# ELLITE ENCOUNTERS

VIDEO UPDATE 29TH FEBRUARY 2016

#### CONTENTS

- Progress
- Migration of content to RPG (still)
- Vehicle Record Sheet
- Upcoming Events
- Next Update



#### **PROGRESS**

- Colin:
  - Waiting for word back from Frontier on license
- Dave:
  - Continuing work on integrating starship combat into RPG
  - Continuing integration of rule/system changes for VCS back to RPG



#### MIGRATION OF CONTENT TO RPG

- Following on from last weeks progress:
  - Writing the introduction
  - Expanding the conversion of stats from RPG to VCS rules
  - Actioning changes to / removal of Hex Trackers



### MIGRATION OF CONTENT TO RPG

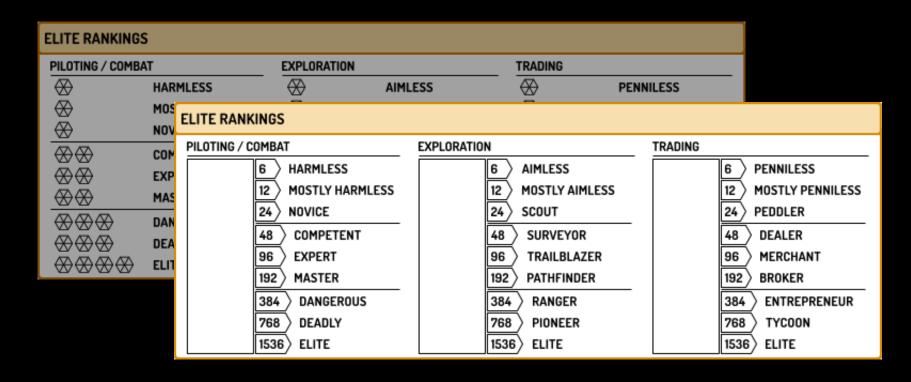
Actioning changes to / removal of Hex Trackers

ELITE RANKINGS							
PILOTING / COMBA	AT .	EXPLORATION		TRADING			
$\otimes$	HARMLESS	$\otimes$	AIMLESS	$\otimes$	PENNILESS		
$\otimes$	MOSTLY HARMLESS	$\otimes$	MOSTLY AIMLESS	$\otimes$	MOSTLY PENNILESS		
$\otimes$	NOVICE	$\otimes$	SCOUT	$\otimes$	PEDDLER		
$\otimes \otimes$	COMPETENT	$\otimes \otimes$	SURVEYOR	$\otimes \otimes$	DEALER		
$\otimes \otimes$	EXPERT	$\otimes \otimes$	TRAILBLAZER	$\otimes \otimes$	MERCHANT		
$\otimes \otimes$	MASTER	$\otimes \otimes$	PATHFINDER	$\otimes \otimes$	BROKER		
$\otimes \otimes \otimes$	DANGEROUS	$\otimes \otimes \otimes$	RANGER	$\otimes \otimes \otimes$	ENTREPRENEUR		
$\otimes \otimes \otimes$	DEADLY	$\otimes \otimes \otimes$	PIONEER	$\otimes \otimes \otimes$	TYCOON		
$\otimes \otimes \otimes \otimes$	ELITE	$\otimes \otimes \otimes \otimes$	ELITE	$\otimes \otimes \otimes \otimes$	ELITE		



#### MIGRATION OF CONTENT TO RPG

Actioning changes to / removal of Hex Trackers





#### VEHICLE RECORD SHEET

- Finalised design for RPG vehicle record sheet:
  - Converted to Portrait format to make it more compatible with the book's format and with the Avatar Record Sheet.
  - Made final decision on what to include on sheet.
  - Cardlet design factors



## VEHICLE RECORD SHEET PREVIEW!

/EHICLE CARD	CREW DATA	HARDPOINT GROUPS
PREDVICE SOLVE STATE OF SOLVE	STATE AND THE RESIDENCE OF THE RESIDENCE	CLS:
		DMG: PWR: DMG: PWR:
TANDARD MODULES		
POWER 15 BULKNEADS 15 EXTENSION	SHIELDS H	ENGINES HE SHIFT DRIVE HE SHIFT DRIV
NTERNAL COMPARTMENTS  INTERNATED	SENSOR HE SUITE HE SU	MASS PWR MASS PWR MASS PWR
MASS PWR MASS PWR	MASS PWR	MASS PWR MASS PWR MASS PWR

MASS PWR	MASS PWR	UTILITY MOUNTS		AMMUNITION BAYS
DESCRIPTION MASS DTY DESCRIPTION MASS DTY  D	DESCRIPTION MASS DTY DESCRIPTION MASS DTY  D	MASS PWR MASS PWR	MASS PWR MASS PWR	
			MASS OTY DESCRIPTION	MASS OTY
			DEST FARE NAME	DEST FARE







### **UPCOMING EVENTS**

- Gamers 4 Mankind 13<sup>th</sup> March
  - Join Mahddogg and KateClick and help raise money for the ManKind Initiative
- Something for the 19<sup>th</sup> or 20<sup>th</sup> March in CQC planning stages...
- EliteMeet 2016: April 2, Redhurst Hotel, Glasgow
  - Really sure we're not going now.
- LaveCon 2016: July 16-17, Sedgebrook Hall Hotel, Northampton



#### **NEXT UPDATE**

- Monday 7<sup>th</sup> March 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!

