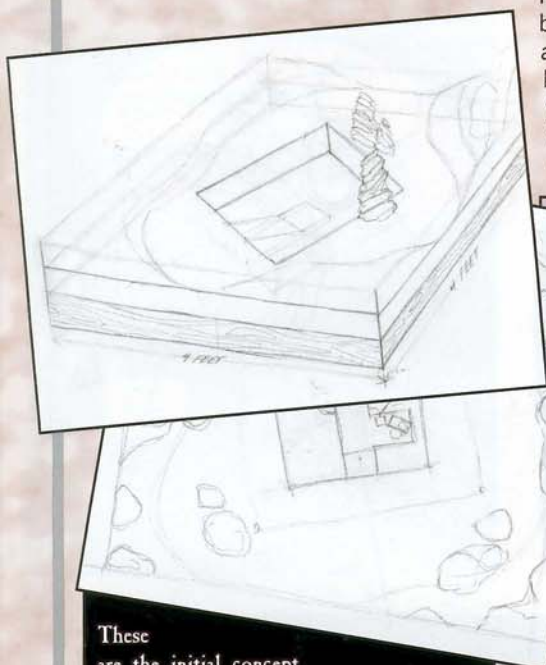


Ty Finocchiaro and Rick Smith devoulge the secrets of making a themed INQUISITOR table and lead you, step-by-step, in its creation.

Gehenna Prime holds a dark secret. On the surface of this windblown desert planet, an evil presence sits in mute silence, awaiting anyone foolish enough to awaken it once more and use it to further their own goals.

A device of alien origin and crafted from an unknown material has been uncovered along the planet's north polar region. Those Imperial explorers that found this portal have since succumbed to its evil, but it calls to others with a power hard to resist!



These are the initial concept drawings of the cursed excavation site.

When Ty and I first realized the full potential that INQUISITOR had to offer, we knew we had to explore the dark future of the 41st Millennium. We threw around some ideas, and in the end we realized that, a) we definitely wanted a theme to the table, with a creepy portal as the focal point (sort of like the scene from 2001: A Space Odyssey); and, b) the entire area in question would be eerily silent and covered by a thick layer of sand, looking quite desolate and abandoned; and, c) we wanted to have fun doing it! So here's how we went about our task....

GEHENNA PRIME

THE MAKING OF AN INQUISITOR TABLE



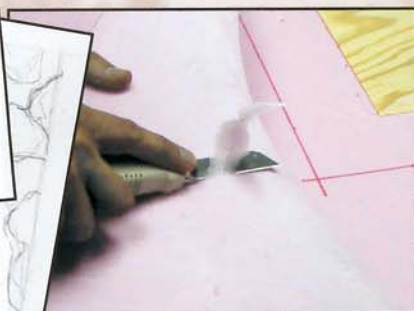
The table's a far cry from what it will become.

actual base for the table was made with a section of board, 4' x 4'. A two inch

layer of insulation foam

was glued to the wood with Liquid Nails and, after a square hole was cut, screwed in place. The Pit was cut at an angle to keep a little more "organic."

First, I broke open my trusty sketch book and started doodling. It's always an excellent idea to plan out your ideas before you get started. That way you're not left wondering where you were headed, and you can always check back to stay on track. The



Cut away from yourself.

After drawing directly on the foam with a red Sharpie pen to plan out where the sand dunes would be, Ty and I used a foam cutter to cut out our hills from another slab of 2" foam. With the shape we wanted roughly cut out, we then used a retractable hobby knife to cut into the "dunes".



Sanding blocks are a big help.

Once we were satisfied with the shape, we grabbed some sanding blocks and smoothed everything out, making sure there weren't any nasty gouges. Again, Liquid Nails was used to glue the hills to the first layer of foam.



The basic table with it's soon-to-be sand dunes! The table is ready for more details.

CUTTING OUT THE ROCKS



Let the heat do the work for you.

The entire table top was to be covered by jagged sandstone outcroppings. Each and every one of these terrain features were made with the mighty foam cutter. We carved each of the rocks from a piece of foam, the size of which could vary from 1" thick and 2" tall to a massive 8" by 4" brick. After the chunk was cut out, the square shape was hidden by hacking the corners off. The crags were created by sinking the foam cutter halfway down and then removing it. Cracks were made by gently touching the hot wire to the foam.

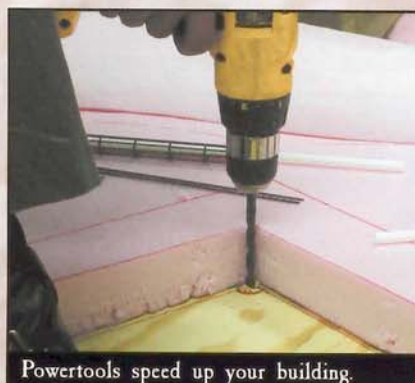


Rock outcroppings.

CREATING THE FORCE WALL PYLONS



You'll need these...



Powertools speed up your building.

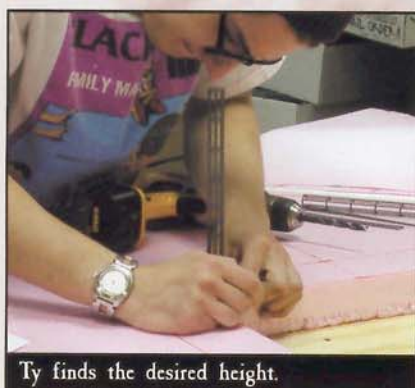


Measure twice, cut once!

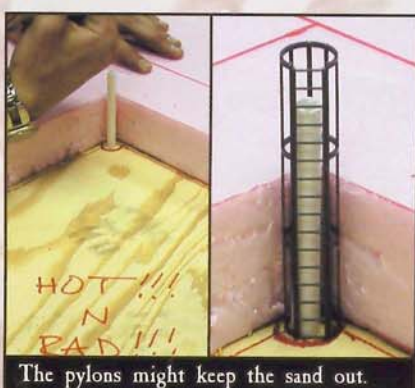
The sand around the Pit was to be held back by a force field of sorts, so Ty set about making the pylons with hollow plastic tubes, some premade scenery bits and a healthy dose of super glue.

Ty climbed atop the table and drilled four holes in the bare wood. Each hole was large enough to slide the plastic tube inside when the time came. The tubes were cut to a length of about 4"

with a hacksaw. We knew we wanted a little bit of the pylons to stand above the desert floor, just to make sure that no dunes would flood the Pit when the winds start kicking up!



Ty finds the desired height.



The pylons might keep the sand out.

Ty then grabbed a length of the premade plastic scenery and measured it to stand slightly above the tip of the plastic tube. Using clippers he cut the thin plastic to fit. After Ty had completed his measuring, he tested the

fit of the tube and hole, and made sure the height was suitable. Ty placed the metal cage around the tube just to make sure everything was even. Each plastic tube was then topped with a wheel from the Lemman Russ tank sprue,



Layering creates a glowing effect.

and plastic offcuts from the cage were used to detail the tube itself. After the super glue dried, I set about painting them. Starting with Dark Angels Green and working up through Scorpion Green, I tried to give the pylons a creepy green glow.

SMOOTHING OUT THE DUNES



Smoothing out the spackle.

In the meantime, I used spackle to fill up the gaps that were blatantly present where the sand dunes and the first layer of foam met. By grabbing a handful of the spackle and pushing it into the cracks, I found that I could easily correct the ugly gaps. It's a good idea to do this early in the table building process. The reason being, even though the container says "quick dry," the thickness that we used to fill the unsightly gaps had to be immense! It took an entire day and a half to dry completely and be easily sanded down. When you work like this, it's good to plan ahead and know what steps are coming up so you don't waste a lot of valuable building time!



These are the tools of the trade.

We decided early on that there was to be a ramp leading down into the Pit and directly up to the mouth of the Portal. With the help of some



Use a sharp blade so you don't slip.

He then painstakingly cut out the negative space in the plastic card. Using a ruler as a guide, Ty cut each piece out slowly to avoid making a stray cut or



The supports will make it stable.

The bottom of the deck was reinforced with small squares of plastic card. This was to make sure that nothing would come apart as we were working.



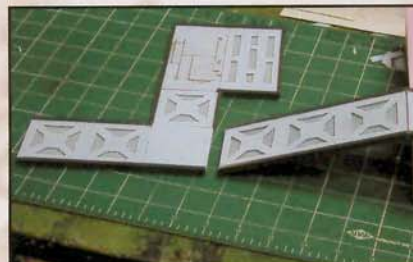
Use the card as a guide for cutting.

plastic card, window screening and a trusty knife, Ty started building the ramp. The basic length of the ramp was cut out of card and screen was cut



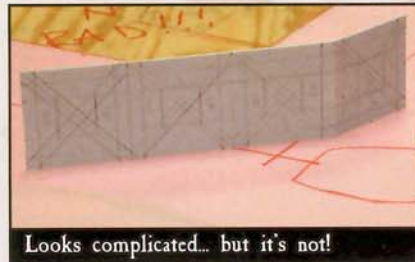
Glue the screen on before the top bit.

slipping and nicking his fingers. After gluing the screen down to the bottom layer of card with super glue, he then sandwiched it with the top half.



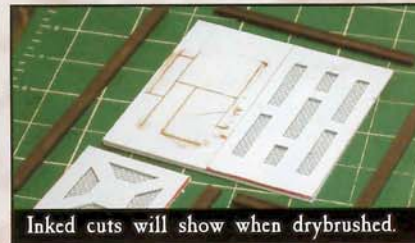
A look of things to come.

To create the illusion of sheet metal, Ty used his hobby knife to cut thin lines into the plastic, taking care not to go the whole way through.



Looks complicated... but it's not!

to fit. Ty drew the pattern we decided upon directly onto the plastic surface with a pencil. Guides were essential to making these complicated cuts.



Inked cuts will show when drybrushed.

Using premade "I" beams, Ty created sides to the ramp and decking by cutting it to fit and gluing it together with even more super glue.



Rivets made easy!

Rivets were added by cutting a thin plastic rod into tiny discs. These I glued down with a small drop of glue each, and the entire piece was primed black.

TOYS FOR SCENERY?



Found objects are perfect short cuts.

Originally, Ty and I wanted to buy a toy truck and convert it to look like some sort of Imperial earthmover. But, with a visit to the toy store, Ty brought back an amazing plastic crane! With a few simple conversions we added this beast



Large screen for details.

to the table. Ty dug out a thin trench with a shaped hot knife, deep enough to make the crane's base look like it's been submerged in a bit of sand! Screen was also added to the crane's compartment to give it a little more



Put your parent's computer down, kids!

realism. We also raided an ancient computer scanner for all sorts of odds and ends. Wires, resistors and heat sinks were all at our disposal. You can never have enough bits, and nothing should be safe from your grasp!

MORE ROCK MADNESS



Ty found ways to easily hold the foam.

An airbrush saved our lives. No joke! If you can get your hands on one of these tools, you won't regret it. The rocks would have taken forever to



Liquid Nails forms a strong bond.

paint by hand, so Ty watered down some Bestial Brown paint and jumped to it. The basecoated rocks were then glued down to the foam, again with



The rocky surface was simple to paint.

Liquid Nails. Once everything was in place, I drybrushed the rocks with a thick layer of Snakebite Leather followed by just a little Bleached Bone.

FLOCKING, PAINTING AND MAKING THE PORTAL



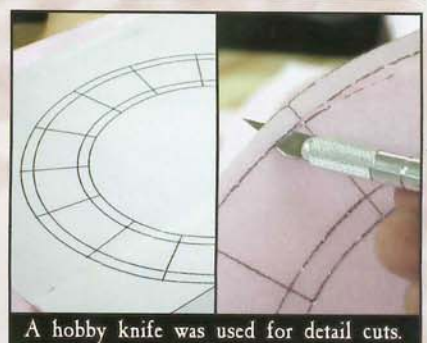
Removing the excess sand with a brush.

Once every rock had been painted, it was time to flock the table. I chose to use a fine sand, knowing that it would dry much faster, and larger sand bits



Tight spots were painted first.

would be more easily knocked loose. After the sand dried, I painted the table with Snakebite Leather and drybrushed it with Bleached Bone.



A hobby knife was used for detail cuts.

The mysterious Portal was drawn on a piece of paper and then transferred to a 1" slab of foam. It was then cut out with the help of a hobby knife.



Adding minute amounts of color.

After it was cut out, the Portal received a heavy coat of Chaos Black paint and was then drybrushed (very, very lightly!) with Codex Grey. Once that dried, I painted the inside with Dark Angel Green and Scorpion Green for that extra creepy look!

THE FINISHED TABLE

Well, that's that! Ty and I really enjoyed working on this table for INQUISITOR. We can't wait to get down to the dirty business of actually playing on it, exploring this obscene portal and uncovering Gehenna Prime's dark secrets.

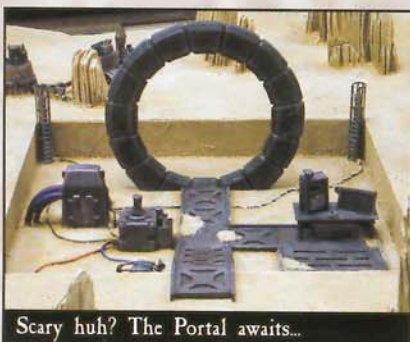
In fact, in the next issue of White Dwarf you'll be able to witness an INQUISITOR battle report and see for yourself what could happen when you try to bend some alien technology to your will.

We hope that seeing this table being constructed from the ground up has inspired you to build your own scenic table top battlefield for your very own stories of INQUISITOR.

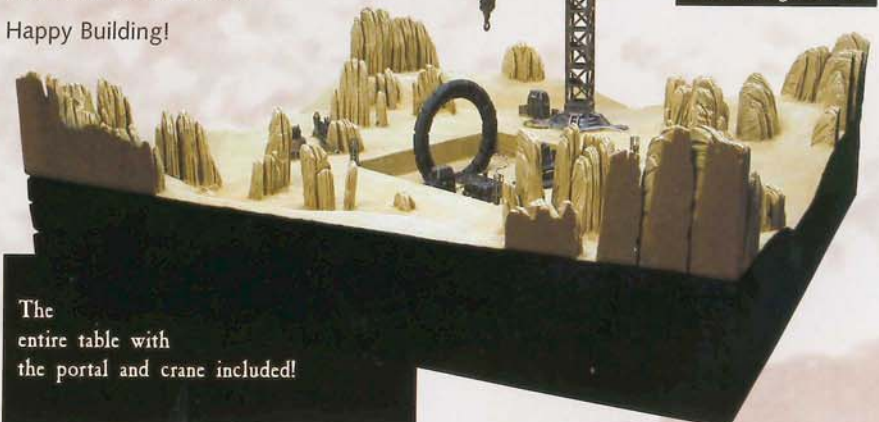
Happy Building!



The computer monitoring station.



Scary huh? The Portal awaits...



The entire table with the portal and crane included!