	Arme	
	+ ~Arme()	
	+ getNom()	
	+ getBforce() and 8 more	
	and o more	
	Dague	
	+ ~Dague()	
	+ getNom()	
	+ getBforce()	
	and 8 more	
DagueChance		
- nom_ - degat_ - bchance_ and 2 more		
+ DagueChance() + ~DagueChance() + getNom() and 9 more		