

# ELITE ENCOUNTERS

VIDEO UPDATE 13<sup>TH</sup> JULY 2015

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- LaveCon
- More LaveCon
- Even More LaveCon

# REAL CONTENTS

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# LAVECON REPORT

- RPG Sessions
  - Signed up players from Sat morning – events were full by midday
  - Played as a player for the first time on Saturday evening
  - GMed a game on Sunday morning
- Took part in an RPG Panel with Kol Ford and David Lloyd
  - Later that evening, David and I chatted about RPG design and worldbuilding

# LAVECON REPORT

- Special Thanks to my GMs: Darren Gray and Iain McNeill
- And to their players:
  - Tane Piper
  - Iain Shadnell
  - Karina
  - Steven
  - Spike
  - Evenstar
  - Gareth
  - Drew Wagar
  - Steph Wyeth
  - Kate Russell
  - Dave Hughes
  - Erik Aulin
  - Rufus Glyn
  - Jack Weaver
  - Iain (Lennon?)
  - Cail
  - Stuart B
  - Matt Barker
  - Nigel Jones
  - George Smith
  - Kirk Levell
  - Erik Aulin

# LAVECON REPORT

- Special Thanks to my GMs: Darren Gray and Iain McNeill
- And to their players:

And any other players or spectators whose names weren't recorded!

# LAVECON REPORT

- Event Photos (featuring me or the RPG):



Photo by  
John Fletcher





Photo by Chris Forrester



Photo by Chris Forrester



Photo by Barny Baker

# PLAYTEST FEEDBACK

- Character Generation much more intuitive
- System easy to learn
- Some confusion over how to use task pools (more down to lack of reading by GMs)
- Avatar Record File: Vital Stats MOD box confusing – suggested renaming to ADJ (for adjustment)
- Small niggles regarding hand-to-hand combat process.

# UPCOMING WORK (TO-DO LIST)

- Tighten up the hand-to-hand combat process
- Draw a line under the character generation, avatar record file and general system.
- Focus wholly on vehicle combat and miniatures rules and get them FINISHED
- Playtest playtest playtest...

# FEEDBACK AND QUESTIONS

- None that I'm aware of.

# NEXT UPDATE

- Monday 20<sup>th</sup> July 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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