

# ELITE ENCOUNTERS

VIDEO UPDATE 15<sup>TH</sup> JUNE 2015

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- Miniatures Rules (Vehicle Combat)
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# POWERPLAY

- How does PowerPlay affect EE?
- Game system changes?
- Background information changes?
- Future updates to PowerPlay



# VEHICLE STATS AND RECORD FILE

- Record file finalised?
- Small layout changes to be considered
- Heat Management tracker

The screenshot displays a comprehensive vehicle record file interface for 'ELITE ENCOUNTERS'. The interface is organized into several sections:

- PERSONAL INFORMATION:** Includes fields for VEHICLE MODEL, MANUFACTURER, VEHICLE TYPE, VEHICLE NAME / REGISTRY, CREW REQUIRED, OFFENSIVE TASK POOL, and DEFENSIVE TASK POOL.
- POWER AND PROPULSION:** Features sub-sections for THRUST, POWER PLANT, POWER DISTRIBUTION, POWER TO ENGINES, POWER TO INTERNALS, POWER TO WEAPONS, POWER TO SHIELDS, POWER TO HYPERDRIVE, FUEL TANK, and FRAME SHIFT DRIVE.
- HULL AND SHIELDS:** Contains BULKHEADS and COCKPIT diagrams with associated data fields.
- HEAT MANAGEMENT:** Includes a HEAT TRACKER diagram and related data fields.
- INTERNAL COMPARTMENTS:** Lists systems like PRESSURIZED SYSTEMS, ENVIRONMENTAL CONTROLS (Life Support), and SENSOR SUITE (Sensors).
- HARDPOINTS:** A grid for tracking various points on the vehicle with columns for CLS, RTS, PWR, HEAT, LOC, and SHD.
- AMMUNITION BAYS:** A table for recording ammunition types, quantities, and magazine counts.
- UTILITY MOUNTS:** A table for recording utility equipment with columns for RTS, PASS, PWR, HEAT, and RTS.
- CREW ROSTER:** A table with columns for NAME, POSITION, BODY, ARMS, SENSE, TRAITS + EXPERIENCES (WITH LEVELS), and SALARY.
- CARGO MANIFEST:** A table with columns for DESCRIPTION, MASS, QTY, and DESCRIPTION.
- PASSENGER MANIFEST:** A table with columns for NAME, DEST, TRAVEL, NAME, DEST, and TRAVEL.

# MINIATURES RULES (VEHICLE COMBAT)

- Why is this so hard?
- How simple are the simple rules?
- Where do the characters fit in?
- Play options



# FEEDBACK AND QUESTIONS

- Feedback (or lack thereof)
- Questions (or lack thereof)

# NEXT UPDATE

- Monday 22<sup>nd</sup> June 8pm UK time
- Update will be at the start of the regular Stream
- Submit your comments, questions and/or feedback by Monday 6pm for inclusion in the broadcast.

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