INQUISITOR

SCENARIO GENERATION

by Stephen Pearson

In this article Stephen has designed a system that allows GMs a quick and easy way of getting a germ of an idea for their scenarios and then running with it as the game progresses. In many ways this can be as rewarding as a fully planned scenario, because the story literally happens in front of you.

One of the hardest things I find as a GM is to come up with different scenarios. Keeping yourself and the players entertained whilst maintaining an interesting storyline is a tricky balancing act. This article is not about running a scenario as this has already been well covered by Jervis at the back of the rulebook and the Playing God article in Exterminatus Issue 7.

Instead I intend to look at one way of approaching the actual process of creating scenarios. Whether you have an unfinished scenario and need some inspiration to fill in the blanks, or you want to generate a scenario from scratch, the tables and ideas in this article should be helpful.

In the following pages I will focus firstly on the various aspects that make up a scenario and then how to use the tables to generate a scenario.

PLAYERS WITH OBJECTIVES

A big issue with scenarios is how to stop them turning into a shoot out. Whilst this is partly due to how you run the scenario (which I won't cover here), it is also very much to do with the design of the scenario.

A good way to avoid the scenario becoming a simple "who has the best weaponry" is to keep the players busy with other tasks. This could be deciphering an ancient language, working out how to re-assemble the power generator, collecting parts of a map, etc. Call them sub-objectives that players will need to complete to achieve their overall aim.

These can take the form of physical or mental puzzles that, if presented appropriately, are greatly appreciated by players.

The main objective the characters need to complete can be almost anything, from retrieving/destroying an object to learning how to juggle! It is important to keep these objectives varied in both type and difficulty to maintain the players' interest. Also bear in mind that some objectives may go against the characters personality and motives. For example it is unlikely Rogue Trader Vogel will destroy a valuable Chaos artefact; he is much more likely to sell it to the highest bidder. Fanatic Pontius, on other hand, couldn't

D20	Objective
1	A Member of the other warband
2	The Leader of the other warband
3	A Member of your own warband
4	An NPC (Non-player Character)
5	A Book
6	A Map
7	An STC Print-out
8	An Alien Artefact
9	A Daemonic Artefact
10	A Vehicle
11	A Piece of Archeotech
12	An Experimental Weapon
13	A Weapons Cache
14	A Fuel Dump
15	The Door
16	The Power Supply
17	A Control Panel
18	A Communications Systems
19	A Computer Console
20	Choose

be expected to save this artefact from destruction as his puritan beliefs would lead him to destroy it.

A simple table cannot hope to cover even half the possible objectives a character might have. Instead I hope it helps to get the thoughts flowing on what characters might be doing in the locale they find themselves in.

As well as having something to focus on characters also need an idea what they might want to do with it. This simple table should help generate a few ideas.

Action: Roll a D6		
1 Use	**2** Capture	**3** Guard
4 Find	**5** Fix	**6** Destroy

LOCATION, LOCATION, LOCATION.

Every scenario has to be set somewhere. Where exactly depends very much on the planet(s) where the campaign is set. The ninety-nine locations mentioned on the opposite page in no way cover every eventuality but rather give a broad spectrum of places to provide variety.

Spending time on key pieces of scenery can really transform the feel of a board. Items such as the objective(s) and small terrain pieces you would expect to see in that location help to build the right atmosphere.

Location Table

D100	Location	D100	Location
1	Orbital Space Station	51	Imperial Guard Base
2	Mining Colony	52	Underground Bunker
3	Hive World	53	Shuttle Base
4	Forge World	54	Weapon Testing Facility
5	Feral World	55	Munitions Factory
6	Garden World	56	Military Facility
7	Death World	57	Satellite Control Centre
8	Agri-World	58	Communications Centre
9	Medieval World	59	Defence Station
10	Cardinal World	60	Gas Harvester
11	Paradise Planet	61	Slave Camp
12	Imperial Navy Dockyard	62	Fuel Depot
13	Asteroid Mining Colony	63	Supply Train
14	Research Station	64	Prison
15	Alien Planet	65	Lakeside Boat House
16	Chaos World	66	Fur Factory
17	Spacehulk	67	Food Processing Plant
18	Moonbase	68	Atmospheric Processors
19	Starship	69	Sewers
20	Plasma Reactor	70	Imperial Highway
21	Gun Emplacement	71	Travel Terminal
22	Shuttle Bay	72	Plaza
23	Freighter	73	Market Square
24	Orbital Defence Platform	74	Governor's Mansion
25	Inside a Titan	75	Courthouse
26	Ruins	76	Hospital
27	Catacombs	77	Fuel Line
28	Ancient temple	78	Pumping Station
29	Exploratory Camp	79	Corpse Recycling Plant
30	Archaeological Dig	80	Armoury
31	Tomb	81	Adeptus Mechanicus Temple
32	Mausoleum	82	Administratum Headquarters
33	Graveyard	83	Chapel
34	Crypt	84	Astra Telepathica Guild
35	Abandoned Mine Head	85	Auditorium
36	Crashed Shuttle	86	Castra Exercitus
37	Ship Wreck	87	Cellarion
38	Ancient Battlefield	88	Censorium
39	War Zone	89	Generatorium
40	Swamp	90	Genetorium
41	Jungle	91	Librarium
42	Desert Island	92	Manufactorium
43	Forest	93	Ghetto
44	Mountain Caves	94	Hab-complex
45	Coastal Cliffs	95	Luxury Apartments
46	Orchard	96	Alleyways
47	Catacombs	97	Hive Residences
48	Vineyard	98	Spaceport
49	Farm	99	Subway System
50	Industrial Complex	100	Choose

NPCs

I have found that non-player characters can be a good way for occasional players to take part in a campaign or for the GM to maintain control in a tricky scenario. The limitation here is really the collection of available models.

When allocating control of NPCs be sure the player is aware of their role and motivation. When it's not their own character it is very easy for them to act in ways that are completely out of character. Again the examples of NPCs listed below are by no means exhaustive but cover a full spectrum of the populous of the Imperium and beyond.

NPCs Table

D100	NPC's	D100	Location
1	Pirates	51	Inquisitorial Forces
2	Rogue Trader	52	Lord Inquisitor
3	Gun Runner	53	Daemon Hunter
4	Smuggler	54	Redemptionist
5	Archeaoxenan	55	Confessor
6	Explicator	56	Bishop
7	Xenomorphs	57	Preacher
8	Cultists	58	Zealot
9	Mutants	59	Deacon
10	Haemovore	60	Drill Abbot
11	Daemonhost	61	Pilgrim
12	Rogue Psyker	62	Techpriest
13	Traitor Marine	63	Calculus Logis
14	Magus	64	Genetor
15	Daemon	65	Artisan
16	Other Warp Entities	66	Electro-Priest
17	An Alien	67	Engineer
18	Genestealer Cult	68	Rune Priest
19	Chaos Cult	69	Technomagi
20	Prison Warden	70	Techno-cultist
21	Crime Overlord	71	Mechanicus Acolyte
22	Pit Slave	72	Servitor
23	Bounty Hunter	73	Datum Drone
24	Witch Hunter	74	Chrono-Gladiator
25	Desperadoe	75	Arco-flagellant
26	Hive Militia	76	Sage
27	Stevedor	77	Ratskin
28	Courier	78	Warp Seer
29	Ex-Guardsmen	79	Astropath
30	Slaves	80	Navigator
31	Nobles	81	Imperial Psyker
32	Politicians	82	Shamen
33	Escaped Convict	83	Pariah
34	Magos - Technocrat	84	Infil-traitor
35	Dignitaries	85	Pathfinder
36	Planetary Governor	86	Adeptus Arbites
37	Savant	87	Planetary Defense Troops
38	Medicus	88	Naval Troopers
39	Scribes	89	Bodyguards
40	Technician	90	Rat Catcher
41	Librarian	91	Security Forces
42	Lamp Lighter	92	Space Marine
43	Prospector	93	Adeptus Sororita
44	Performer	94	Imperial Guardsmen
45	Welder	95	Enforcers
46	Fighter	96	Callidus Assassin
47	Marksmen	97	Eversor Assassin
48	Scout	98	Culexus Assassin
49	Savage	99	Vindicare Assassin
50	Sycophantos	100	Choose

The tables included in this article will produce the skeleton on which to build a scenario. Not all the missions will make sense, and it will sometimes be necessary to modify the result a bit. It's then up to you to decide why the characters are here, what the significance of the objectives are and then write the background to bring the scenario to life. Even if you don't use the tables in this article to generate a scenario I hope at least they provide some inspiration.

The text in *italics* is there to help with the construction of the scenario outline. Whatever scenario type you choose to play there are few things common to them all. Firstly fill in any information you have decided upon. You may have a new piece of terrain you want to use or a new class of NPCs to play test. Now it's time to generate the scenario.

Creating a scenario from scratch is as easy as 1,2,3...

1. Generate a Location
Roll on the Location table to find out where the scenario is taking place.

2. Choose a scenario
Although there are many types of scenario, there are five basic types that I use the most, which I've listed below. Many scenarios are a combination of some or all these ideas, altered slightly in some way to fit the story.

Have a read through each one to see what captures your imagination, alternatively roll a dice to randomly choose one if you have no preference.

A: Fight!
Two warbands, one objective! As Trader Vogel rushes to destroy a tactical nuclear missile to hide his dealings from the authorities, Inquisitor Bell is keen to launch it at the southern continent to destroy the heretic scum. Who will succeed when the warbands clash?

This can often be one of the most boring or the most exciting scenarios to play. If the warbands are evenly matched or correctly set up, then the fight could go either way right up to the end which can lead to an exciting scenario.

The desperate struggle to gain the upper hand can bring out the competitive spirit in players and it is a time for a GM to be firm and for players to remember what their objectives are.

A twist on the theme of Fight! is Showdown. The two warbands start about 25 yards apart and walk towards each other taking a Nerve test each turn until someone's nerve breaks and the fighting begins.

The objective is **(Roll on the Objective table)** *which Warband One want to* **(Roll on the Action table)** *whilst Warband Two want to* **(Roll on the Action table)** *it.*

B: Scavengers
What the warbands are fighting over can be almost infinite. Geomancer Grya and Acolyte Helandro Dark are trying to find and secure an ancient tome, whilst Confessor Longford is looking for a local who knows the location of the cults headquarters and both warbands hope to secure and hold the abandoned Manufactorum.

The common feature with this type of scenario is that the warbands start on opposite sides of the board and only have a rough idea of where their target is and what the area is like. The main difference between the Scavengers and the Raid scenario is that in this scenario neither side starts off in possession of the target item(s).

The most common variation on this theme is to have multiple items of varying value or usefulness that the warbands fight over.

Warband One is to trying to **(Roll on the Action table)** **(Roll on the Objective table)**. *Whilst Warband Two is to trying to* **(Roll on the Action table)** **(Roll on the Objective table)**. *Both are interested in* **(Roll on the Objective table)**.

C: Crossing
Whilst the idea behind this type of scenario is simple, actually carrying it out is much harder. One warband is trying to cross an area guarded by another warband.

It could be an access tunnel to the Golden Throne, the only bridge in this region across the river or the ruins of a war torn city. Why the Inquisitor wanted to cross the highway is another matter...

Crossing scenarios can often lead straight into another scenario, especially if NPCs rather than another warband are barring the way. A rival warband may have enlisted the help of some local scum to hinder the progress of their enemies.

Randomly determine which is the attacking and which is the defending warband.

The defending warband has set up camp near (Roll on the Objective table). The attacking warband is attempting to cross the area in order to get to (Roll on the Objective table).

D: Breakout

The Breakout scenario is very similar to the Crossing, however in a Breakout scenario one warband starts in the centre of the board, surrounded by their opponents (plus any NPC forces). The surrounded warband then has to escape via a designated board edge.

The lead that brought them to the abandoned mine turned out to be a hoax. Will Trader Vogel be smart enough to spot it is a trap before it's too late?

Randomly determine which is the attacking and which is the defending warband.

E. Raid

The common theme with all the variants of the Raid scenario is that one warband is in possession of the target and must defend it at all costs. Often only half the defending warband start on the board; the rest arriving only after the alarm has been raised.

The attacking warband may have to destroy the ammo dump, free a member of their warband, kill a member of the opposing warband before they complete a summoning, use the launch control or steal a STC (Standard Template Construct) printout guarded by the opposing warband.

The alarm could be raised if one of the guards is attacked and

survives that turn, if they spot an opponent acting suspiciously or if there is a lot of gunfire. The attacking warband usually has to take/destroy/use the target then leave by a designated edge.

Randomly determine which is the attacking and which is the defending warband.

The defending warband is in control of (Roll on the Objective table). (Roll on the Characters Present table) is/are on guard.

D10	Characters Present
1	All the Warband
2	All the Henchmen
3	D3 Henchmen
4	Leader and D2 Henchmen
5	Leader and D3 Henchmen
6	Leader
7	Henchman 1
8	Henchman 2
9	Henchman 3
10	Choose

The attacking warband is trying to (Roll on the Action table) the target.

3. NPCS

Nearly there now! All that is needed is a few NPCs to populate the area and storyline. These tables should help you decide what the NPCs are going to do. That is if you haven't thought of a hundred things already.

Suggested NPC forces are (Roll on the NPC table) and they may want to (Roll on the NPC Action table) (Roll on the NPC Objective table).

D6	NPC Objective
1	Warband One
2	Warband Two
3	Both Warbands
4	Warband One's Objective
5	Warband Two's Objective
6	Both Warbands' Objective

D10	NPC Action
1	Guard
2	Guide
3	Help
4	Hinder
5	Fight with
6	Fight Against
7	Ambush
8	Ride
9	Rescue
10	Choose

*Other NPC forces you may wish to consider are **(Roll on the NPC table)**, who may want to **(Roll on the NPC Action table) (Roll on the NPC Objective table)**.*

AND YOU'RE DONE!

Now all you need to do is sit down, put all the ideas together and come up with the background to bring the scenario to life. The creation process in this article is designed as a starting point. Since it relies on random tables some of the results will not make sense for the characters involved.

WORKING IT THROUGH...

1. Generate a Location

Unsure what I was going to end up with I rolled a D100 and got 85, an auditorium.

Most Imperial cities have at least one auditorium, where the local populace assemble at great rallies organised by the Administratum and the Inquisition. It is common practice to use the main auditorium – if it still stands – to announce the 'liberation' of a city, by one side or the other.

2. Choose a Scenario

Having no preference I rolled a D6 and got a score of 3, the Crossing scenario. I then filled in the blanks.

Rogue Trader Vogel has set up camp near *(11, a piece of Archeotech)*. Inquisitor Bell is attempting to cross the area in order to get to *(17, a Control Panel).*

3. NPCs

Suggested NPC forces are *(1, Pirates)* and they may want to *(1, guard), (5, Warband Two's Objective).*

Other NPC forces you may wish to consider are *(73, Datum Drones)*, who may want to *(5, fight with) (2, Warband Two).*

All I had left to do was piece the puzzle together; this is the scenario I came up with…

SHOWDOWN AT VAMHORN STADIUM

Inquisitor Bell is trying to turn off the power to the auditorium to prevent the pirate Red Dog from activating the ancient shield generator and thus gaining control of the city.

He is being guided by a Datum Drone, which has a map of the area in its memory.

+++

Trader Vogel is keen to make the sale and knows Red Dog will not pay him till the generator is installed and functioning.

He has placed hired thug Krystis in charge of guarding the power supply control and Red Dog has provided some more men to help.

+++

Will Inquisitor Bell turn off the power or will the Pirates' defence prove too much?

With only 5 minutes of effort you too can create great scenarios. Whatever you decide upon and however you use this article, the key to keeping players interest is variety and imagination. For more ideas check out the rulebook (Pages 166,167 and 170) and Andy's article in Exterminatus 10 on getting ideas from the movies.

Author	Stephen Pearson is well known in Inquisitor circles. Not only is he on the rules committee but he is also the webmaster of the Pangolin Saloon, an excellent website full of content for Inquisitor players.
Further Information	Next issue we release the Bounty Hunter Desperado. Expect to see full rules and a Masterclass by Tammy Haye.
Website	www.Exterminatus.com & www.nexushive.co.uk