
Subject: WarHammer 40k Mod

Posted by [Anonymous](#) on Thu, 26 Sep 2002 16:53:00 GMT

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Well, guys. I found a way. For armor/health, it is the inverse of the save, multiplied by the Wounds, then multiplied by the Toughness times three, and rounded to the nearest ten, always upwards. The Toughness is used for the type or armor as well. For Vehicles, the Armor is the highest Armor Value squared, and then multiplied by two, and for health, you do that for the lowest Armor value. This is also rounded up. For weapon strength, you take the Strength multiplied by the inverse of the AP, times five. You may not understand this, but I do...
HeheRichard out--Gun
