ENCOUNTERS

VIDEO UPDATE 18TH JANUARY 2016

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PROJECT MONDEO

- Miniatures Rules with Colin "Ford". Gettit?
- Goal: align rules between both concepts to see if the two systems can be merged
 - Goal: miniatures rules must be compatible with RPG existing rules.
 - Goal: improve ease of use for RPG owners and players.



PROJECT MONDEO

- Dice rolling system to resolve combat RETAINED
- Hex-based system DISCARDED
- More foc...wait, Hexes have been DISCARDED???



- Hexes currently out of favour.
- Hexes were causing more logistical problems than they were worth
- Card counters hard to cut out
- Using hexes on vehicle cards fiddly





- Alternatives:
 - Round counters again, still difficult to cut out
 - Square counters easy to cut out, but not the most interesting
 - Added bonus for square counters compatible with Colin's designs and concepts.
 - Which gives us...

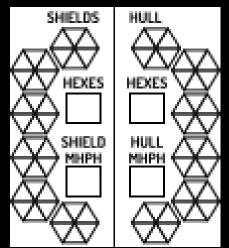




• Concept II – square counters

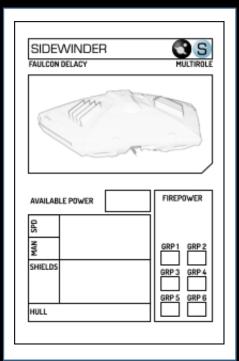


- Hex trackers
 - Small and fiddly to mark off damage etc
 - Takes up a lot of space that might not be used
 - Concept proved to be difficult to understand





- New Vehicle Card Concept III
- No hex trackers all stats stored as numbers in areas big enough to easily write in.
- All stats for minis game included need to backtrack this into the narrative rules.





UPCOMING EVENTS

- EliteMeet 2016: April 7, Glasgow
 - Not sure if we're going to make this one at the moment
- LaveCon 2016: July 16-17, Northampton
 - I'll be there, but things will be a little different...



NEXT UPDATE

- Monday 18th January 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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