

S.O.S. From Tartarus

A FASA Doctor Who RPG Adventure by Neil Riebe (original notes & story idea by Tim Hartin)



BACKGROUND

Time Period: AD 4492 (75,200 TL)

The *CPS* (Corporate Prison Ship) *Tartarus* is on route from the Ashima System to the Sheloomaga System, along the outer rim of the Centaurus A Galaxy. The ship is transporting 60 prisoners but the most infamous among them is the intergalactic crime boss known as M'Mintai, also known as the *Butcher of the Gulveig System*, the *Bloodbeast of Shrivana Major* and the *Deathmask of Pazuzu IX*. Through his prison contacts, M'Mintai made arrangements with his gang to sabotage the ship's warp drive. It will fail, forcing the ship to return to normal space. At that point, the plan calls for M'Mintai's henchmen to fly in and rescue him.

The sabotage causes the prison ship to lose power and re-enter normal space as intended, but the ship has drifted into a region of space known as the '*Null Space Expanse*.' This region is a dimensional space-time rift which plays havoc with unprotected electrical systems. In this case, the region causes an electronics malfunction aboard the *Tartarus*. The ship drifts aimlessly in space moving deeper and deeper into the Expanse. The same electrical malfunction also fried the ship's prisoner protocols which allowed the prisoners to escape their confinement.

Due to the rift, the *Tartarus* will not be able to rendezvous with M'Mintai's escape ship. M'Mintai has no choice but to seize the *Tartarus*. Presently, he is in command of the prisoners. He has ordered them to kill the guards and capture the crew. Chief Engineer Kelvyn FHORT, his assistant, and four guards engaged in a fighting retreat with the prisoners and sealed the lower deck. The chief engineer was injured in the fight and is sedated. Captain Enrik ZENRI and the remainder of the crew secured the Command Deck. This leaves the middle deck in M'Mintai's control.

Meanwhile an escape pod is approaching the *Tartarus*. The craft belongs to a small squad of Sontaran Soldiers (known as 'The 915th Sontar Spearheads' led by Colonel Vyre). Their warwheel became trapped in the Expanse during a battle with a Rutan cruiser. The Sontarans destroyed the Rutan vessel, but in the process the warwheel was damaged beyond repair. Colonel Vyre and three of his soldiers remain. They blasted off in the escape pod and are confident they can use the *Tartarus* to escape the Expanse.

CPS TARTARUS Passenger Roster:

Crew: 1 Captain, 1 First officer, 1 Midshipman, 1 Engineer, 1 Medic, 3 other crew

Guards: 11

Prisoner Capacity: 60 prisoners



NULL SPACE EXPANSE

The Player Characters are in the TARDIS when the sensors detect an automated SOS transmitting from the spacecraft *CPS Tartarus*. The *Tartarus* is trapped in the space-time rift known as the '*Null Space Expanse*.' All attempts to contact the ship fails. However, TARDIS sensors detect faint energy emissions, which indicate the ship is most likely operating under emergency power. Members of the crew may still be alive and if they are, they will likely suffer a slow death as their provisions run dry. The PCs should do what they can to rescue the stricken craft.

The TARDIS databank will provide the following regarding the Null Space Expanse:

Null Space Expanse – a mysterious expanse of space where the fabric of space and time has ripped and become fractured. The region is like a strip of glue that captures all manner of ships imprisoning them for an eternity. The region is extremely dangerous to unprotected electronic equipment.

Materializing aboard the craft is not a problem. The TARDIS comes to rest in front of the main airlock to the Engineering Area (marked with a 'T' icon on the Middle Deck map). The area is quiet. The air quality is good but slightly stale (the atmospheric controls are functioning at top efficiency but are far from being the top of the line). The walls have a silver and grey colour scheme. All doors are grey and are opened via a side panel next to them. Allow the players to explore as much as you wish. All electronic devices, such as the lift controls or communication units (located on the walls at specific spots), have been disabled remotely (from either the Bridge or from Engineering). To reactivate the lift controls requires an Electronics Technology skill roll vs Level V difficulty. To reactivate the communication unit requires a Communications Technology skill roll vs Level V difficulty. Success with either skill roll will allow the device to function as normal. Critical success will also reveal the knowledge that the devices had been shut down remotely (either from the Bridge or in Engineering). Storage compartments (room 7 on the Middle Deck map) contain spare parts and rations. Weapon lockers (rooms 6 on the Middle Deck map) are empty. The prisoners and crew have emptied them. To add menace you can mention laser burns on the walls. At any point you can end the exploration with an unfriendly welcoming party.

Micro jumping in the Null Expanse

As tempting as it is to use the TARDIS as a traveling fortress and micro jump about the ship, it is not a good idea. Micro-jumping within a spacecraft is a tricky affair unless you are familiar with its internal layout. Otherwise you're guessing which way you need to go and how far and it is anyone's guess where you will end up.

Micro jumping within the null expanse only adds oil to the fire. The TARDIS can weather the expanse's elements. However it will absorb lethal quantities of Vortex radiation. Player characters who micro jump about the Tartarus while it is in the expanse will suffer 2D6 points to their Max Op End and 4D6 points to their Curr Op End. PCs will need to be treated for radiation exposure within thirty minutes or suffer an additional 2D6 points of damage to their Max Op End and 4D6 to their Curr Op End. Their skin will redden and blister as though sunburned. Their hair will turn brittle and begin to fall out. PCs will continue to suffer damage every half hour until treated.

It is much better to follow the Doctor Who tradition and leave the TARDIS parked while adventuring.



CLOSE ENCOUNTERS OF THE UNFRIENDLY KIND

M'Mintai has ordered the prisoners to fan out into search parties. Their objective is to kill the guards and capture the crew. They need the crew for repairing the ship. The player characters encounter a group of four prisoners. One is armed with a stun club while the others have either a small club (2D6 Damage, DDF -2) or a makeshift knife known as a shiv (1D6+3 Damage, DDF 0). At the sight of the PCs they brandish their weapons and snarl, "Who are you?"

If the PCs ask for information the prisoners will say, "We will ask the questions."

The PCs can pass themselves off as passengers. The prisoners would find it odd but not impossible. They will want to know the PCs' background. "What do you do for a living? You got an education?" They want to know what technical skills the players may have. If they find out the players may be useful in repairing the ship the prisoners will lower their weapons and say, "Come with us." They will try to use force if the players refuse, which will result in combat. If the PCs accompany the prisoners go to THE PRISON BLOCK.



If the PCs don't seem useful the prisoners will order them to step into the nearest empty compartment, frisk them of their gear, and bind them with chains. Resistance will result in combat. Chained PCs can wriggle free rolling DEX vs Difficulty Level V or yank their limbs free rolling STR vs Level VI. No die roll is necessary for unchained PCs untying chained PCs.

Lastly, the PCs may strike an alliance. The prisoners will become cooperative if the player characters can convince them they can be useful. If the PCs accompany the prisoners go to THE PRISON BLOCK.



A DASH FOR SURVIVAL

Should the PCs escape the prisoners, they will meet members of the ship's crew who are trying to reach the safety of the upper Command level. First Officer Korik Baal-EI is leading the group. Midshipman Darja Oran and two additional crew members round out the group. This same group can be used to liberate the PCs if they happen to be bound in chains.

The crew will believe the players are stowaways. Korik will say, "Let's see your identification." If the PCs have nothing to offer, Korik will glower and demand: "Who are you and how did you get aboard this ship?" The PCs can convince Korik they are not stowaways by showing them the TARDIS. Korik will conclude they are of an advanced civilization but he will still want to know, "Why did you come aboard?"

A successful Negotiation/Diplomacy skill roll vs Difficulty Level IV will gain the crewmembers' trust. Modify the difficulty based on the player's actions. If they fail, Korik will take them along to the Command level—as prisoners. He will order Darja to take their gear. Resistance will result in combat.



COMMAND LEVEL

Either as friends or prisoners, Korik will take them to the elevators (number 4 on the Middle Deck map) and speak into his wrist communicator: "Activate lift 1." The corresponding elevator will light up and open. From there Korik takes the PCs to the bridge (room 1 on the Upper Deck map). Korik will report to Captain Enrik ZENRI: "Captain, we can't access engineering. The lift controls aren't working and we can't get near any of the other service hatches. The whole mid deck is crawling with criminals. I did find these people," he motions to the PCs. "They say they came to help."

The captain will assess them. If the PCs are well dressed and groomed, like he is in his snappy black and white uniform, he will assess them favorably. Otherwise, he will give them doubtful looks. The captain will repeat the same questions: "Who are you? Where are you from? Why do you want to help?" And if they are not well dressed he will ask, "Are you sure you are up to the task?"

If the players rolled a critical success in the previous scene they will not need to roll Negotiation/Diplomacy to convince the captain to accept their aid. Korik will vouch for them. If they rolled an ordinary success they will need to roll again against Difficulty Level IV. Modify in the PCs favor if they had made a good impression on the captain. Take clothing, grooming and role-playing into account. The captain will put the PCs under guard if the players fail their roll and advise them to not interfere. The PCs will still be on the bridge where the captain can keep an eye on them. So the players may continue to negotiate, but the difficulty will be raised to Level V. If the players succeed in convincing the captain to accept their aid, go to the next scene.





DRIFTING DEEPER INTO DANGER

Once the players garner the captain's trust he will give them a rundown of the situation: "The *CPS Tartarus*' warp drive cut out while we were in transit. Consequently, the ship has been caught in this rift in space. We must get the warp drive back online. Our engineer is still at his post in engineering, but he is unconscious and needs medical treatment. Any of you trained in Electrical Engineering or Astronautics?" If yes, he will turn to Korik and say, "Take two guards and accompany these people down to engineering."

If no, the captain will ask, "Are any of you medically trained?" If yes, he will say, "Good, I want you to escort our doctor down to engineering. Keep him alive and assist him as needed. Korik, go with them." The captain will introduce the players to Doctor Sersi BANDU. If the PCs have no medical training, the captain will ask, "Are you good in a fight?" If yes, he will say, "Excellent. I need you to escort our medic to engineering." He will then introduce them to Dr. BANDU.

If the PCs answer no to all questions, the captain will rub his chin and say, "Maybe you will make good cannon fodder. All right. This is what we will do. Korik, take two guards and lead these people," he motions to the PCs, "in a direct assault on the prisoners' stronghold. Darja, take the remaining guards and escort Dr. BANDU to engineering. With any luck, Korik's team should keep the prisoners preoccupied enough for you to get down to the bottom deck."

Captain ZENRI has eleven guards and seven crew members at his disposal. Four guards are watching the elevators and three are on the bridge. Dr. BANDU, Midshipman Oran and two crew members are also on the bridge. The remaining personnel, which include four guards, the unconscious chief engineer and his assistant, are sealed in the lower deck. Against M'Mintai's sixty prisoners, Captain ZENRI's people are badly outnumbered. But things get worse...



ENTER THE SONTARANS

Before the PCs set out on their mission, Captain FENRI will offer stun clubs to each character.

If the PCs are assaulting the prisoner stronghold (the prisoner cell blocks), roll Stealth against Difficulty Level IV. Success will allow the PCs to get the jump on M'Mintai's guards (3 Swinefolk) occupying the guard post (room 10 on the Middle Deck map). If the Swinefolk are dispatched quietly (a stun club blow or a grappling chokehold) the PCs may make further Stealth rolls for each compartment in the cell blocks, knocking out prisoners. Once a player fails a stealth roll or an all-out fight breaks out, the prisoners will attack in force. If the PCs are captured go to THE PRISON BLOCK.

If the PCs are heading for engineering they must make a Stealth roll against Difficulty Level IV. Success will allow the PCs to reach engineering (room 1 on the Middle Deck map). Now this not the section of engineering they need to reach. The chief engineer and his assistant are in the engineering section of the lower deck (room 1 on the Lower Deck map). Korik will retrieve a laser cutter from the tool bins and begin cutting the sealed service hatch. The PCs will be asked to keep watch at the door. A Failed Stealth roll will result in them being spotted by a prisoner patrol. The patrol can be of any size the game master wishes. For every combat round add another patrol. If the PCs are captured go to THE PRISON BLOCK.

In the midst of the action things get worse. The PA horn blares. A voice speaks over the PA speakers: "Greetings! This is Colonel Vyre of the 915th Sontaran Space Corps. We have boarded your vessel and are in control of your stricken warp drive and injured crew. We can repair the drive and treat your injured, but before we do I wish to parlay with the commander of this vessel."

This message will broadcast in the third round of any combat that's in progress. The prisoners will react in surprise and run back to M'Mintai for orders. If the players are safely in engineering on mid deck, the message will broadcast while Korik is cutting the sealed hatch.



ENGINEERING LEVEL

The Sontarans had docked their escape pod with the belly of the ship shortly after the TARDIS arrives. They cut their way through the hull and entered engineering on the lower deck. They kill the four guards and take the chief engineer and his assistant prisoner. The lower deck is in Sontaran hands, which gives Colonel Vyre a bargaining chip. He learns from the engineer's assistant about the prison breakout. Vyre will speak to Captain FENRI, but he will be more interested in speaking to M'Mintai since he controls the largest number of people aboard the ship.

The PCs may attempt to seize the lower deck engineering section but the Sontarans will have the chief engineer and his assistant at gun point. Any aggressive action will result in the Sontarans shooting the two crewmen.



THE PRISON BLOCK

M'Mintai controls the Cell Block Areas. He has other criminals working for him to keep order and perform duties as needed. He backs up his authority with the aid of the Swinefolk Posse. If the players come to him willingly he will ask the following questions:

"You are neither guards nor crewmen. What are you doing aboard this ship?"

"Can you repair a warp drive?"

If the players let slip they arrived in a ship of their own he will demand to see it and will threaten their lives if they don't show him.

The players can strike up an alliance, but the only thing M'Mintai is interested in is taking control of the *Tartarus* (or the TARDIS if he finds out about it) and escape to a safe haven. So long as the players are useful toward this end the alliance will last.

If the PCs arrive as prisoners, he will ask the same questions. The only difference is that the players will be kept bound. They will be threatened with death and/or bodily harm if they don't cooperate.

If the PCs arrive at this point in the game after the ENTER THE SONTARANS section, M'Mintai will ask if the players are familiar with Sontarans and will want to know everything the PCs know about them. Depending upon what the players tell him he will see the Sontarans as potential allies and will try to parlay with Colonel Vyre.



RESOLUTION

The players are dealing with three factions: Captain FENRI and his people, M'Mintai and the prisoners, Colonel Vyre and his troops. Captain FENRI controls the upper deck which gives him control of the ship's helm. M'Mintai controls the middle deck and has 60 prisoners under his command which gives him the largest armed force on the ship. Colonel Vyre controls the lower deck which puts the warp drive under his command. They all want control of the entire craft.

Any combination of alliances can be formed. Ideally, the players should try to convince M'Mintai to team up with Captain FENRI against the Sontarans. However, there will be challenges to overcome. 1) M'Mintai and the prisoners want their freedom. Captain FENRI will expect them to return to their cells and serve their sentences. 2) Colonel Vyre will offer M'Mintai freedom if he helps Vyre take control of the ship. The players can claim Vyre won't honor his bargain, but Vyre is being honest. The prisoners are no threat to the war effort against the Rutans. Once they reach Sontaran space, the prisoners may go where they wish. Here the players can point out the prisoners will most likely be released with no provisions or money. Their freedom will amount to abandonment.

The players can even try to get all three factions to cooperate. One way is to tell them the longer they parlay the deeper they will drift into the Null Expanse. Cosmic radiation will continue to intensify until all aboard are killed.

Roll Astrophysics or Temporal Science against Difficulty Level V to create a convincing argument. If the roll is a success, the factions will believe time is short. But they won't cooperate until the players roll their Negotiation/Diplomacy. They must roll a success against Captain FENRI, M'Mintai, and Colonel Vyre. A failure will result in desperate action from that one faction.

Ultimately, the players will have to decide what will be the best outcome and arrive at a solution. Encourage the players to achieve their goals through role-playing. Resort to die rolls at the most dramatic moments.



CAST OF CHARACTERS

The following stats contain the material to run the prisoners, the ship's crew and the Sontaran space squad.

The Escaped Prisoners

Name: M'MINTAI

Race: Shravanan (Near-Human)

Sex: Male

Profession: Intergalactic Criminal Mastermind

Attributes

STR	Level IV	CHA	Level V
END	Level IV	MNT	Level VI
DEX	Level IV	ITN	Level III

Combat Statistics:

AP	7
Armed Combat,	
Disruptor Pistol	Level III
Knife	Level IV
Unarmed Combat,	
Brawling	Level V
Grappling	Level IV

Significant Skills

	Level
Administration	V
Environmental Suit Operation	III
Gambling	VI
Leadership	VI
Physical Sciences,	
Computer Science	III
Security Procedures,	
Concealment	V
Lockpicking	IV
Stealth	IV
Surveillance	VI
Social Sciences,	
Economics	V
Streetwise	VI
Technology,	
Communication Systems	III
Computer Science	III



Electronics	III
Vehicle Operation,	
Air Vehicles	IV
Ground Vehicles	IV
Verbal Interaction,	
Haggling	V
Intimidate	VI
Negotiation/Diplomacy	V

Appearance:

Height: Tall
 Build: Average
 Looks: Average
 Age: 46

Recognition Handle: M'Mintai is a near-human alien from the planet, Shravana. He looks otherwise human except for the bluish tint to his skin and the lack of hair on his body. His neck, his head, his arms and his hands are decorated with prison tattoos (which resemble strange geometric shapes and patterns).

Personality:

Motives/Desires/Goals:

M'Mintai primary motivation is personal greed for power and wealth. His desires and personal well-being comes first. He sees himself as being the alpha male of the prisoners and will use any advantage he can get to secure his position. Bribery, intimidation, dishonesty and violence are all tools which M'Mintai will use. He is a vile sentient being and cannot be trusted to keep his word.

Manner:

M'Mintai likes to present a persona of a calm, serene man but should things go against his desires, his true persona of a dominating, cruel monster will reveal itself. He presents himself as a strong, fearless leader (as long as he has his Swinefolk Gangsters backing him up).

Name: Near-Human PRISONERS

Race: Near-Human

Sex: Male

Profession: Criminals, Miscreants and Outcasts

Attributes

STR	Level IV	CHA	Level III
END	Level IV	MNT	Level III
DEX	Level IV	ITN	Level II

Combat Statistics:

AP	7
Armed Combat,	
Stun club	Level III
Blaster Pistol	Level II
Unarmed Combat,	
Brawling or Grappling	Level III

Significant Skills **Level**

Gambling	V
Security Procedures,	
Concealment	IV
Lockpicking	IV
Stealth	III
Surveillance	III

Streetwise	IV
Vehicle Operation,	
Ground Vehicles	III
Verbal Interaction,	
Haggling	IV

Appearance:

Height: Average
Build: Average
Looks: Plain
Age: 15 - 50

Recognition Handle: Prisoners wear dull, grey jumpsuits which have bright orange stripes along the wrists, waist and cuffs. Escaped Prisoners will have modified their standard prison uniform with individual touches. Some of the escaped prisoners are armed with stun clubs and makeshift knives (aka shivs).

Name: Swinefolk GANGSTERS

Race: Swinefolk

Sex: Male

Profession: Gangster Heavy

Attributes

STR	Level V	CHA	Level IV
END	Level VI	MNT	Level IV
DEX	Level V	ITN	Level V

Combat Statistics:

AP	9
Armed Combat,	
Disruptor Pistol	Level IV
Knife	Level V
Sword	Level VI
Unarmed Combat,	
Brawling	Level IV
Grappling	Level V

Significant Skills

Gambling	Level VI
Medical Sciences,	
General Medicine (Swinefolk)	III
Military Sciences,	
Ordinance Construction/Repair	IV
Small Unit Tactics	IV
Trap Discovery	V
Trap/Ordinance Disarmament	V
Security Procedures,	
Concealment	III
Lockpicking	III
Stealth	III
Surveillance	IV
Streetwise	V
Vehicle Operation,	
Ground Vehicles	V
Verbal Interaction,	



Haggling	IV
Negotiation/Diplomacy	III

Appearance

Height: Short
Build: Average
Looks: Plain
Age: 12 - 28

Recognition Handle: Swinefolk insist on not wearing clothing. It is against their religious principles. Further background of Swinefolk can be found here: <http://paratime.ca/who/pdf/Swinefolk.pdf>

The Ship's Crew

The ship crew of the CPS Tartarus includes the following:

Name: Captain Enrik ZENRI

Race: Vrok (Near-Human)

Sex: Male

Profession: Captain of the CPS Tartarus

Attributes

STR	Level IV	CHA	Level V
END	Level IV	MNT	Level IV
DEX	Level IV	ITN	Level III

Combat Statistics:

AP	7
Armed Combat,	
Blaster Pistol	Level IV
Unarmed Combat,	
Brawling	Level III

Significant Skills

	Level
Administration	V
Environmental Suit Operation	IV
Leadership	V
Military Sciences,	
Small Unit Tactics	III
Physical Sciences,	
Computer Science	IV
Security Procedures,	
Stealth	III
Space Sciences,	
Astronomy	IV
Navigation	IV
Vehicle Operation,	
Ground Vehicles	IV
Spacecraft	V
Verbal Interaction,	
Haggling	V
Negotiation/Diplomacy	V



Appearance

Height: Tall
Build: Slim
Looks: Striking
Age: 45

Recognition Handle: Captain Zenri otherwise appears to be human even though he is from the planet Vrok. He wears his black and white uniform with pride. He has dark brown eyes and a short dark beard on his chin. He carries a blaster in his holster.

Name: Korik BAAL-EL

Race: Araxan (Near-Human)

Sex: Male

Profession: First Officer of the CPS Tartarus

Attributes

STR	Level IV	CHA	Level IV
END	Level V	MNT	Level V
DEX	Level V	ITN	Level IV

Combat Statistics:

AP	9
Armed Combat,	
Blaster Pistol	Level IV
Unarmed Combat,	
Brawling	Level IV

Significant Skills

	Level
Administration	V
Environmental Suit Operation	V
Leadership	IV
Military Sciences,	
Small Unit Tactics	IV
Social Sciences,	
Computer Science	V
Security Procedures,	
Stealth	IV
Space Sciences,	
Astronomy	IV
Navigation	IV
Vehicle Operation,	
Ground Vehicles	V
Spacecraft	IV
Verbal Interaction,	
Haggling	V
Negotiation/Diplomacy	IV

Appearance

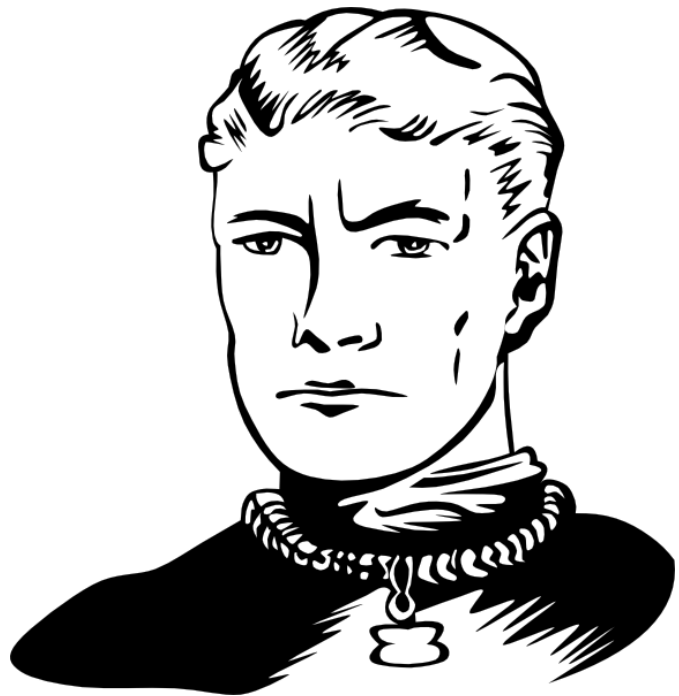
Height: Tall

Build: Average

Looks: Attractive

Age: 29

Recognition Handle: Pale blue complexion, white hair and red eyes. He carries a blaster in his holster. Araxans discovered space travel a millenia ago and can be found throughout the galaxy.



Name: Darj ORAN

Race: Human

Sex: Male

Profession: Midshipman of the CPS Tartarus

Attributes

STR	Level III	CHA	Level V
END	Level V	MNT	Level IV
DEX	Level V	ITN	Level V

Combat Statistics:

AP	9
Unarmed Combat,	
Martial Arts	Level III

Significant Skills**Level**

Administration	IV
Environmental Suit Operation	V
Leadership	IV
Medical Sciences,	
General Medicine (Human)	III
Physical Sciences,	
Computer Science	V
Physics	III
Space Sciences,	
Astronomy	IV
Astrophysics	III
Navigation	V
Vehicle Operation,	
Spacecraft	V
Verbal Interaction,	
Haggling	III
Negotiation/Diplomacy	IV

Appearance

Height: Average
Build: Average
Looks: Average
Age: 29

Recognition Handle: Short brown hair, blue eyes and has a slight scar on his left cheek (an old injury he acquired while on shore-leave). He carries a blaster in his holster.

Name: Doctor Sersi BANDU

Race: Nurma (Near-Human)

Sex: Female

Profession: Chief Physician of the CPS Tartarus

Attributes

STR	Level III	CHA	Level IV
END	Level V	MNT	Level VI
DEX	Level IV	ITN	Level V

Combat Statistics:

AP	7
Armed Combat,	
Stunclub	Level III
Unarmed Combat,	
Brawling	Level II

Grappling Level III

Significant Skills

Level

Administration	III
Environmental Suit Operation	IV
Leadership	IV
Life Sciences,	
Botany	V
Ecology	III
Medical Sciences,	
General Medicine (Human)	V
Pathology	V
Pharmacology	IV
Psychology	III
Surgery	V
Physical Sciences,	
Computer Science	IV
Verbal Interaction,	
Negotiation/Diplomacy	V

Appearance

Height: Short
Build: Slim
Looks: Attractive
Age: 36

Recognition Handle: She has short green hair, dark green eyes and a light blue complexion. She wears the standard black and white CPS uniform but with medical insignia. She refuses to wear a blaster but does carry a portable med-kit.

Name: Kelvyn FHORT

Race: Human

Sex: Male

Profession: EGINEERING Chief of the CPS Tartarus

Attributes

STR	Level IV	CHA	Level III
END	Level IV	MNT	Level V
DEX	Level IV	ITN	Level IV

Combat Statistics:

AP	7
Armed Combat,	
Blaster Pistol	Level IV
Unarmed Combat,	
Brawling	Level III

Significant Skills

Level

Administration	III
Environmental Suit Operation	V
Leadership	IV
Social Sciences,	
Computer Science	VI
Technology,	
Astronautics	V
Computer Systems	V

Electronics	V
Vehicle Operation,	
Ground Vehicles	V
Spacecraft	IV
Verbal Interaction,	
Haggling	IV
Negotiation/Diplomacy	IV

Appearance

Height: Tall
Build: Average
Looks: Attractive
Age: 29

Recognition Handle: Short black hair with receding hairline. He has dark brown eyes. He often flaunts regulations by having several days of beard growth on his face. He carries a blaster in his holster except when he is in engineering (he leaves it sitting on a chair out of the way). His black & white uniform is often covered with dirt and grease from his work.

Name: Average Crew Member

Race: Near-Human
Sex: Female or Male
Profession: Variable

Attributes

STR	Level III	CHA	Level III
END	Level III	MNT	Level III
DEX	Level III	ITN	Level III

Combat Statistics:

AP 6

Significant Skills Level

Space Sciences

Any one at Level IV

Technology

Any one at Level V plus two supporting skills at Level IV

Vehicle Operation,

 Spacecraft IV

Appearance:

Height: Average
Build: Average
Looks: Average
Age: 20 - 45

Recognition Handle: The crew wear the standard black & white CPS uniforms with their rank displayed on their collars.

Name: The Guards

Race: Human
Sex: Female or Male
Profession: Variable

Attributes

STR	Level IV	CHA	Level III
END	Level IV	MNT	Level III

DEX Level III ITN Level III

Combat Statistics:

AP 6

Armed Combat,

 Blaster Pistol Level IV

Unarmed Combat,

 Brawling Level IV

Significant Skills Level

Military Sciences,

 Small Unit Tactics III

Appearance:

Height: Average

Build: Average

Looks: Plain

Age: 20 - 45

Recognition Handle: Guards wear black uniforms with white piping. They carry a stun club and a ZC-990 blaster pistols.

Stun club: Has three settings - low, medium and high. A hit on the low setting causes 20 (Temporary) damage. The medium setting causes 40 (Temporary) damage. The high setting causes 40 normal damage.

ZC-990 Blaster Pistol: Manufactured by the ZanaChen Corporation within the Andromeda Galaxy.

The Sontarans

Name: Colonel VYRE

Race: Sontaran

Sex: n/a (Clone Species)

Profession: Sontaran Space Squad

Attributes

STR Level VI CHA Level III

END Level VI MNT Level V

DEX Level III ITN Level III

Combat Statistics:

AP 6

Armed Combat,

 Mezon Disruptor Pistol Level V

Unarmed Combat,

 Brawling Level IV

Significant Skills Level

Administration V

Engineering,

 Electrical Engineering V

 Mechanical Engineering V

Leadership V

Military Sciences,

 Ordinance Construction/Repair V



Small Unit Tactics	V
Trap Discovery	V
Trap/Ordinance Disarmament	V
Social Sciences,	
Political Science (Sontaran)	IV
History (Sontaran War History)	IV
Technology,	
Cybernetics	V
Electronics	V
Transmat Systems	V
Vehicle Operation,	
Astronautics	V

Note: Carries a Mezon Disruptor Pistol (consisting of two black metal tubes joined in a T-shape with a yellow nozzle at the end). The pistol has a stun setting.

Name: Captain VURGA

Race: Sontaran

Sex: n/a (Clone Species)

Profession: Sontaran Space Squad

Attributes

STR	Level VI	CHA	Level III
END	Level VI	MNT	Level V
DEX	Level III	ITN	Level III

Combat Statistics:

AP	6
Armed Combat,	
Mezon Disruptor Pistol	Level V
Unarmed Combat,	
Brawling	Level IV

Significant Skills

Leadership	IV
Military Sciences,	
Ordinance Construction/Repair	V
Small Unit Tactics	IV
Space Sciences,	
Astronomy	IV
Technology,	
Cybernetics	IV
Electronics	V
Vehicle Operation,	
Astronautics	IV

Note: Carries a Mezon Disruptor Pistol (consisting of two black metal tubes joined in a T-shape with a yellow nozzle at the end). The pistol has a stun setting.

Name: SONTARAN SOLDIERS

Race: Sontaran

Sex: n/a (Clone Species)

Profession: Sontaran Space Squad

Attributes

STR	Level VI	CHA	Level III
END	Level VI	MNT	Level IV
DEX	Level III	ITN	Level II

Combat Statistics:

AP	6
Armed Combat,	
Rheon Disruptor Carbine	Level V
Short Sword	Level V
Unarmed Combat,	
Brawling	Level V

Significant Skills	Level
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Military Sciences,	
Small Unit Tactics	IV

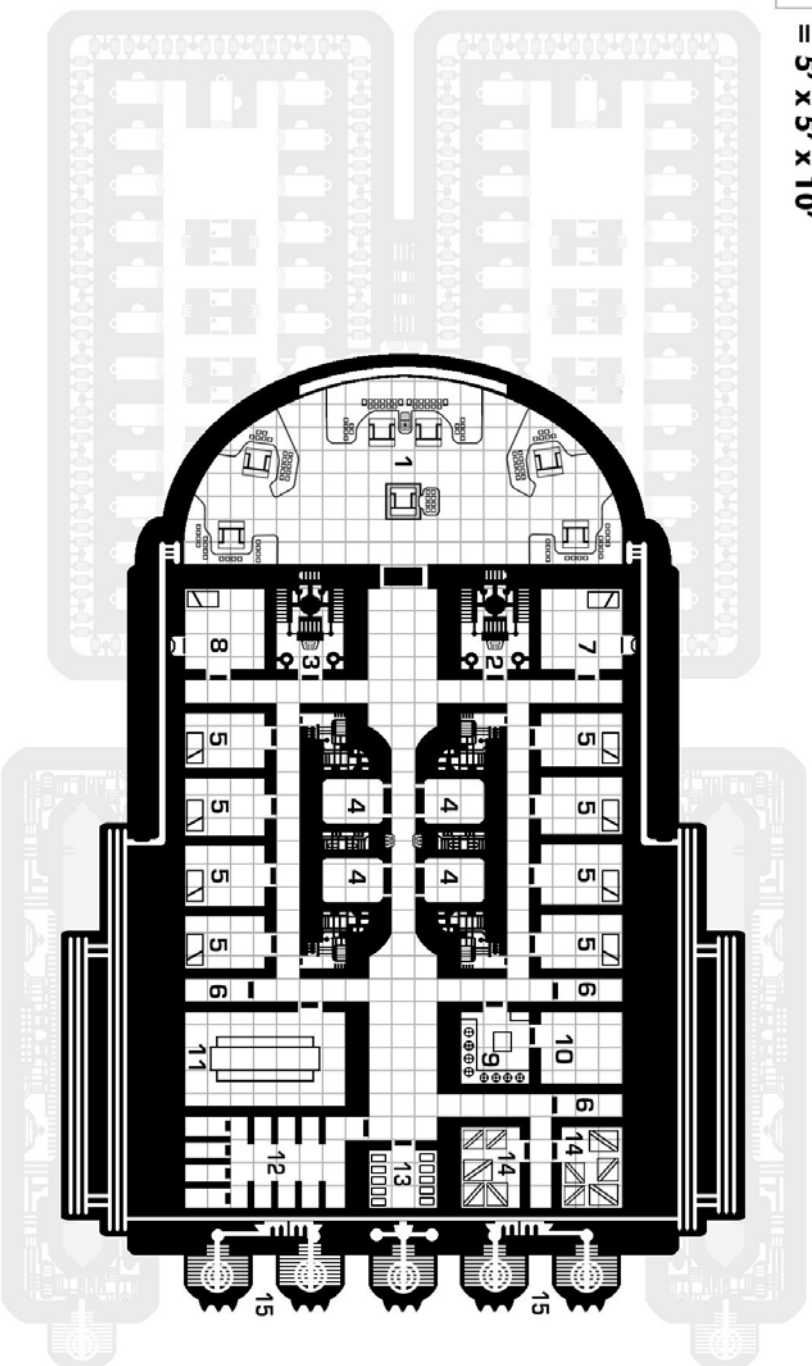
Note: Rheon Disruptor Carbine are wand-like weapons that emitted charged particles to kill their enemies. The weapon also had some capacity to penetrate armour. The carbine could be set to stun as well as kill. Treat as Disrupter Pistol except it has Disruptor Rifle ranges.

THE TARTARUS

PRISONER TRANSPORT

UPPER DECK (SHIP CREW LEVEL)

 = 5' x 5' x 10'




1. Command Deck
2. Navigation Computer
3. Security Computer
4. Lift/Elevator
5. Ship Crew Quarters
6. Equipment Lockers
7. Captain's Quarters
8. First Mate's Quarters

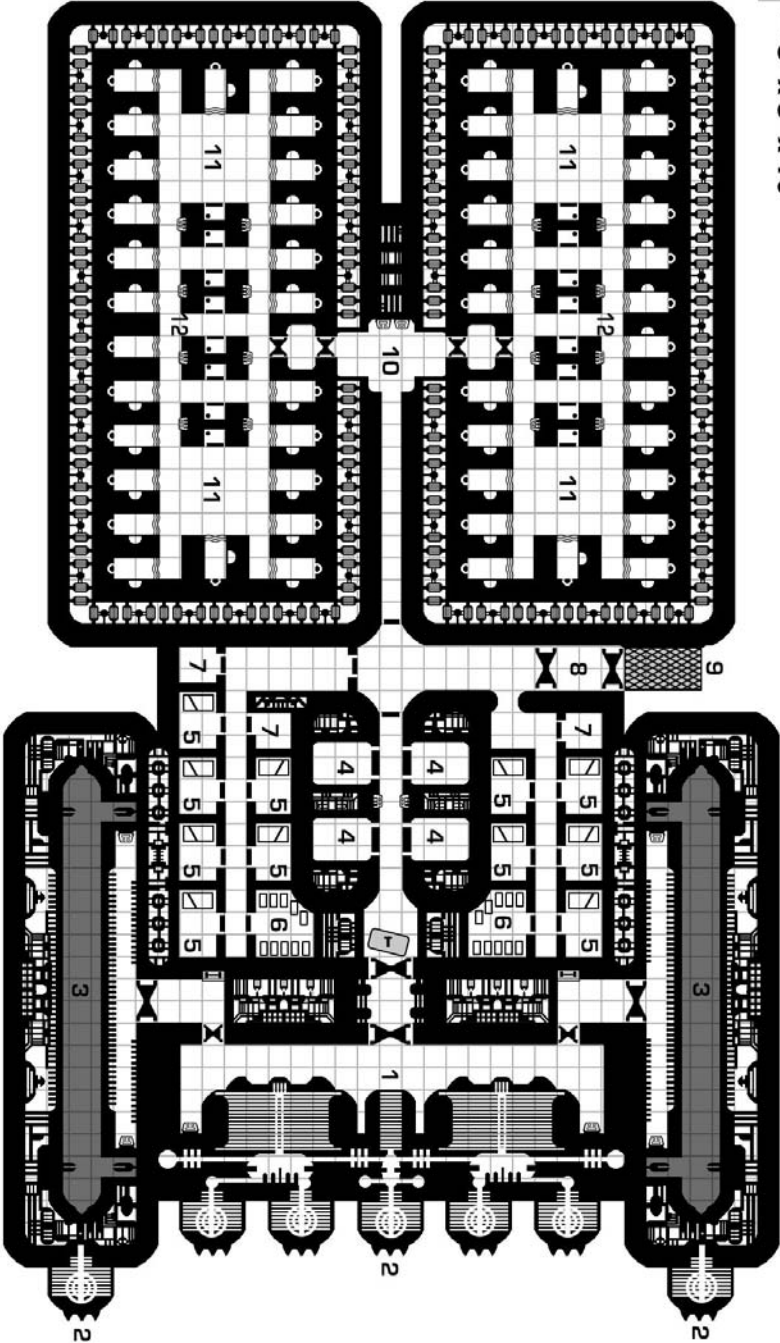
9. Galley
10. Cold Storage
11. Common Area/Mess Hall
12. Communal Refreshers
13. Weapons Locker
14. Dry Storage
15. Hyperdrive Thrusters

THE TARTARUS

PRISONER TRANSPORT

MIDDLE DECK (PRISONER LEVEL)

 = 5' x 5' x 10'



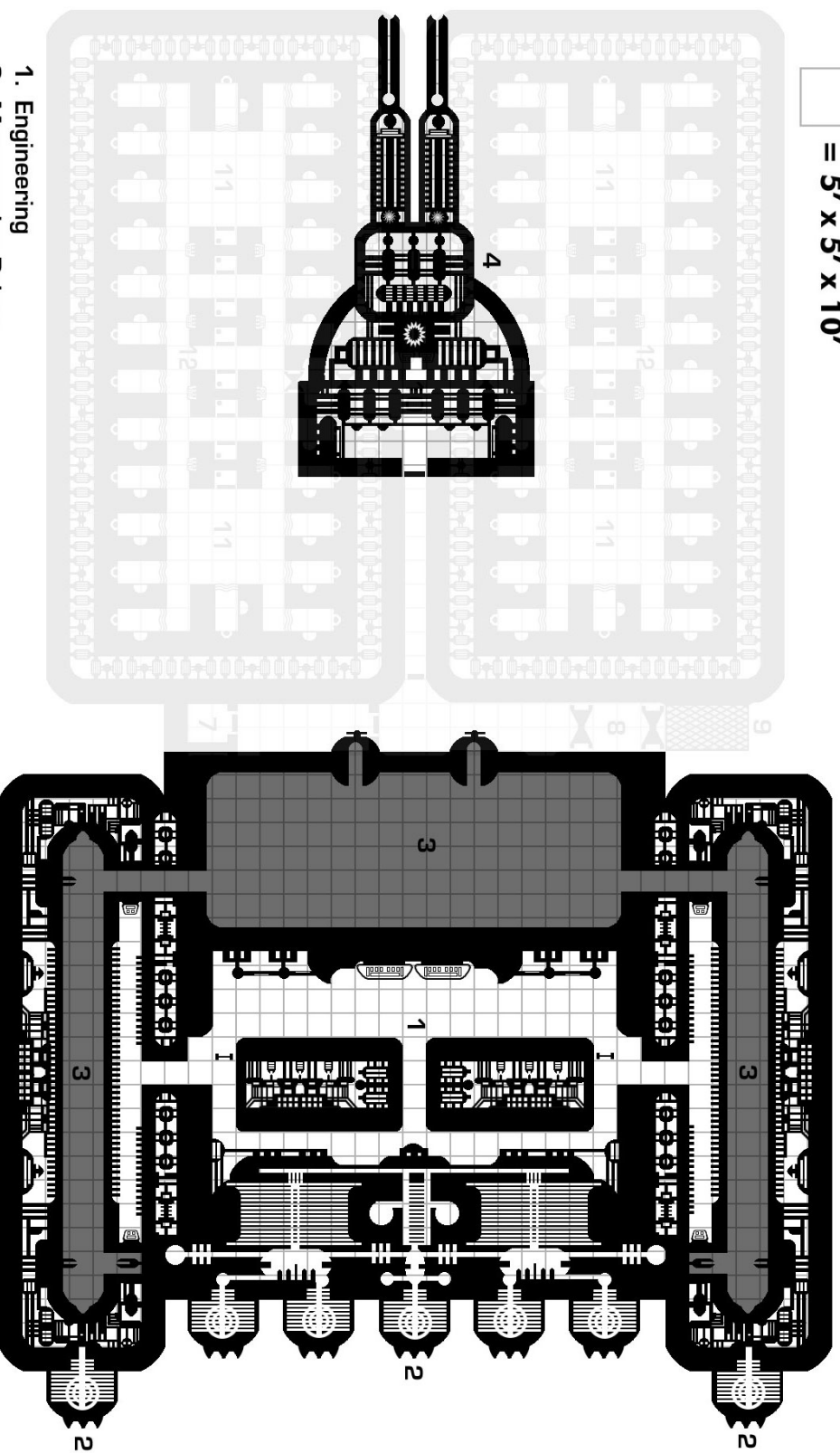
- 1. Engineering
- 2. Maneuvering Drives
- 3. Fuel Reserve
- 4. Lift/Elevator
- 5. Guard Quarter
- 6. Weapons Locker
- 7. Storage
- 8. Airlock
- 9. Retractable Ramp
- 10. Guard Post
- 11. Cell Block
- 12. Isolation Cells

THE TARTARUS

PRISONER TRANSPORT

LOWER DECK (SUB-ENGINEERING)

 = 5' x 5' x 10'



1. Engineering
2. Maneuvering Drives
3. Fuel Reserve
4. Dual Laser Turbine