

# ELITE ENCOUNTERS

VIDEO UPDATE 3<sup>RD</sup> AUGUST 2015

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- Featured: Vehicle Rules (again)
- To-do List
- Feedback and questions
- 24 Hour Charity Stream (Yet again)
- Next Update

# PROGRESS REPORT

- Writing:
  - Considering how Sam's group feedback should be incorporated into the rules

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  - revisions to structure of vehicle/ship content and where in the book it is allocated
- Artwork – representation of ship data for narrative-based encounters and miniatures rules

# VEHICLE RULES (AGAIN)

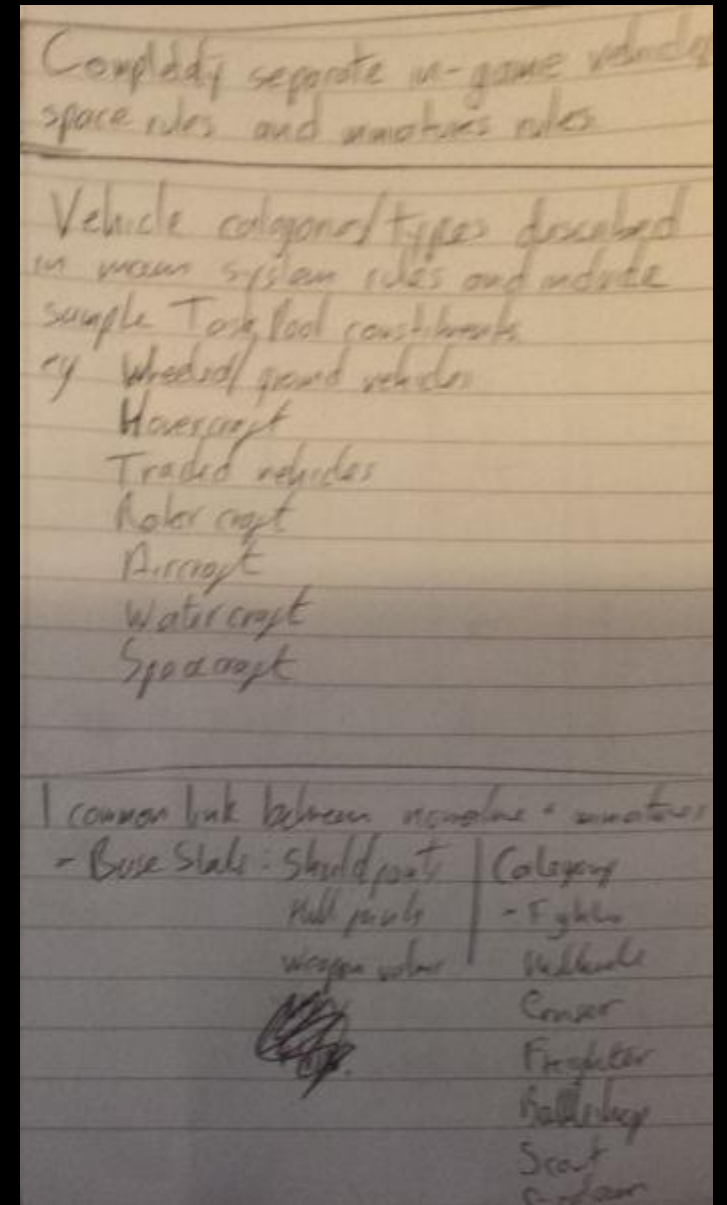
- After DAYS of headscratching about the vehicle rules the realisation came that I was going about it all wrong. Thus I embarked on:
- Research:
  - Investigate other gaming systems and see how they deal with narrative vehicle use
  - Check if the narrative and miniatures rules can be separated out

# VEHICLE RULES (AGAIN)

- After DAYS of headscratching about the vehicle rules the realisation came that I was going about it all wrong. Thus I embarked on:
- Re-imagining:
  - Separate the narrative rules from the miniatures rules
  - Add the narrative rules to the main System section of the book
  - Create a way to represent the main stats for narrative vehicle use that can be expanded into the simple miniatures rules

# VEHICLE RULES (AGAIN)

- Re-imagining:
  - Specify vehicle type (wheeled, aircraft, watercraft etc)
  - Will type provide modifications to task pools or difficulties?
- Vehicle categories?
  - Fighter / Cruiser etc
  - Not sure on this one...





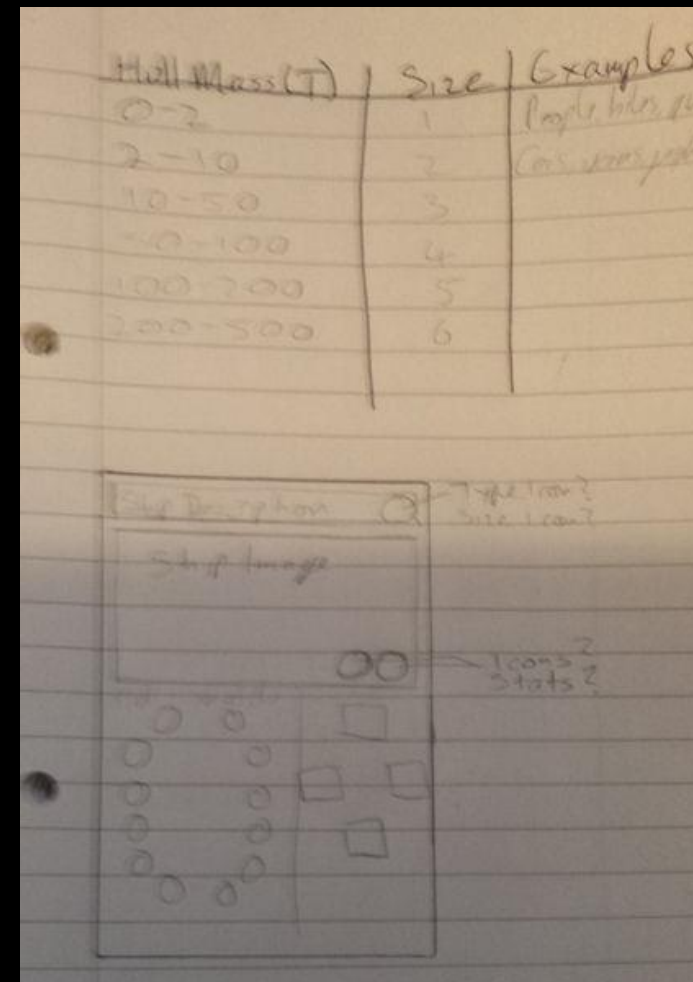
# VEHICLE RULES (AGAIN)

- Re-imagining:
  - Resurrect the concept of ship size for narrative combat.
  - Size used as a source of extra task dice when role-playing an encounter
  - Size NOT used in miniatures rules?
  - MOV and MAN reserved for miniatures rules

Narrative Mode	2x2 6x6h
Fighter	1
Scout	2
Explorer/Trader	3
Cruiser	4
<del>Torpedo</del> Freighter	4
Battleship	5
Capital Ship	6

# VEHICLE RULES (AGAIN)

- Re-imagining:
  - Fighter/cruiser terminology too open to interpretation.
  - Prefer hull mass as size criteria
- Card concept revisited:
  - Add type and size indicators
  - Method of linking to counters?



# UPCOMING WORK (TO-DO LIST)

- Add narrative based vehicle encounter rules to main system section (IN PROGRESS)
- Separate miniatures rules out into separate section with hooks into narrative stats (IN PROGRESS)
- Playtest playtest playtest... (IN PROGRESS)

# FEEDBACK AND QUESTIONS

- None. Nada. Zip.

# 24-HOUR CHARITY STREAM

- 12<sup>th</sup> to 13<sup>th</sup> September midday to midday UK time
- Stuff I'll be doing:
  - Raising awareness of Marie Curie and their work
  - Playing Elite Dangerous and other games
  - RPG sessions and work
  - Guest stars
  - Giveaways from Fantastic Books, Frontier Devs and many more
  - Community shenanigans!
- <http://twitch.tv/selezen>
- See the [daftworks.co.uk](http://daftworks.co.uk) website main page for details

# NEXT UPDATE

- Monday 10<sup>th</sup> August 8pm UK time
- Update will be at the start of the regular Stream
- Submit your comments, questions and/or feedback by Monday 6pm for inclusion in the broadcast.

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THANKS FOR WATCHING!

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