

# ELITE ENCOUNTERS

VIDEO UPDATE 22<sup>ND</sup> FEBRUARY 2016

# CONTENTS

- Progress
- Migration of content to RPG (again)
- Upcoming Events
- Next Update

# PROGRESS

- Colin:
  - More playtesting
  - Separating out RPG and Miniatures ship stats (weapons, hardpoints etc)
- Dave:
  - Expansion of weapon stats and types
  - Starting work on integrating starship combat into RPG

# MIGRATION OF CONTENT TO RPG

- Following on from last weeks progress:
  - Need to convert ship stats and expand to meet RPG requirements (mostly done)
  - Expand weapon and equipment stats (in progress)
  - Include more non-space vehicle specs (not started)
  - Convert the working document into separate docs suitable for publishing (started)

**MONDAY NIGHT**  
**WATHEM**

WITH DAVE "SELEZEN" HUGHES

[TWITCH.TV/SELEZEN](https://www.twitch.tv/selezen)



PRATCHETT PILGRIMAGE 2016

12/03/2016 12PM

[twitch.tv/selezen](https://www.twitch.tv/selezen)



# UPCOMING EVENTS

- Gamers 4 Mankind – 13<sup>th</sup> March
  - Join Mahddogg and KateClick and help raise money for the ManKind Initiative
- EliteMeet 2016: April 2, Redhurst Hotel, Glasgow
  - Pretty sure we're not going now.
- LaveCon 2016: July 16-17, Sedgebrook Hall Hotel, Northampton

# NEXT UPDATE

- Monday 29<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!**

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ENCOUNTERS**