GWS

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December 2022 (Ver 0.1)

Contents

1 Model Design

1.0.1 Qualities

Strength ¿ Modifiers to ignore Toughness types? To hit with Melee ¿ Include up to auto hit ¿ Contested skill Toughness ¿ Type of toughness that determine table for resolution vs ST ¿ Start at 0 for auto wound

Hit Points ¿ Include damage table for losing them to allow for Vehicles

Morale ¿ Negative trait ¿ The system for it ¿ The value to pass

Movement ¿ Assumptions for standard table size

Action Points ¿ Ability to aspect them to certain actions like move only, shoot only

2 Weapon Design

3 Hot Tub Hints