	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()