

# FOR QUEEN & COUNTRY

## Writers guidelines

### Important note

We cannot guarantee that all modules will be accepted for the campaign. For Queen and Country reserve the right to edit, playtest, and edit again, all modules before they are released for play. If time allows we will return the final edited version of the module to you before it is released for play.

### Module style guide

- Please use the module template and style guide as provided. All modules should have a consistent look and feel.
- Please do not over-use emphasis (bold, italics, exclamation marks, etc).

### Use of English

- Modules need to be easy for the Campaign Editor to edit and for GCs to read.
- Make sure you use proper sentences, with correct spelling (use your spellchecker!).
- We are largely British and positively revel in the letter U in the word colour, but if you must write American, that's okay too.
- Try to use apostrophes appropriately, it winds up the campaign staff if you don't.
- The module should be easy for the GC to read. So to avoid mods being too dry, a little informality and humour is fine. However, don't undercut the drama of your mod by being too jokey with the GC.

### Adult themes

- This is an adult campaign written by, and for, grown-ups, and a little bad language and graphic violence are allowed. Please use it sparingly however - most players will add their own swearing anyway.
- While modules can feature characters who support any number of -isms, the campaign as a whole should not. Avoid the easy stereotypes, make sure characters have real motivations.

### Write to spec!

If we ask for a mod featuring a big chase and a bomb to defuse, don't deliver a courtroom drama that hinges on hacking the US defence department. We want to spread the love around and give every character type a chance to shine, so if we need a mod to let the Wheelman show his stuff, that's what we'll ask for!

## Critical story path

- Never (be seen to) railroad characters in a mod.
- Avoid mods where the characters just faff around until the next event turns up.
- Don't design a mod which hinges on the players making one large leap of logic, it may not be as obvious as you think.
- Provide alternative paths if possible so players can still enjoy the whole of your mod (but by the same token, don't make it too easy for them).
- Don't mention Lions in the title of your game if you can complete the mod without ever seeing any. Unless they're metaphorical lions, that's probably okay...

## Format

Most Living modules are written using a format of either 3 long Scenes, or 7 much shorter Encounters. Whichever you choose please bear the following in mind:

- All modules should be playable within an approximately 3 and a half hour time slot. Convention slots are generally 4 hours long – but half an hour is usually taken up with settling down before the game starts, and sorting out the paperwork once the game has finished.
- By limiting the amount of gear available we hope to reduce the amount of time needed for 'gearing up'. However, please make sure that you have left a 15-20 minute slot in your module for this activity.
- Combat encounters can often take much longer than you think, so please think about this when you are planning your time. Your module will be playtested, so any time issues will be raised from the playtest feedback – however, it's definitely worth thinking about as you write. Please try to make your combat encounters reasonably interesting and cinematic – although we all love a good fight, an over-long or dull encounter isn't a great experience for anyone.

## Rules governing boxed text

- NEVER describe PC emotions in boxed text, how the PCs feel is up to their players.
- PC actions should only be described in very general terms. 'You arrive' is fine while 'You pull up on your motorbikes' is not, unless the only way to get from the last scene to here is by motorbikes (and even then, the PCs may have wanted to park down the street and approach on foot).
- Do not overwrite your boxed text. Interesting language is okay, but adjectives are like crème eggs: nice in their place, but too many will turn anyone's stomach. Watch for bad similes while you're at it.
- Avoid putting in boxed text where any sensible PC will be wanting to act instead of listen. If there's a countdown to a bomb, nobody is going to wait five minutes for the villain to soliloquy.

## Rules governing tiering and stat blocks

- The first season of the campaign will include 9 modules. During this season, characters are unlikely to progress beyond 5th level. For this season, therefore, we will be tiering the modules for Tiers 2 and 4.
- To try and reduce the huge amount of paperwork that usually comes with the Statistics section we have decided to streamline the process. In the module template there are three stat block templates, one for a Standard NPC (eg. average henchman) Tier 2 and 4, one for an Important NPC (eg. lieutenant henchman) Tier 2 and 4, and a generic template for a Major NPC (eg. the main adversary).
- You are welcome to include your own statistics for NPCs. The templates we have provided are well balanced for Tier 2 and Tier 4, but have not been tailored to

your game. Some sections on the templates (and the whole of the Major NPC template) are left blank for you to fill in your own details. Please think carefully about what information the GC will, and won't, need during the game.

### Things which have no place in UK-based Spycraft

- This is a spy genre game, set in a pseudo-real world. Modules should not include magic, the undead, demons (although cultists might have their place), superheroes, alien invasions/artifacts/conspiracies or super-intelligent martial arts-proficient turtles.
- Please remember that there will be some real world limitations. We don't want to stifle creativity, but please try to take into account that not every enemy organisation will have networked systems or be connected to the world wide web. Please also remember that DNA analysis and CCTV footage cannot be obtained instantaneously – even if we stretch reality, these things still take a few hours.
- Have fun with the campaign – even though the setting is real world, we don't want our writers to go too much the other way with nit-picking realism or excessively dark drama. Glitz and glamour also have their place.

### Writer and GC rewards

- 1,000XP for writing the mod. 250XP for each time the writer runs their own module.
- 750XP for burning a mod (this means running the mod for a group without having played it – which in turn means that you won't ever be able to play in that mod).
- 250XP for running a mod more than once, or for running the mod after having played it.

### Allowable rule books

Spycraft Version 1 Core Rulebook.

Soldier/Wheelman.

Faceman/Snoop.

Fixer/Pointman.

The 'For Queen and Country' MRD and our own version of the Arms Guide will be available in time for Conception. There is a lot involved in producing these, but the team are working hard to get them ready, and we will keep you updated.