



## **BEYOND THE GATES OF ANTARES - Rulebook**

OCCASION / Anglais



**Marque :** Warlord Games

**Référence :** AB363

**Prix :** 4.50 €

**Descriptif :**

Etat : Bon +

At 260-pages, this full-color hardback tome contains everything you need to know in order to get started exploring the brand new Science Fiction universe from the creator of Warhammer 40,000...

Beyond the Gates of Antares lies a universe vast beyond comprehension, a universe of human endeavor stretching eons into a dark and turbulent past, a universe of embattled civilizations possessed of unimaginable power. Across millions of worlds rival empires are locked in a struggle for dominance, driven by intellects that are as much machine as human, the omniscient integrated machine intelligence of a society and a time very different to our own.

This is the universe of the Seventh Age of Humanity and the setting for our game. Our game is called Beyond the Gates of Antares because that is where our adventures will take us. We will travel through Antarean dimensional gateways to the galaxy spanning

empires of the PanHuman Concord and Isorian Senatex, and further to the myriad worlds of the Determinate and beyond. We will board the glittering space borne cities of the Vardari, the great mercantile powers of Antarean space, and we will confront foes as implacable as the Ghar and as merciless as the Renegade NuHu Shards.

Beyond the Gates of Antares was originally conceived as a game and that is where our journey begins. However, our game is only the first step upon a path that promises to take us to new stars and undiscovered worlds which inhabit a living, breathing universe, and one that we intend to realize fully in the form of campaigns, background expansions and – in time – much more in order to explore the many different aspects of our setting.

### **Contents:**

A break-down of all of the game rules, easing you into the new system  
An extensive Terrain section, outlining dozens of different terrain types to be found in the Antarean universe  
An Armory section, featuring entries (and blueprints!) of the various weapon technologies used in Antares  
More advances rules for using Mounted Units, Vehicles, Buildings and more  
A section detailing just a handful of the different creatures which inhabit Antarean space  
6 Matched Scenarios, and 6 Narrative Scenarios  
Full Army Lists for 6 factions  
A detailed timeline of Antarean Space, including Star Map and dedicated sections for each specific faction  
Quick Reference Sheet, Weapons Summary, and Templates Section to the rear of the book

[Lien vers la fiche du produit](#)