

Gav Thorpe continues his look at creating your own campaign settings. This time Gav discusses adding specific locations to your planet by looking at the key sites he created for the world of Karis Cephalon.

CREATING WORLDS

INQUISITOR CAMPAIGN SETTINGS

Following on from my previous article discussing some ideas concerning worlds to set your Inquisitor campaigns on, I'll be looking at adding specific locations to your setting. These add detail to your world and will also be some of the places where your Inquisitor scenarios are actually played out. As before, I'll be citing examples from Karis Cephalon, the world where our own Inquisitor campaign is currently based.

HOW MANY?

The number of locations you detail will depend on a number of things. Firstly, how long you intend your campaign to last. If the characters are only going to be around for a short while, it probably isn't worth going into too much effort concerning places they won't be visiting. On the other hand, if you want the characters to be spending a lot of time on your world, it is worth coming up with more locations, some of which you may not intend to use yet, but will add depth to the background and possibly act as hooks for further scenarios later in the campaign.

You also need to consider how much moving around the characters are going

to do, as well as how many different warrior bands are involved in the campaign. If you have quite a few players, you will probably need more locations for them to meet in. If you have too many fights in a single place it'll start getting a reputation as Inquisition Grand Central!

As a rule of thumb I'd say you need three different locations to start with, and should probably introduce at least the same number again during the campaign if possible. This should give you some choice and variety to start with, without being too much work up front, and should allow the characters to 'explore' their environment as they become more familiar with the world and the campaign. Remember that you don't necessarily have to play a game in all of these locations, some of them might be mentioned as extra background, possibly for later inclusion.

WHAT ARE THEY FOR?

Although you may have created an overview of the whole planet, you'll need to have some actual places for your warrior bands to fight. These locations will be tied in quite strongly to the plot of the campaign and the

individual scenarios themselves. It is important that they have as much character as the rest of the campaign and reflect the atmosphere you want to evoke. For example, a gunfight in a random city street may be fun but doesn't really add much to the storyline you're trying to build. A shoot-out across tumbledown and overgrown ruins in the gardens of the usurped Governor's mansion might do the trick!

Tying locations to the campaign plot works both ways. You might have a particular scenario in mind which requires a specific location – if two Inquisitor warrior bands are fighting over possession of a certain book, for example, where is it being held? However, locations can also be the spur for a scenario idea. Not all scenarios have to be linked directly to the campaign, and some may even be red herrings or dead ends plot-wise. As an example, you might have thought up this wonderful setting, let's say a grandiose cemetery where the planet's powerful elite have been buried for millennia. You can picture it in your mind – the massive mausoleums and grand tombs, some the size of small palaces. But what has all this to do with your campaign plot of saving the world from a pre-Heresy death cult? Well, obviously there are myths and rumours that one of the caskets in the cemetery contains ancient documents dating back to pre-Imperial times, when the cult was founded. This, of course, can be utter nonsense if you don't want the Inquisitors to have that sort of information, but it doesn't stop them fighting for possession of the mausoleum in question...

THE QUESTION OF TERRAIN

One of the main constraints to the number and variety of locations in which you can play scenarios is the terrain you have to fight over. However, there are a couple of simple tricks you can use to make a little scenery go a long way. For a start, if your basic terrain set isn't too specific, different set-ups can be different places. Draw two or three maps using the terrain in



your collection and see how laying out the pieces in different places can shape the location. The amount by which you bunch up or spread out the terrain can be the difference between the narrow winding alleys of an Imperial city and an open plaza in front of an Ecclesiarchy cathedral. Use the same set-ups two or three times so that the players get used to certain areas having a defined layout. That way, when you change the setting, all you need to do is change the layout to show it's a different area of the city/ catacombs/Imperial Guard base, or whatever your terrain collection may represent.

Special features are another simple way to add some variation. As with a pre-set layout, a certain room, building, monument or other feature can be associated with particular places, and can also be tied in to the scenario being played. This might be a statue under which is supposedly a secret entrance to an underground bunker, it might be a hollow altar table which hides secret texts of a forbidden cult, or it could be dozens of other things. Building one terrain feature for a scenario is a lot less daunting than trying to fill the whole gaming table.

The point is, you don't necessarily have to make terrain for a whole table to invent a new location, it may be possible to do, with a combination of set-ups and unique features.

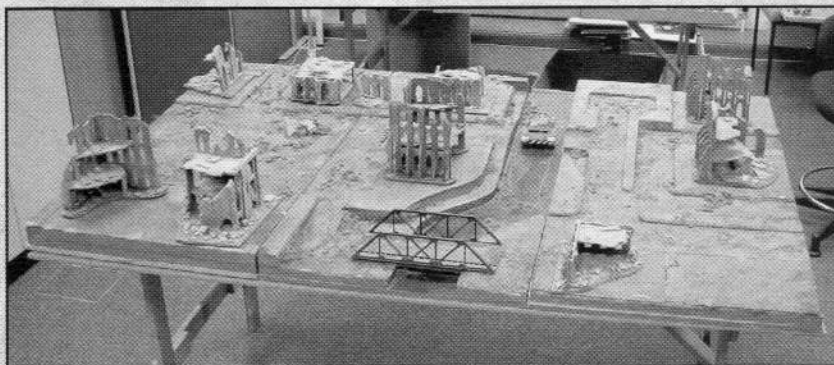
That said, if you have the time and resources, introducing a new terrain set-up part way through the campaign can really give the players a sense that they are somewhere new. You may already have an apocalyptic final battle between the Inquisitors in mind, and a specially built terrain set would be a stunning end to the campaign. Of course, you don't have to use the scenery just the once, but its first use would really add a dramatic twist and lend importance to the scenario. After all, your players are going to know that you went to some effort and will be expecting a really entertaining battle (just don't spend so much time on the terrain that you don't have time to write a suitably exciting scenario to go with it!).

Now we're quite fortunate here at the Studio to have a number of gaming tables and terrain collections. Looking at these, I devised a number of locations in which scenarios may take place, and these are shown.

GAMING LOCATIONS

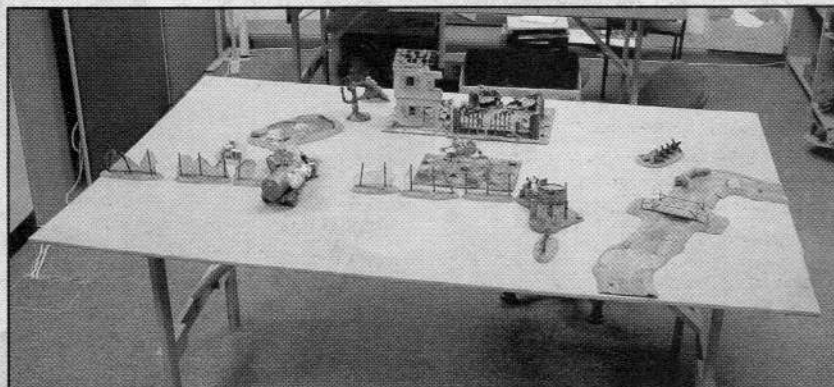
THE SEWERS

Although built for Warhammer 40,000 cityfights, we have also used these boards to represent the sewers beneath the capital (the canal in particular helped this). The sewers are a great environment for many miscellaneous encounters and make a nice, subterranean change from fighting in buildings or streets. On occasion we have used Warhammer and Necromunda giant rat miniatures to represent swarms of rats which attack models stunned or taken out of action. The sewers are also home to the mutant terrorists and other nefarious criminals and scum.



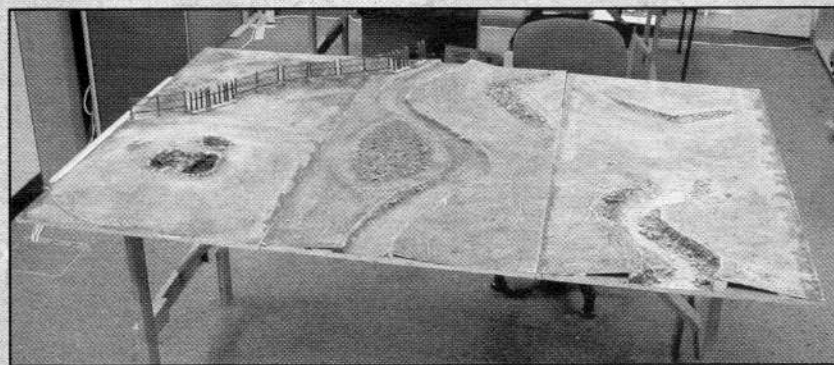
SLAVE PLANTATION

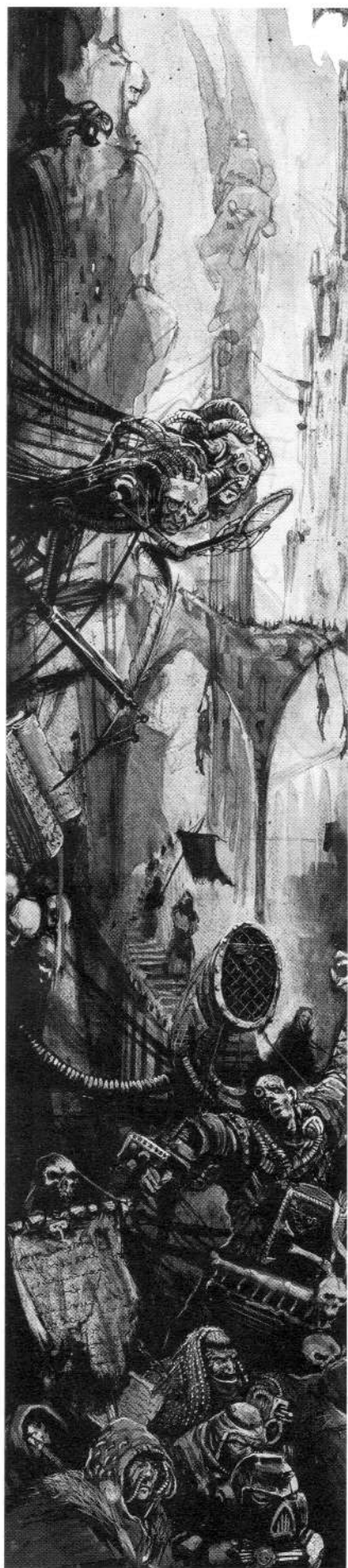
Your traditional green Warhammer or Warhammer 40,000 board can still be put to good use for Inquisitor. In this case, the addition of a few pieces of appropriate architecture and abandoned machinery allows us to recreate a derelict farm. Perhaps it has been overrun by a slave revolt, and some of the mutant rebels are still hiding out. This seemingly deserted outpost could be the lair of a rival Inquisitor, anti-slavery forces or even a highly militant anti-mutant group.



MOON BASE PRIMIS

This was a board I used for a scenario set outside a shuttle base on Karis Cephalon's moon. The scenario revolved around one warrior band trying to sneak into the compound and steal a shuttle to get to the capital to link up with their allies. The Governor's security forces had been put on alert and, led by a sympathetic Inquisitor, were patrolling the perimeter. It's a very open board, so to help out the infiltrators I imposed serious modifiers to awareness rolls, based upon the assumption that the base was currently on the moon's dark side.





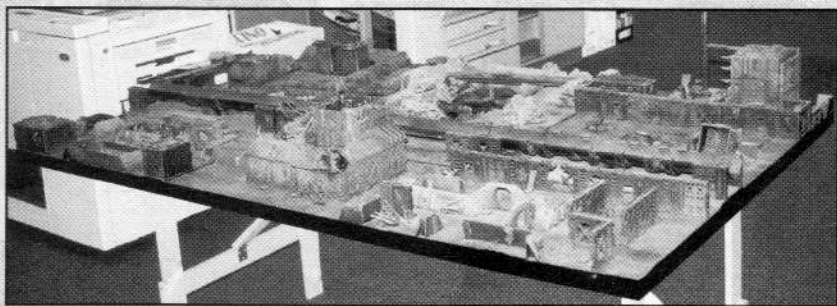
AMETHYST PALACE WEST WING

The centre of Karis Cephalon's capital is the Amethyst Palace, which I imagine to be a sprawling, Gormenghast-like building, more like a small town than a single building. Part of the history I have developed was the revolution several thousand years ago, and during the rebellion I envisioned that a large part of the Amethyst Palace, namely the west wing, was reduced to burnt-out rubble. It is a warren of hidden corridors and buried treasures, and home to all manner of scavengers, fortune hunters and other ne'er-do-wells. Since the Amethyst palace itself predates the Imperium, it is quite likely that pre-Imperial artefacts may be found somewhere within the west wing ruins. The collapse of part of the floor has also created some entrances to the fabled catacombs beneath the city. Based on another of our cityfight boards, the west wing looks more like it could be the remnants of vast sprawling rooms and galleries, rather than just individual buildings.



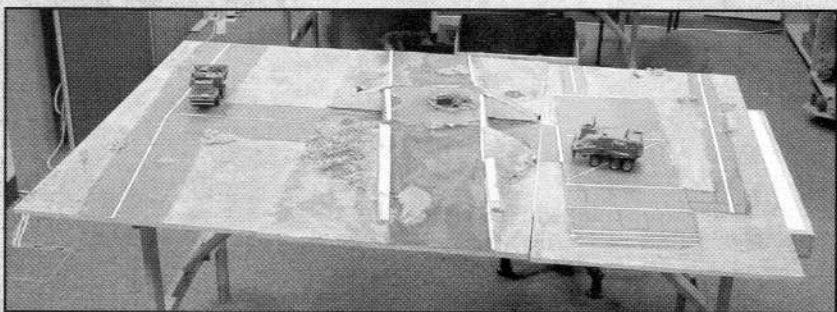
CATACOMBS

As well as the sewers, the capital, Cephalon, is riddled with ancient catacombs from when the planet was originally settled. Here are clues to the settling of Karis Cephalon, perhaps the location of the mysterious Dark Age of Technology weapon called the Angel. Many of you may remember this as our Space Hulk board for the Armageddon campaign. Well, it's been pressed into service again as our Inquisitor catacombs. The blend of open areas and narrow conduits, plus the small doorways which serve as access hatches at this scale, gives it a much denser, more constructed look than the sewers, and the pipeline running its length adds an interesting tactical option for games played across it. This is actually one of my favourite boards to play across.



THE AMBUSH SITE

This was a fun location as well, which inspired a simple ambush scenario – with a twist. Set out in wastelands surrounding one of the mines, an Inquisitor was on his way to find out why communication had been lost, suspecting mutant terrorist activity. A band of opportunist outlaws ambushed the vehicles en route, not knowing that they contained such a powerful individual. The scenario involved them breaking off the attack and getting back to their own transport before the vengeful Inquisitor, who was convinced of more sinister motives behind the attack, caught up with them! In this game I didn't actually have the vehicles moving, they merely provided cover to fight around, but some of the games run have included moving vehicles and I hope to publish some rules for dealing with these in the future.



TEMPLES

Religious sects, occult goings on and spiritual deviancy are all central themes for Inquisitor. Temples and shrines are perfect locations for all sorts of cult activity. Modelling a 54mm cathedral might be beyond most of us, but a secret tabernacle hidden away in another building, or perhaps the crypt of an Ecclesiarchy chapel, is a more manageable project.

CATACOMBS AND SEWERS

As I mentioned earlier, all sorts of underground adventures can be had. No self-respecting settlement is without a network of tunnels and caves beneath it – a lair to fugitives, mutants, bloodthirsty cults and the resting place of ancient archeotech, any of which can be used for the basis of a scenario.

INDUSTRIAL COMPLEXES

This includes mines, atmosphere processors, munitions factories, depots and similar constructions. This can also include more extravagant locations;

perhaps a gas harvester on one of the system's gas giant planets, or maybe a corpse recycling plant on a hive world cut off from the rest of the Imperium for years and desperately short of food (yeugh!).

SPACE PORTS

To get anywhere off a planet you need a spaceship of some sort, from visiting an orbital station to following the trail of a hated foe halfway across the galaxy. Not all Inquisitors have their own starships and will need to stow away, steal or otherwise commandeer one. Inquisitors who do have their own transport may have to protect it from attack, or perhaps make a daring escape when things go wrong...

ARMOURIES AND MILITARY FACILITIES

Anywhere where there are lots of weapons for the unfaithful to use against Imperial servants, the Inquisition is going to take a keen interest. Imagine a fight in the ammo warehouses, where all combat has to be hand-to-hand, because a single stray shot could engulf the whole place in a massive explosion. Or an investigation into a senior military

commander, whose troops are utterly loyal to him and must be avoided or otherwise dealt with.

ARCHIVES AND LIBRARIES

There is an ancient Imperial proverb, "Knowledge is power, guard it well." Some libraries in the Imperium date back to as far as the Dark Age of Technology, and many are the secrets they contain if only you know where to look. The Adeptus Mechanicus frequently search such facilities for fabled Standard Template Construct data, either with permission or more illicitly.

STARSHIPS

The warships and merchant vessels of the Imperium can be huge vessels, space-borne cities with all of the in-fighting, cult activity and heresy you would find in any other settlement. So much so, in fact, that pretty much any of the other locations mentioned here could be found aboard a starship, as well as more specific places like the plasma reactor chambers, gun decks, command bridges and shuttle bays.

MAPS AND DIAGRAMS

There's nothing like a map to give the impression that a place is real. Maps can vary from a few hasty scribbles, to elegant 3-D computer generated works of art (if you have the resources and skills for that sort of thing!). There are two sorts of maps you can do. Firstly, there are maps in the traditional sense, which show a city, area of wilderness, or perhaps the whole planet. These can be used to provide an overview of the area's topography and show the relative positioning of different locations.

Secondly, there are more detailed schematics of actual locations, such as a small scale street map and internal layouts of buildings. These have a couple of uses. Firstly, if they are based on your terrain collection, you have a record of the set-up for the location if you play more than one scenario there. Secondly, you can use them as part of the scenario briefing for the players.

Presenting the players with a map each and asking what their plan is going to be, where they're going to enter and so on, gives them time to prepare

before the encounter, and actually scouting out the area or finding the map could be the objective of an earlier scenario...

