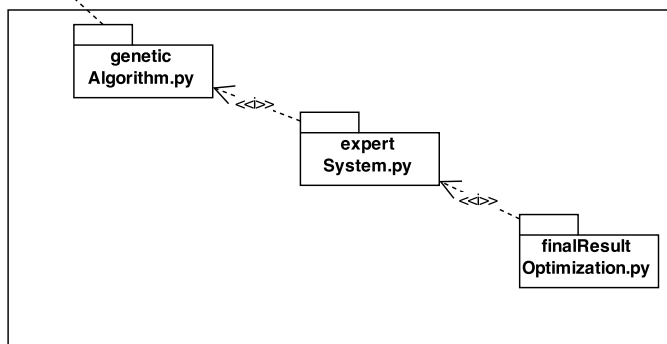
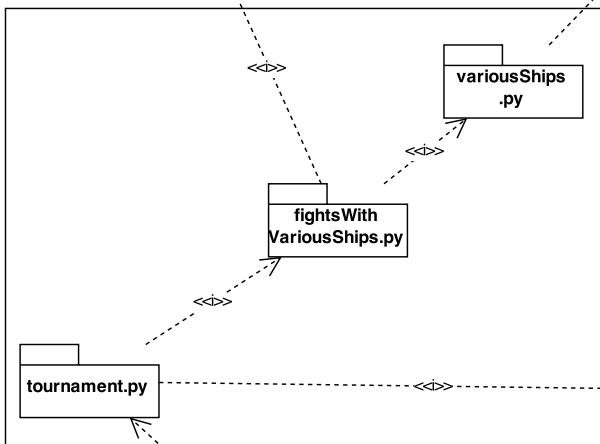


# Partie moteur de combat



Gestion/Construction des vaisseaux personnalisés



Optimisation