

GWS

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1 Model Design

1.0.1 Qualities

Strength * Should generally be tied to weapons, but resistance rolls exist

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

Saves * System for layering saves * System for ignoring AP

Size * Provide bonuses or penalties to be hit * Include scale for model size references at different scales

2 Weapon Design

3 Hot Tub Hints