Writing for *Beyond the Gates of Antares*

Do you have something to share with the *Beyond the Gates of Antares* community? Something that other players would find interesting or fun? If so, we would love to hear from you as we're looking to add great articles, scenarios and force backgrounds to the *Beyond the Gates of Antares* online resources.

We are looking for well-written articles in the following areas:

- **Original Scenarios**, whether narrative or matched, single-player, two-player or multi-player.

- **Force backgrounds and history**, especially for themed forces, and accompanied by great photos. Maybe you've developed your own theme for a Concord or Algoryn force or have invented your own Freeborn house or Boromite clan, or have created heroic leaders for your army. Perhaps you've made up a backstory to explain why you have painted your units in your chosen colour scheme. If you've got any interesting ideas, then please share them with us!

- **Alternative force selectors.** Many players adapt the 'official' force selectors based on the theme for their army. Some Freeborn players refuse to take ferals or NuHu, for example, whilst others have Concord forces that can't have drop troops. Send us any force selectors you've created for your own army, and tell us the story behind these forces and how they perform on the battlefield, including their strengths and weaknesses.

- **Tactical advice.** Share with us any hints and tips you've picked up on how to handle a tricky unit or situation, or how to deal with a particular scenario.

- **Mini-campaigns.** These are typically a series of three or more scenarios linked together by an overarching narrative. With small forces, they can be played in a single afternoon or evening, or can be used as a framework for larger games played over a few weeks, at home or at a gaming club. The story behind each scenario does not need to be lengthy, as long as it adds zest and excitement to the campaign games.

Of course, we are still interested in hobby articles, such as painting guides for striking colour schemes, basing techniques, terrain-making advice and so on. We're also not adverse to the occasional short fiction piece either.

However, we're not looking for such things as new superhero attributes, rules for super-weapons or overly-complex campaign environments. Most importantly, an article needs to be easily understandable and must be as relevant as possible to a broad range of gaming styles.

Algoryn and Freeborn ambush an unsuspecting Ghar column.

SCENARIO GUIDELINES

Please use the format used in the main rulebook (see pages 138-157 of *Beyond the Gates of Antares*). We'd prefer it if you used the well-tested rules for broken forces, deployment, game length and victory, especially those on pages 140-141 of the rulebook, though we understand that some scenarios can't fit into those neat divisions. The governing thought should be 'don't rewrite the rules!'

The following is a breakdown of the scenario structure:

Scenario Title	Something snappy.
Introduction	A narrative overview of the scenario.
Running the Game	An overview of what the scenario is about. Does the scenario require one side to be the attackers and the other defenders? Which forces can be fielded? If the choice of forces is important, treat this aspect of the scenario as a separate section. Also, include any variants to the scenario. This section is often only required for 'narrative' scenarios rather than 'matched' ones.
Set-up	This describes how the terrain should be set up before the game, and details whether any units are placed onto the table before normal deployment. A map of the battlefield is useful, if required.
Deployment	Here discuss how each force deploys before the start of the game. Refer to page 140 of the *Beyond the Gates of Antares* rulebook as a guide.
Objective	What each force must achieve should be clear and well-defined.
Game Duration	How long should the game last? This is typically until an objective is achieved, a Break point is reached, or until six turns have passed, sometimes with the chance of an additional turn (see page 140 of the *Beyond the Gates of Antares* rulebook).
Victory	Detailed here is the precise definition of victory. Make sure you list the Victory Points awarded for any actions performed during the game. Be wary of awarding VPs for units destroyed or order dice removed, as some forces have more or fewer base order dice than others.
Special Scenario Rules	Include here anything that is particularly important for your scenario. These special rules should adhere to or extend the normal rules and conventions for the game. For example, if a transmat, door or anything else needs activating, two things need to be defined: the unit type that can activate the object (this is usually infantry) and the order that a unit needs in order to activate the object. A unit's dice should always have a specific order: typically Run or Advance orders are good for activating doors or transmats and non-functioning Fire orders can be used for placing an object somewhere on the battlefield (see the mine rules on page 86 of the *Beyond the Gates of Antares* rulebook).
Notes	Use this section to discuss anything that might not fit into the above categories or to clarify a complicated aspect of the scenario.

SUBMISSION GUIDELINES

Accepted articles will be edited before publication on the site. They will almost certainly have to be reformatted, so your submission should not rely on complex formatting. Normally, any special graphics such as battlefield maps will be redrawn based on what you send us.

What you send should be in .rtf or .doc / .docx format (no PDFs, html or text files). We'd prefer it if fairly common conventions are adhered to: use your word processor's built-in formats for headings or normal body text, and use tabs for indents rather than spaces. Use basic fonts (Cambria, Calibri, Times, Arial and equivalents) and at 11pt, with line spacing set at 1.5 lines. Before sending your submission in, please spell check it.

Finally, please playtest your forces, force selectors and scenarios – we recommend that you have several run-throughs of your scenarios, and a few without the writer's involvement if possible. Following feedback from playtesting, don't be afraid of changing anything that doesn't seem to work, or simplifying something that is too complicated.

We look forward to hearing from you. Please send your submissions to:

tim.bancroft@warlordgames.com