

The Injurius Games Veteran League Squad Generator

By Don Ash

The Veterans League features teams who begin with a Team Net Rating (TNR) of 50. These teams compete in all-star games with other teams who have also been awarded this honor. The winner will be the team that accumulates an TNR of 100 points. The Excel worksheets that accompany this document will make the generation of experienced squads quick and easy.

The Veteran League rules are reprinted here from Meck Wars for ease of play.

After teams reach 50 points, they have fulfilled their contract and can retire with honor. Some players, though, have a need to continue, and will re-join the league as Veteran players. Teams composed of these veterans will play in all-star games that are broadcast to the four corners of the Empire.



Format: 2, 3, or 4 players; All types of teams allowed. Follow the official tournament format .

Special Rules:

- 1) Each player takes a fresh Injurius Games, Meck Wars, Space Orx or Spiders squad, and rolls 10 random upgrades to each member of the squad.
- 2) Meck teams must have their weapons set up before any dice are rolled, and may not change them while the rolling is underway. Spiders must choose 4 Vorpeeds for the whole upgrade process.
- 3) Replacement Gladiators, instead of coming in with zero upgrades, come in with 10 upgrades. For Mecks worth less than 10 points (points in weapons that went to other Mecks), reduce the number of upgrades the Meck receives. Example: a Meck with 7 upgrades plus 3 upgrades in weapons only gets replaced by a 7 point Meck if its weapons did not come off with the Meck.

Play progresses normally, with teams playing a series of games to see who can make it to 100 points, and the Veteran League's top honor!

There are four files used to generate squads, one for each supplement printed to date:

- VeteransLeagueHuman[version].xls
- VeteransLeagueMecks[version].xls
- VeteransLeagueOrx[version].xls
- VeteransLeagueSpiders[version].xls.

The version number at the end of each filename indicates the revision level and will be changed as needed.

These MS Excel worksheets were created to assist in quick generation of the Upgrades for the various teams. Rolling 50 sets of Upgrades per team can be quite tedious and time consuming! Here, with the push of a key (F9) and the click of a button (Print icon), you can have a fully prepared set of upgrades for any team in a few seconds.

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Are you planning to run a Veterans League event at a convention? That would have been a real challenge before these files. Now, you can simply generate and print out 10, 15, 20, whatever sets, distribute them randomly to your participants and you are ready to go! If you are running Injurius Games events at a local con or game store, please contact us by email at redshirtgames@sympatico.ca: we can help you with tips, website calendar postings and prize support.

How to Use the Files:

The **Humans** and **Orx** are very simple. Open the files with MS Excel. Press the "F9" key to generate a set of data. Then click the Print icon. Each time you press F9, it recalculates an entirely new set of upgrades.

Mecks require that all weapons be assigned prior to rolling for upgrades. In the first table, you must fill in the cells highlighted in blue. To do this, simply find the number of the desired weapon and place it where you want it. For example, if you want your Jumper to have a Twin Laser on it's turret, type in 10 or 11 in the cell beside 'Jumper Turret Weapon'. The second table displays your current weapons loadout. Check it carefully to make sure it is what you want. Then press F9 and print it!

There is no error checking here other than to remind you that Lasers are right arm weapons. It's up to you to make sure you only use each weapon once!

The A, B, and C designations differentiate which individual weapon has upgrades if you place multiples of one type on one unit. (And, yes - if you want to - the worksheet WILL let you put Autocannons for every mount point on every Meck. Hopefully your gaming partners won't let you play that way, however.)

Spiders require that you select the Vorpeeds that you will take into combat first. Make your clutch selection with forethought here - there is no provision for changing the team composition between matches. Again, select the number and type in the blue highlighted cells. In case you can't count to four, there is a simple warning message. The worksheet will still work if you choose more than 4, it just gives results that aren't useful.

The Veterans League Spiders are easy to abuse here. "Cheat" is a strong word, but may be applicable. According to the rules, you COULD generate 4 of each type and THEN pick which of the Shocker/Bullnose/etc. upgrades you like the best. This violates the spirit of the games. DON'T DO IT!

Other Notes:

For all files, make sure you are on the first page of the worksheets. Its tab will say "Human/Mecks/Orx/Spiders Veterans" and the header at the top should say **"Welcome To The Veterans League!"**.

When you are prompted to save the file, you can safely answer "No".

Questions, comments, suggestions can be sent to: chesspatzer023836@columbus.rr.com

Thanks to Richard, Michel, and Glen!!

Regards,

Don

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Squad Leader Vintersorg, Grunt Malmsteen, Sniper Tarot,
Minigunner Nugent, and Plasma Gunner Mindripper.