_	
	Arme
	+ ~Arme()
	+ getNom()
	+ getBforce()
	and 8 more
•	<u> </u>
	Epee
-	+ ~Epee()
	+ getNom()
	+ getBforce()
	and 8 more
٠	<u> </u>
	EpeeChance
	- nom_ - degat_ - bchance_ and 2 more
	+ EpeeChance() + ~EpeeChance() + getNom() and 9 more