

ELITE ENCOUNTERS

VIDEO UPDATE 28TH MARCH 2016

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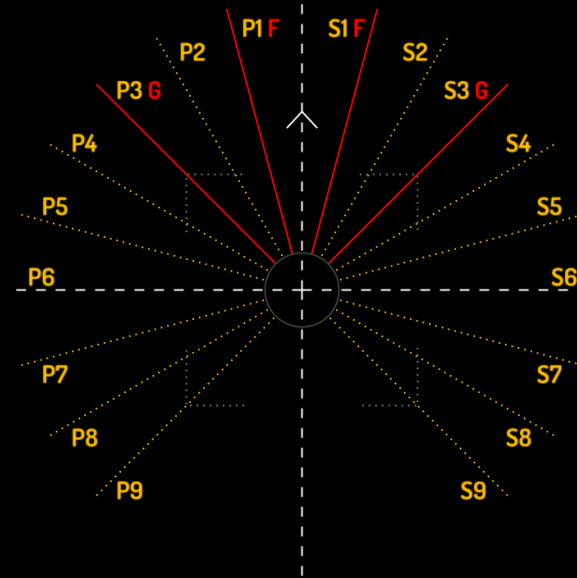
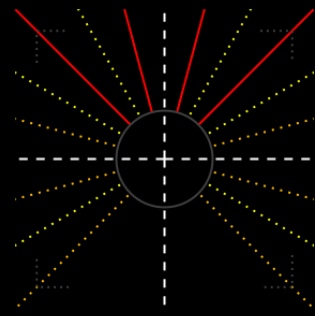
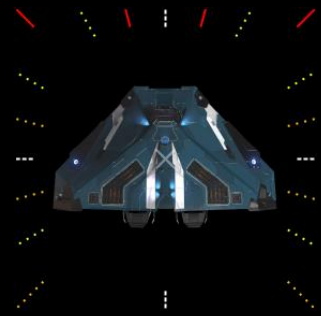
- Progress
- Counter Redesign
- Feedback and Questions
- Upcoming Events
- Next Update

PROGRESS

- More “family business” to deal with this week! ☹️
- Vehicle Combat Simulator (Colin and myself)
 - Working on feedback from Chris
 - Changing counter and base design
 - Getting back to writing up VCS rules (after some revision of other table-top battle simulations)
- Working on main book graphics (just me).

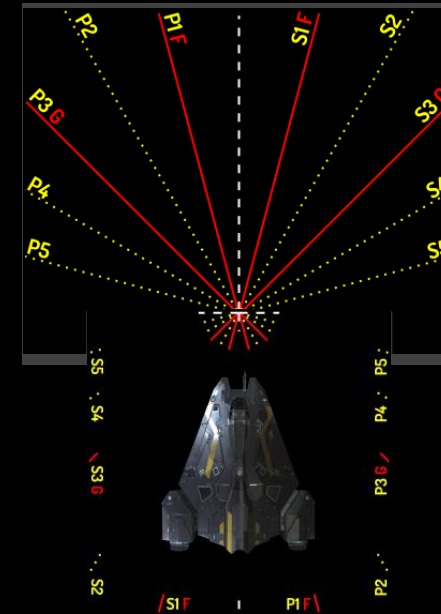
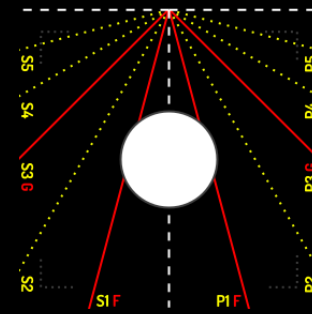
COUNTER REDESIGN

- Change concept to measure movement and firing from front of base rather than centre
- Fundamental change to base design and movement/firing arc template
- Old (centre):



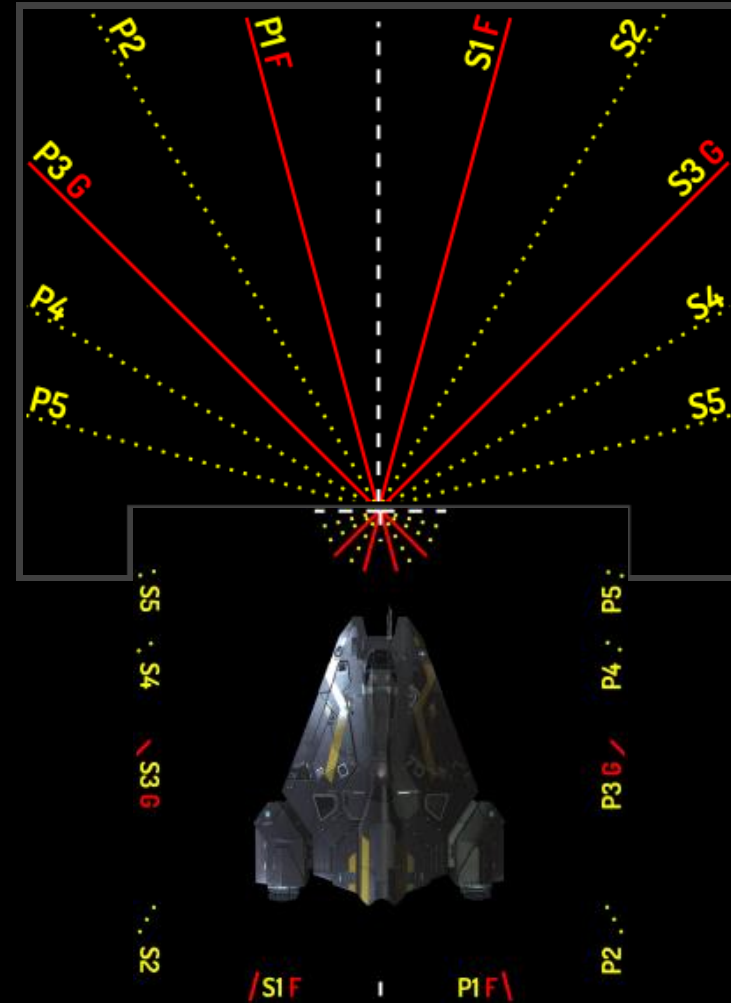
COUNTER REDESIGN

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- Fundamental change to base design and movement/firing arc template
- New (front):



COUNTER REDESIGN

- Clearer look at new movement template
 - Easier to use
 - Smaller
 - Less fiddly



FEEDBACK AND QUESTIONS

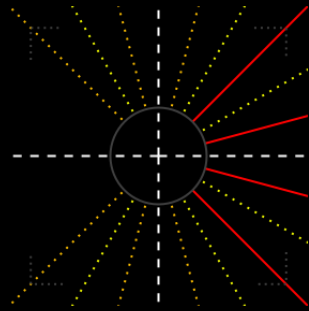
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 - 1: Measuring on mini bases

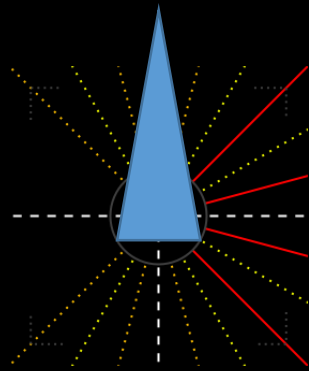
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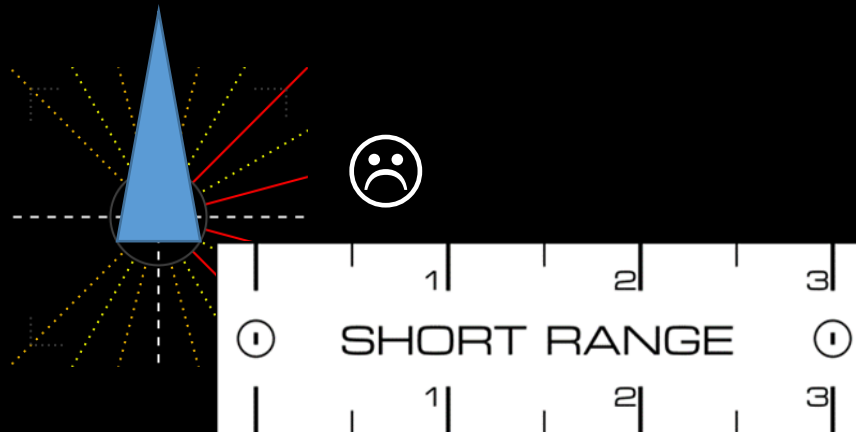
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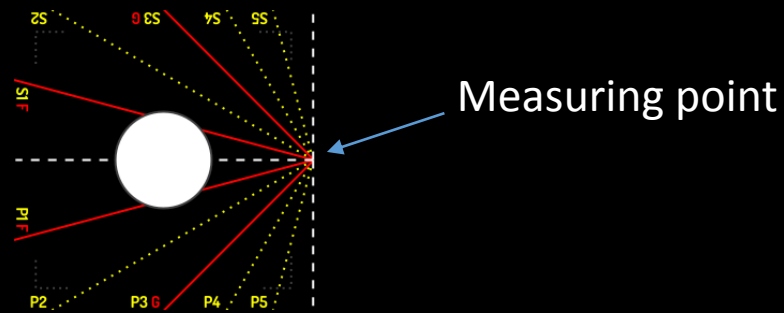
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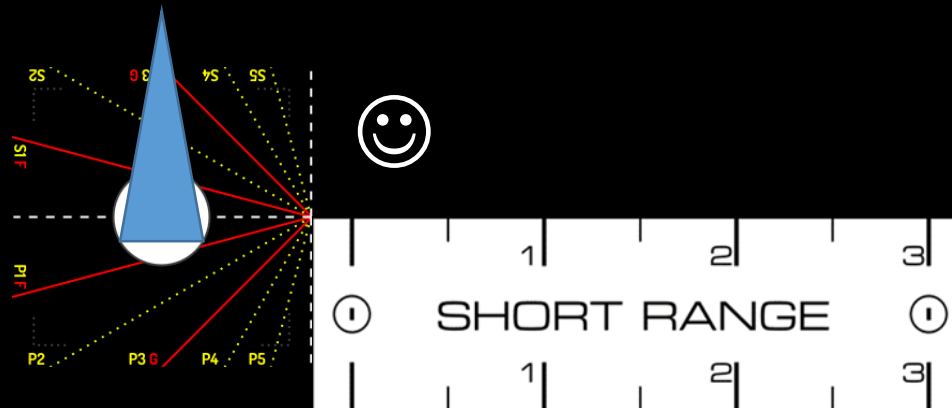
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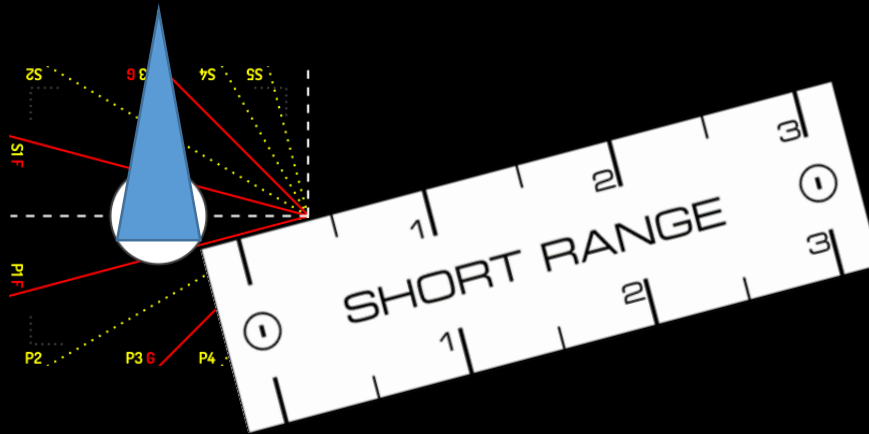
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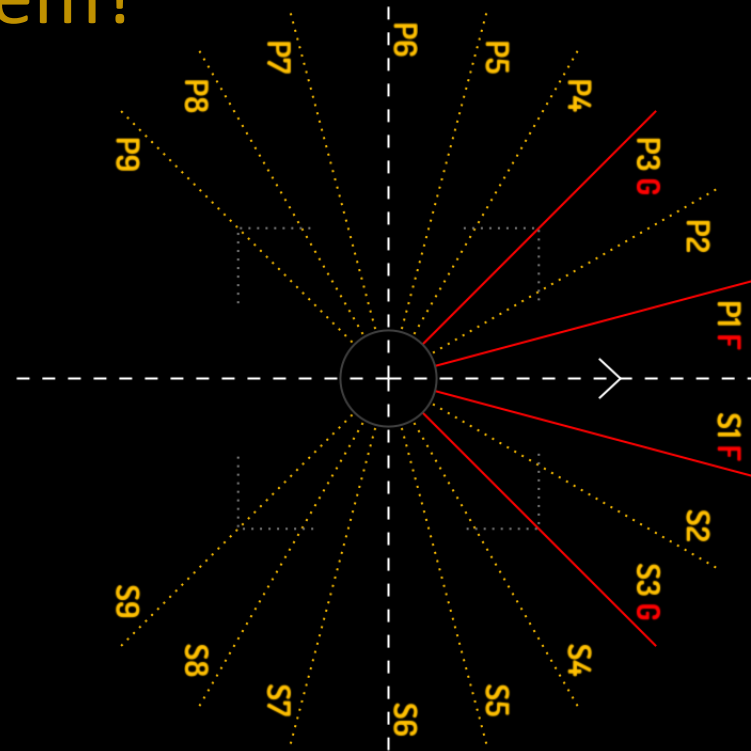
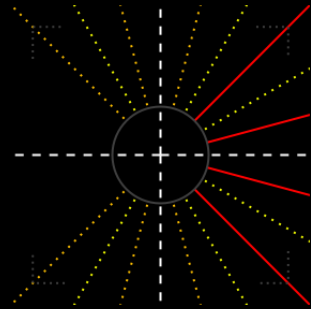


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 - 2: ease of template use

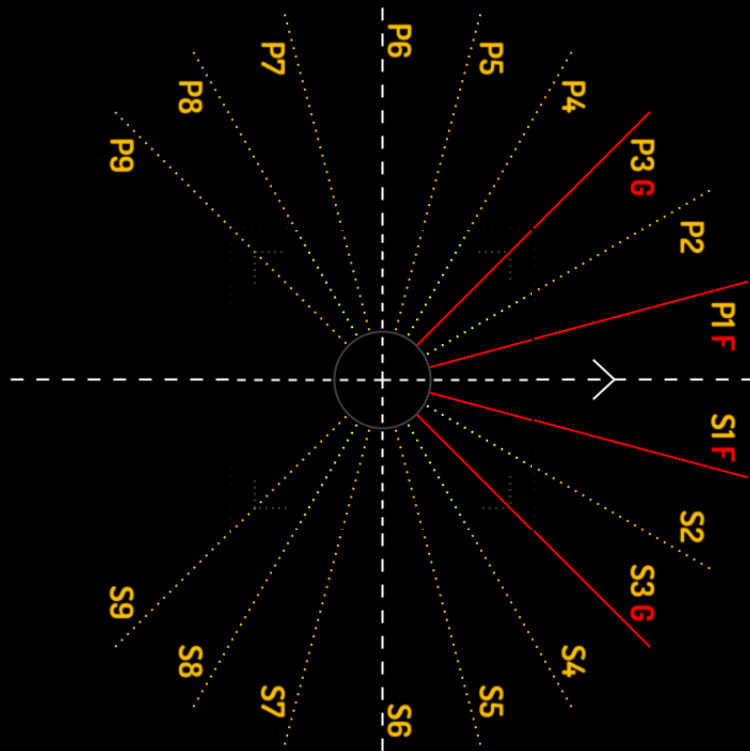
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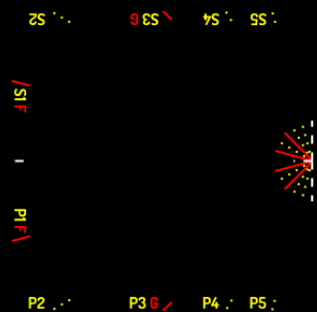
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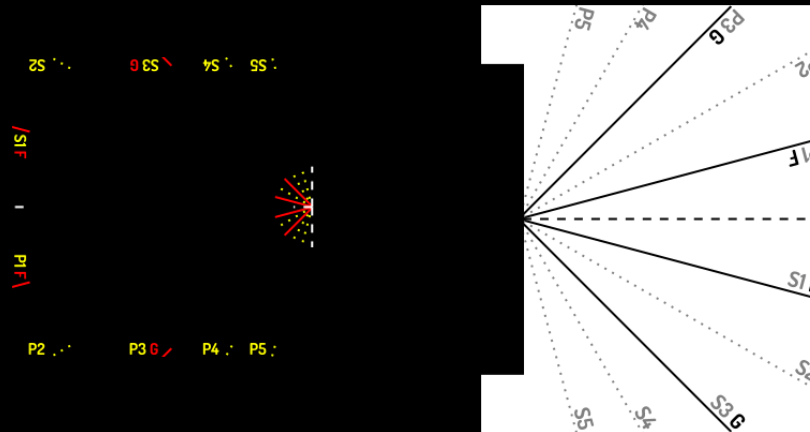
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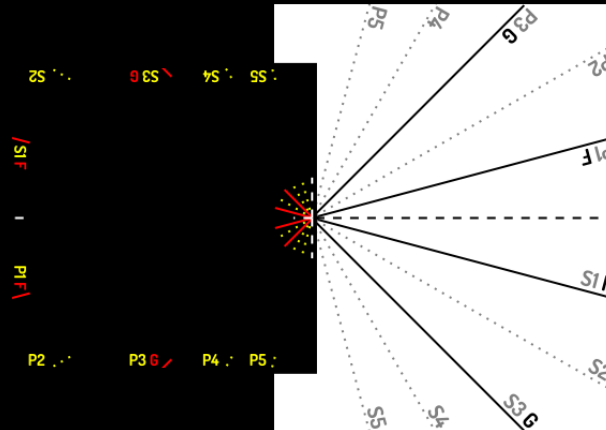
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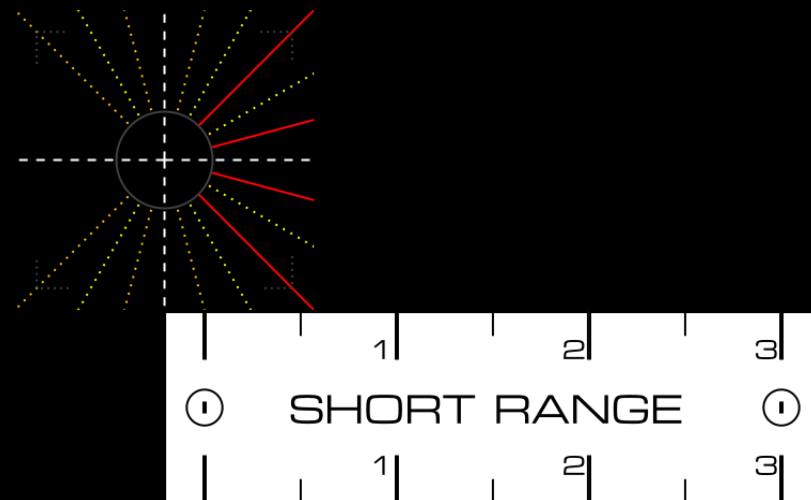


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 - 3: improvements to range finding

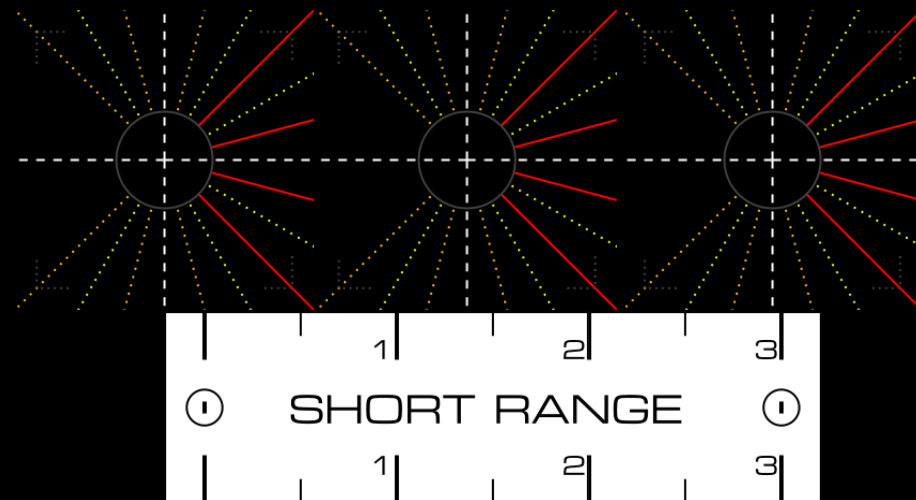
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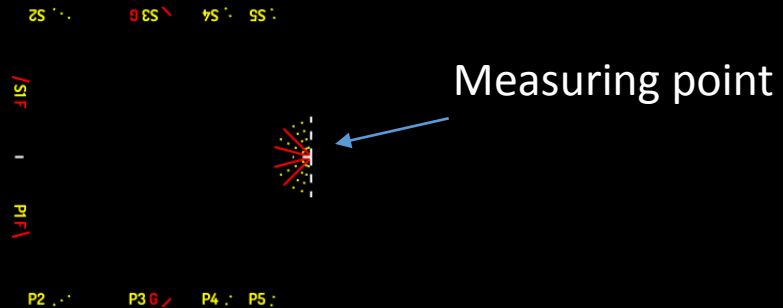
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FEEDBACK AND QUESTIONS

- Philip DeLuca: “Does anyone have transcripts of these? I cannot make noon Pacific Time since I am at work, which means the Twitch-only communication method leaves me out of the loop long after the revised video game has already left the store shelves.”

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 - Link always posted on the update on the Elite RPG site

FEEDBACK AND QUESTIONS

- Thanks for your questions! 😊

UPCOMING EVENTS

- EliteMeet 2016: April 2, Redhurst Hotel, Glasgow
 - We're not going.
- LaveCon 2016: July 16-17, Sedgebrook Hall Hotel, Northampton

NEXT UPDATE

- Monday 4th April 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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