

# ELITE ENCOUNTERS

VIDEO UPDATE 1<sup>ST</sup> FEBRUARY 2016

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# PROGRESS


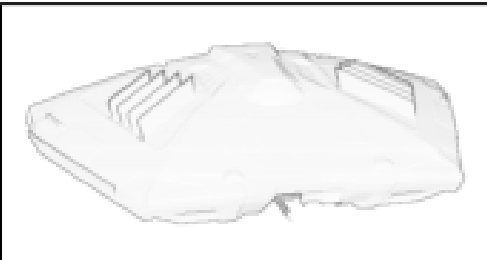
- More work with Colin on the combat simulator
- Balancing
- Weapon parameters
- Stat adjustments for upgrades
- That's about it

# TOKENS AND BOXES

- How does one track the assignment of power?
- How are stats recorded for games?

# TOKENS AND BOXES

- Using the Vehicle card, of course!
- SPD/MAN, SHIELDS and FIREPOWER all have large blank areas to either record the points assigned or use tokens to mark the power
- Flexible
- Easy to use
- Easy to write legibly in the larger boxes!

SIDEWINDER		 S	
FAULCON DELACY		MULTIROLE	
			
PWF	3		
SPD	4		
MAN	5		
SHIELDS	4		
FWL	3		
		FIREPOWER	
		GRP 1	GRP 2
		2	
		GRP 3	GRP 4
		GRP 5	GRP 6

# POWER ALLOCATION

- Major stumbling block
- Problems balancing system power requirement with available power
- Now resolved! Issues were with the way I thought power assignment worked.

# WEAPON UPGRADES

- Problems with flexibility
- Too many design variables
- One of the few areas where Colin and I have gone down different paths
- Variances now resolved
- Upgrade benefits and consequences now better aligned
- Reworked firepower values based on single weapons.

# UPCOMING EVENTS

- EliteMeet 2016: April 7, Glasgow
  - Not sure if we're going to make this one at the moment
- LaveCon 2016: July 16-17, Northampton
  - I'll be there, but things will be a little different...



# NEXT UPDATE

- Monday 8<sup>th</sup> February 8pm UK time
- Submit your comments, questions and/or feedback by Monday 6pm for inclusion in the broadcast.

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**THANKS FOR WATCHING!**

**ELITE**  
**ENCOUNTERS**