Arme	
# nom_ # degat_ # bchance_ and 2 more	
+ Arme() + ~Arme() + getNom() and 4 more	
DArme	
# e_	
+ DArme() + ~DArme() + getBforce and 3 more # replace()	()
DArmeC	
+ DArmeC(+ ~DArmeC	'