

ELITE ENCOUNTERS

VIDEO UPDATE 8TH FEBRUARY 2016

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PROGRESS

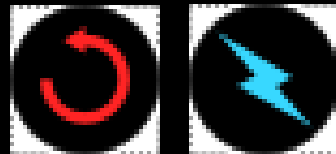
- More work with Colin on the combat simulator
 - Finished off movement methods
 - Designed and refined tokens
 - Designed basic module, weapon and other cardlets

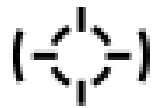
MAKING COMBAT SIM WORK WITH NARRATIVE

- Need to make sure combat sim concepts are carried back to the main (character and combat narrative) rules.
- What elements work better in combat sim? E.g.:
 - Would removal of hex trackers in main rules be a more user-friendly experience?
 - Are cardlets a useful thing for other aspects of the game?
- Some thought will go into this to make sure it works.

CARDLETS AND TOKENS

- Little elements of the game that need a clear simple design
 - Cardlets – ¼ size information cards
 - Tokens – 1cm squared icons to highlight certain actions or effects


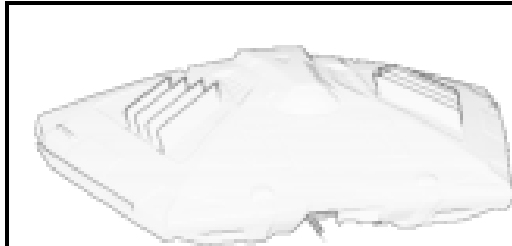





WEAPON		PULSE
		LASER
	CLS: <input type="text" value="1"/>	
	DMG: <input type="text" value="1"/>	PWR: <input type="text" value="1"/>

CREW STATS			
SYSTEMS	GUNNERY	PILOTING	TACTICAL
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	CR MOD <input type="text"/>	CR MOD <input type="text"/>	CR MOD <input type="text"/>


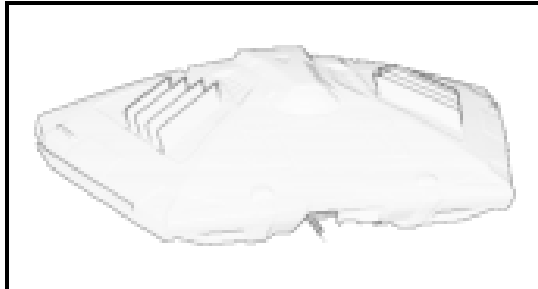

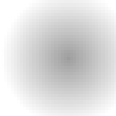

CARDLETS AND TOKENS

- How do tokens look on vehicle cards?
- This is a balanced power layout (for a power plant with 3 power points to spend)...

SIDEWINDER		 S	
FAULCON DELACY		MULTIRÔLE	
			
PWR	3		
SPD	4		
MAN	5		
SHIELDS	4		
FRULL	3		
		FIREPOWER	
		GRP1	GRP2
		2	
		GRP3	GRP4
		GRP5	GRP6
			

CARDLETS AND TOKENS

- ...and this is one with the SHIELDS power token reassigned to ENGINES.
 - Tokens can be stacked on the card.
 - Note how modifiers can still be written in the boxes if required.

SIDEWINDER		 S	
FAULCON DELACY		MULTIRÔLE	
			
PWR	3		
SPD	4	+1	
MAN	5		
SHIELDS	4	-1	
FRULL	3		
		FIREPOWER	
		GRP1	GRP2
		2	
		GRP3	GRP4
		GRP5	GRP6
			

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 15th February 8pm UK time
- Submit your comments, questions and/or feedback by Monday 6pm for inclusion in the broadcast.

<http://daftworks.co.uk/eliterpg>

<http://twitter.com/hdSelezen>

dtwh [at] my website domain

<https://natter.com/Selezen>

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<http://facebook.com/daftworksuk>

<http://twitch.tv/selezen>

<http://youtube.com/hughesd73>

Skype: hdSelezen

THANKS FOR WATCHING!

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