	Arme	
	+ ~Arme() + getNom() + getBforce() and 8 more	
	Epee	
	+ ~Epee() + getNom() + getBforce() and 8 more	
	EpeeVie	
	- nom_ - degat_ - bchance_ and 2 more	
	+ EpeeVie() + ~EpeeVie() + getNom() and 9 more	