	Equipement
	+ ~Equipement() + getNom() + getBforce() and 9 more
L	And 9 more
	Casque
	+ ~Casque() + getNom() + getBforce() and 9 more
	Δ
	CasqueForce
	- nom_ - armure_ - bchance_ and 2 more
	+ CasqueForce() + getNom() + getBforce() and 8 more