Equipement		
+ ~Equipement() + getNom() + getBforce() and 9 more		
	Casque	
	+ ~Casque() + getNom()	
+ getBforce() and 9 more		
Ca	squeVie	
- noi	m_ nure_	
	nance_ 2 more	
+ ge + ge	asqueVie() htNom() htBforce() 8 more	