	Arme	
	# nom_ # degat_ # bchance_ and 2 more	
	+ Arme() + ~Arme() + getNom() and 4 more	
	DArme	
	# e_	
	+ DArme() + ~DArme() + getBforce() and 3 more # replace()	
	DArmeF	
	+ DArmeF() + ~DArmeF()	