

# GEOGRAPHICAL TERMS

Although the Church and Union share the spoils of Necropolis' natural resources, when it comes to naming conventions for geological formations the Church has dominance. Part of the reason behind this is the Union's failure to agree a naming convention.

This led to different Corporations giving features different names, and sometimes even different classifications. This in turn led to confusion and small skirmishes during the post-colonization period, as rival Corporations fought over the same piece of land thanks to bureaucratic blunders.

When the Third Reformation Church arrived, it immediately began reclassifying and labelling the entire surface of Salus.

With over half the population using a single naming convention, the Unions quickly caved and adopted the Church terms (ostensibly just to keep the Church quiet over the matter). However, the Corporations still use the older names, many of which the Church never learned, when they want to refer to a location under a thin veil of secrecy.

The entire surface of Salus was mapped shortly after colonization. Despite this, very little of the planet has actually been explored in detail by humans. Vast areas of desert and forest, great rolling plains, and craggy mountains have yet to feel the tread of mankind's feet. More seductively, at least for certain Church Offices, their secrets are yet to be revealed.

Although the few centuries which have passed since are a blink of an eye in geological terms, large portions of the surface have changed.

Within the Dead Zones, the landscape has warped beyond recognition. Forests have become twisted masses of vegetation or windswept plains, grasslands have turned to deserts of ash and dust, and rivers flooded low-lying areas to form dank marshes or dried completely.

Outside the areas blanketed by darkness generators, the Church and Union can use the few remaining satellites to generate maps. Their reliability is questionable, though, as the Rephaim landscape their realms regularly using necromancy and weird science.

## OFFICE OF SURVEY

In charge of the continued mapping of Salus and of updating the many maps used by both civilians and the Sacri Ordines is the Office of Survey, a sub-office within the Office of Scientific Research. Its head office is located within Vatican City, not far from Office of the Inquisition.

The bureaucrats, cartographers, geologists, and scientists of the Office of Civilian Survey work closely with the Offices of Information, Transport, Antiquities, and Colonization, among others. Those within the Office of Resource Survey are colleagues with the Office of Natural Resources (whose job it is to exploit Salus' resources for Church use), while the Office of Military Survey handle maps for the various Sacri Ordines' intelligence officers.

Outside of satellite mapping, cartographers are also present on the ground, measuring distances with laser theodolites. Although few new cities are being raised, those that already exist are constantly undergoing modification as new roads are laid and older residential blocks cleared to make way for new apartments or industrial zones.

While a variety of electronic maps are available, the Offices also produce old-fashioned paper maps at varying scales. Civilians maps are available from all good bookstores.

For reasons of security, many Preceptories appear on civilian maps as blank spaces simply labelled "Preceptory." Many Lazarite facilities are not even displayed on maps available to the other Sacri Ordines.

# NECROPOLIS 2350

## LIST OF TERMS

The WM can use the terms below to add extra flavor to his *Necropolis 2350* games when giving the names of geographical features. This is especially good in briefings or when talking to folk on the ground. Just add the actual name of the feature to the beginning or end of the Latin term.

Rather than trying to learn which geological terms go before the name and which after, choose whichever you feel works best (Vastitas Borealis, Olympus Mons, or Syria Planum are 21st century examples from Mars).

Unless you've got a Latin speaker in your group, the players won't mind inaccuracies, so long as you're consistent with your name structure. Of course, you can always explain away the occasional error as a regional variation.

### Latin (sing, plu)

Catena, catenae  
Cavus, cavi  
Chaos  
Chasma, chasmata  
Colles  
Crater, craters  
Desert, desertus  
Dorsum, dorsa  
Fluctus  
Flumen, fluminis  
Fossa, fossae  
Insula, insulae  
Labes  
Labyrinthus, labyrinthi  
Lingula, lingulae  
Mare, maris  
Mensa, mensae  
Mons, montes  
Patera, paterae  
Planitia, planitiae  
Planum, plana  
Promunturium, promunturii  
Rupes  
Scopulus, scopuli  
Silva, silvae  
Sulcus, sulci  
Terra, terrae  
Tholus, tholi  
Undae  
Vallis, valles  
Vastitas, vastitates

### Feature

Chain of craters  
Hollows or irregular, steep-sided depressions  
Large areas of broken, empty terrain  
Deep fissure with steep sides  
Small hills or undulations  
Circular depression  
Desert  
Ridge  
Flow terrain  
River  
Long, narrow, shallow depression  
Island  
Landslide (from the Latin meaning "fall" or "ruin")  
Network of intersecting valleys  
Extension of a plateau with tongue-like protrusions  
Sea  
A flat-topped prominence with cliff-like edges)  
Mountain  
Irregular crater or bowl  
Low plain  
Plateau or high plain  
Promontory or headland  
Steep slope  
Irregular scarp or one with lobes  
Forest  
Furrows or trenches and ridges  
Continent  
Small, rounded mountain or hill  
Dunes (from the Latin for "wave")  
Valley  
Extensive plain