



Approved For Use With

TRAVELLER™

*Science-Fiction Adventure in
the Far Future*

DPM-4 Deck Plans-4

ISPMV: Tethys

Tethys is a 1000-ton mercenary transport with small craft support (six pinnaces).

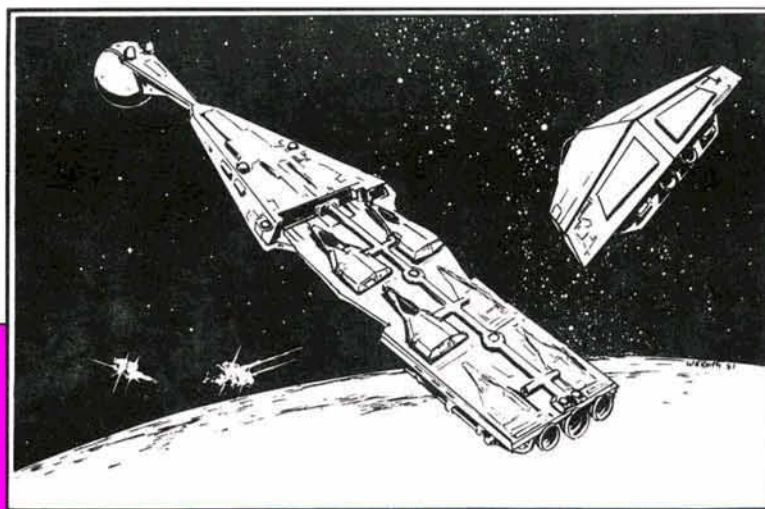
Book 1-

Ship Data.

Seven 11 x 17 deck plans, as two-page spreads in PDF.

Appendix

Seven 11 x 17 inch 300-dpi JPG deck plans.

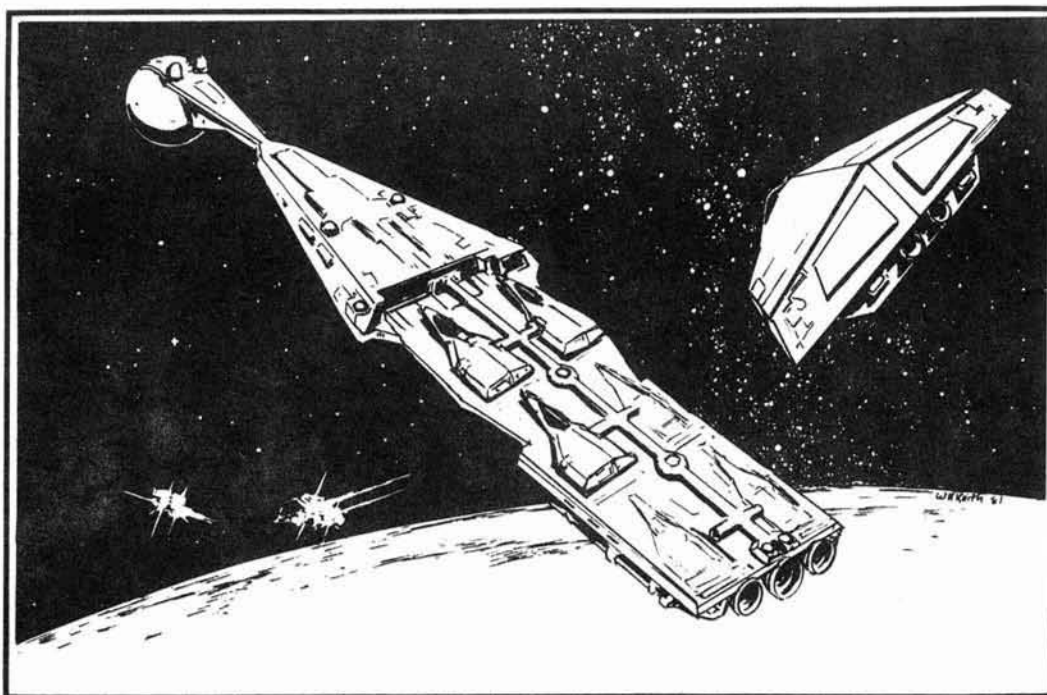


www.farfuture.net

I.S.P.M.V. : TETHYS

INTERSTELLAR PARA-MILITARY VESSEL : TETHYS

DESIGNED BY
JORDAN K. WEISMAN



The TETHYS was constructed by Captain Van Tromp at P.E.L. shipyards in 116.23. Captain Van Tromp hires his ship out to organizations requiring the capability of transporting a full company of fighting men. Missions for the TETHYS include anything from planetary exploration to planetary invasion.

HULL SIZE :	1000 tons
JUMP :	3
MANEUVER :	3
PLANT :	3
FUEL :	402
CARGO :	0
CREW :	31
HIGH PASSAGE :	30
LOW PASSAGE :	110
TURRETS :	10
PINNACES :	6



fasa

An entire Starship drawn in 15mm
scale for use with miniatures.

Approved For Use With

TRAVELLER™

Science-Fiction Adventure in
the Far Future

Designed to be used with
Martian Metals
miniatures.

TETHYS

MAIN DECK :

1-Captain's Bridge :

From here Captain Van Tromp can monitor all starship functions as well as being able to see the majority of the ship on T.V. monitors.

2-Captain's Cabin :

The front of the Captain's cabin is used as the office and the rear of the stateroom is occupied as a living area.

3-Captain's Private Dining Room :

The Captain dines here with honered officers and guests (the officers are often fearful of this encounter).

4-Captain's Private Library :

The library has two walls lined with book shelves. The Captain's favorite subjects are: Astronomy, Stamp collecting, and Ancient Arcturan history.

5-Galley

6- Officers Wardroom :

Electronic entertainment and a pool table can be found here.

7-Mess Hall

This dining area seats 13 people at one time.

8-Pub

This drinking establishment which seats 11 consists of a bar, bar stools, table and chairs.

9-Staterooms

These rooms are occupied by Gunners. The ladder to the turrets is next to the bed.

10-Staterooms

These rooms are also occupied by Gunners, the turrets are only accessible from these rooms.

ZERO DECK :

1-Bridge Computer Rooms

2-Vacc Sit Storage:

Vacc Suits for the crew and the 110

ZERO DECK :

1-Bridge Computer Rooms

2-Vacc Suit Storage:

Vacc Suits for the crew and the 110 low passengers.

3-Firing Range:

A computer generates holographic images to shoot at. The computer scores hits on you and the images. The walls are covered with cloth and reflec.

4-Firing Lounge:

The guns for the firing range are stored here and there is a place for people to relax. The final scoring for the range is also displayed here. There is always a man on watch here and all guns must be signed in and out.

5-Operating Room

Complete facilities for all but the most serious operations.

6-Brig

There are bunk and facilities for 8 prisoners here (4 per cell.). If there are any prisoners there will be a man on watch here at all times.

7-Sick Bay

Bunk for 5 people.

8-Armory

All weapons are stored here and must be signed in and out with the man on watch.

9,10-Laboratories

Type dependent on what mission the TETHYS is on.



Iris valve



Sliding Door



Access Hatch



Chair



Ladder up/down with
Iris valve

Elevator



Ladder to Turret

INTERSTELLAR PARA-MILITARY VESSEL: TETHYS

Referees are invited to use the situations that follow as possible adventures for TRAVELLER characters aboard the TETHYS. Each of the short scenarios below deals with an adventure that might take place on board. Other possibilities will no doubt present themselves, too; in all cases the referee will be responsible for creating many of the details to round out the general idea suggested by the basic situation and the deck plans.

SITUATION ONE: Enemy Aboard

The adventurers have signed aboard the TETHYS as part of the crew for an expedition beyond the edge of the Imperium. The mission is one of exploration, investigating a newly discovered planet. All six of the pinnaces, with scientific and security people on board, descended to the surface. Now, hours later, they are on their way back up.

All standard recognition signals and routine communications have been normal, except for a problem with heavy static that is garbling some voice transmissions and blocking video communications altogether. Also, contact with the pinnaces has been one-sided and somewhat strained, as if the crews were too preoccupied for the usual post-mission chatter.

The pinnaces are on final approach, two minutes away from docking, when an emergency signal is broadcast from one of them. The red light and siren are abruptly cut off, but there is no response to queries from the TETHYS. Captain Van Tromp orders the ship from Condition Yellow to Red, but the crew is unprepared for an emergency. Something has gone wrong and the fate of the TETHYS looks grim.

REFeree'S NOTES: The planet below has proven to be a Zhodani colony world, previously unknown to the Imperium. The scientific parties, and the pinnaces with them, were captured shortly after landing by Zhodani shock troopers. Now each pinnacle has been crammed full of well-armed men, wearing combat armor and armed with gauss rifles. At the referee's option, the size or equipment of the party can be varied to adjust play balance; one option might be to include warbots among the attackers.

The Zhodani are attempting to secure the TETHYS so that word of their presence will not be carried back to the Imperium. The only hope for the ship now lies in fighting off the boarding party and making a jump as soon as possible. At least one pinnacle will be able to dock before the TETHYS can react; the referee must determine the flow of events from this point on.



OTHER SCENARIOS: Based on this one situation, the referee should feel free to develop other adventures. As an example, the players could be hired to locate the TETHYS, which is overdue (actually captured). An attempt to retake the ship, or to rescue prisoners held in low berth, could then ensue. Other possibilities should be considered and developed.

SITUATION TWO: Staff Meeting

Colonel Hans Reinhold (UPP 897A98), a mercenary leader of some repute, has been hired by the exiled Grand Duke of Stiara, who was forced to flee from his homeworld by a coup some three years ago. The Grand Duke has now assembled an army of Loyalists, and Reinhold's mercenaries have been retained to support them in an attempt to liberate Stiara. Reinhold, in turn, has secured the services of Captain Van Tromp and the TETHYS to act as transport for the headquarters staff of the invasion force. A company of elite security personnel are in low berth to serve during the invasion proper.

The Military Junta of Stiara, concerned over the possibility of attack, has decided to assassinate Reinhold and other senior staff personnel before the invasion can commence. To do this, however, the tight security aboard the TETHYS must be breached.

REFEREE'S NOTES: The adventurers can be involved in this situation in one of two ways: they may be employed by Van Tromp, Colonel Reinhold, or the Grand Duke as extra security personnel or bodyguards, or they can be hired by the Junta to make the assassination attempt.

In the first instance, the referee must prepare details of the size, armament, and plans of the team of assassins, which should be balanced against the size and composition of the security force. The assassins may be on board as a part of the ship's crew or the mercenary force, or they might get aboard by means of a ruse, such as a faked accident in space. The players will be aware that there is some danger to Reinhold's life, but will have no idea of the plans in detail. They will also have to contend with the behaviour of the Colonel, who disdains security precautions. The need to hold periodic staff meetings, inspections, and other pre-invasion functions greatly increases the vulnerability of the invasion's leaders.

If the adventurers should be in the employ of the Junta, the referee should determine how tight security aboard will be. Colonel Reinhold will not take special precautions, and continues to go about his routines as if there was no danger. One special habit, word of which should be subtly made available to the players, is the Colonel's interest in shooting on the ship's holographic target range with Captain Van Tromp. This pastime might be utilized in the player's assassination attempt.

Based on this information, the players must themselves come up with a plan to get on board, find their target, and then escape.

Whichever option is used, the exact flow of events must be directed by the referee.

SITUATION THREE: Retreat from Stiara

The invasion of Stiara has ended in disaster. After initial success, the Grand Duke's forces proved woefully unprepared for a major military campaign against the Military Junta. Even Colonel Hans Reinhold's elite mercenaries weren't enough to stem the tide; most perished buying time for the evacuation of the Grand Duke's supporters from the starport. Many fled from the wreck of the invasion -- not just soldiers and the Loyalist leadership, but many other civilians afraid of reprisals. Every available form of transport has been packed with refugees. Now most have escaped, but TETHYS, waiting for the last of Reinhold's men, is still in orbit, and in serious danger.

Captain Van Tromp has reluctantly agreed to allow the Grand Duke to bring more refugees aboard his ship. They have left the planet in every conceivable kind of ship -- shuttles, cargo tugs, the TETHYS's own six pinnaces all have made as many trips as possible, and the ship is filled far past capacity with a confused and potentially dangerous mob of people. Many, remnants of the Grand Duke's army, are armed. All are terrified -- and prone to panic. To make matters worse, ships have been spotted pursuing the TETHYS from Stiara, and it is certain that the ship will meet disaster if the ship does not proceed as quickly as possible to a safe jump point.

The adventurers in this scenario are members of the crew, the mercenary force, or soldiers loyal to the Grand Duke aboard the TETHYS. They must work to keep the refugees under control. The ship must be secured and running smoothly by the time the ship makes jump, which is estimated in three to four hours. But a delay of only minutes could subject the TETHYS to an attack by pursuing Stiaran ships bent on revenge.

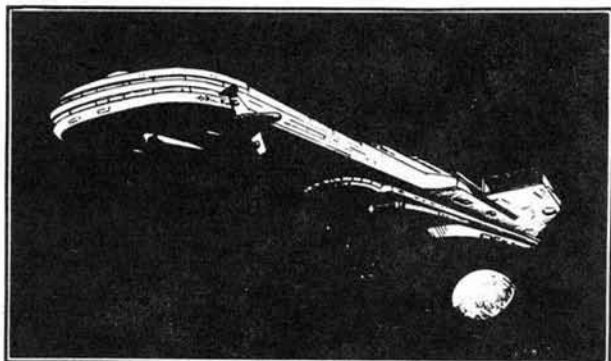
REFEREE'S NOTES: Among the refugees, there are many different factions whose motives and intentions vary. While many are loyalists, and will not go out of their way to cause a problem, their very presence and uncertain states of mind make them, at best, a nuisance. Other groups are more actively dangerous. There will be those who will want to surrender rather than be destroyed in space; others who refuse to go into low berths. Some will be in sympathy with the Junta despite their presence on board the TETHYS. Many will merely follow mob rule.

The referee should determine how many of the refugees are armed. Using the reaction table (modified as the referee desires to simulate the confusion and panic), the mob's response to player attempts to organize the refugees should be determined. If a fight breaks out, determine how many of the mob attack, and how many just get in the way. The refugees will probably try to seize the bridge and engineering sections in order to surrender or force the crew to follow their orders; other objectives may also be added as the referee sees fit.

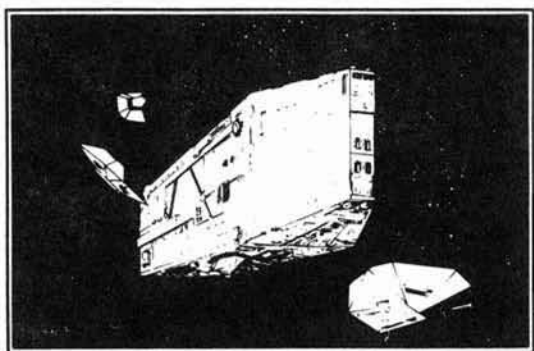
Should power be shut down for any length of time, the ship will also be in danger of external attack.

The referee should control the course of events based on the actions of the players.

I.S.C.V. King Richard

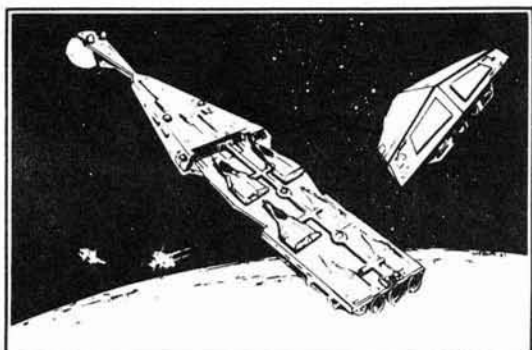


The KING RICHARD is a luxury ship of the first class and is known across the galaxy. The ship contains casinos, pools, dining rooms, etc. Her 5,000 tons hold 200 staterooms. The set includes twenty-one 11 x 17 sheets of deck plans with an eight page booklet of descriptions. Retail price - \$10.00.



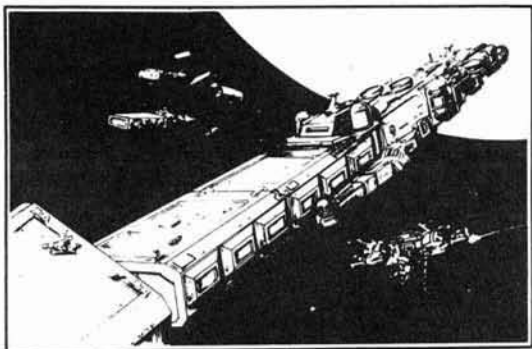
I.S.P.M.V. FENRIS

The FENRIS is disguised as a 3000 ton cargo ship, but she carries no cargo. The FENRIS carries eight VALKYRIE fighters and a large supply of missiles. The set includes ten 11 x 17 sheets of deck plans with three pages of text and now three adventures for action aboard. Retail price - \$7.50.



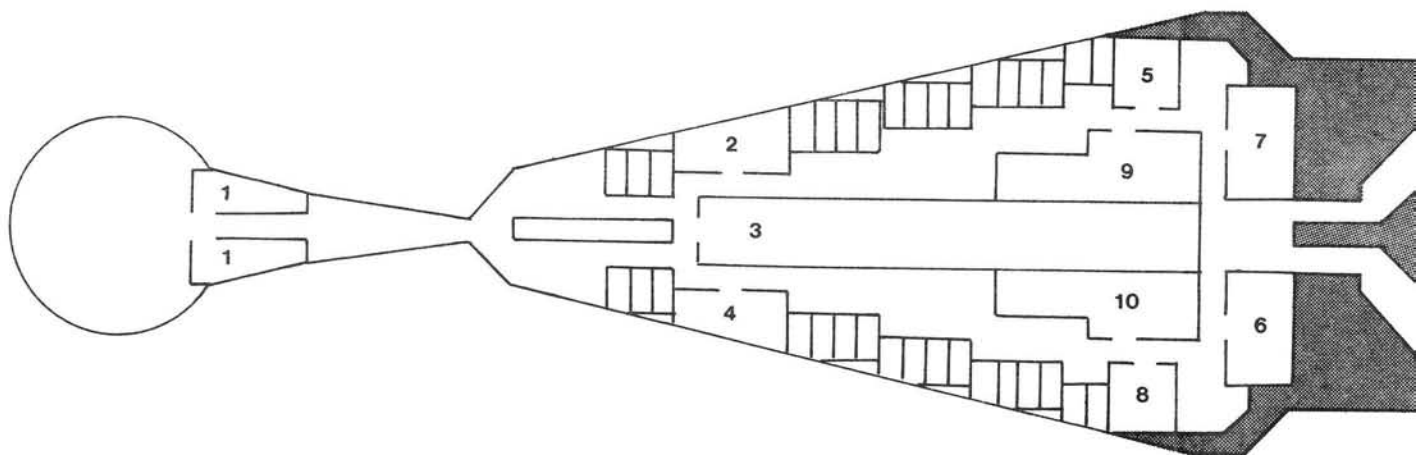
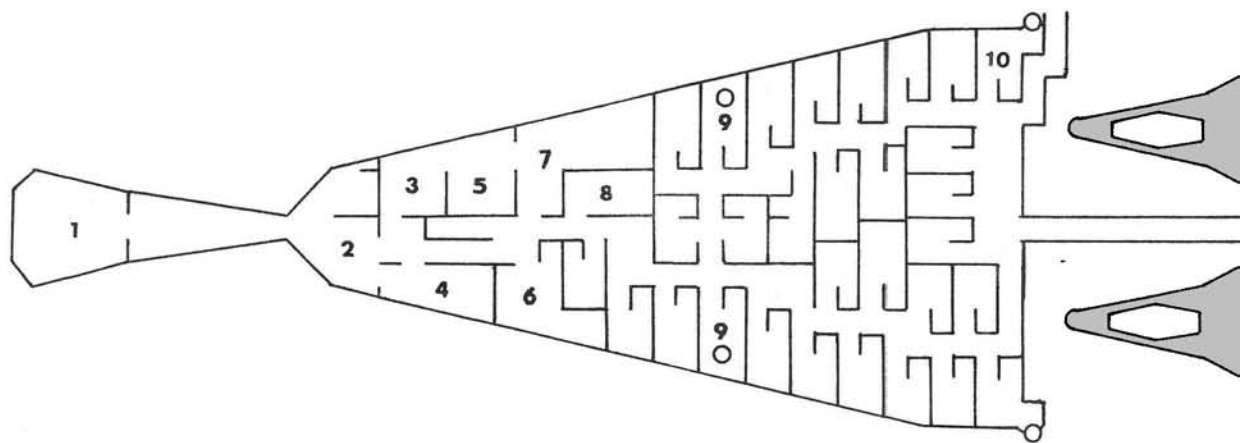
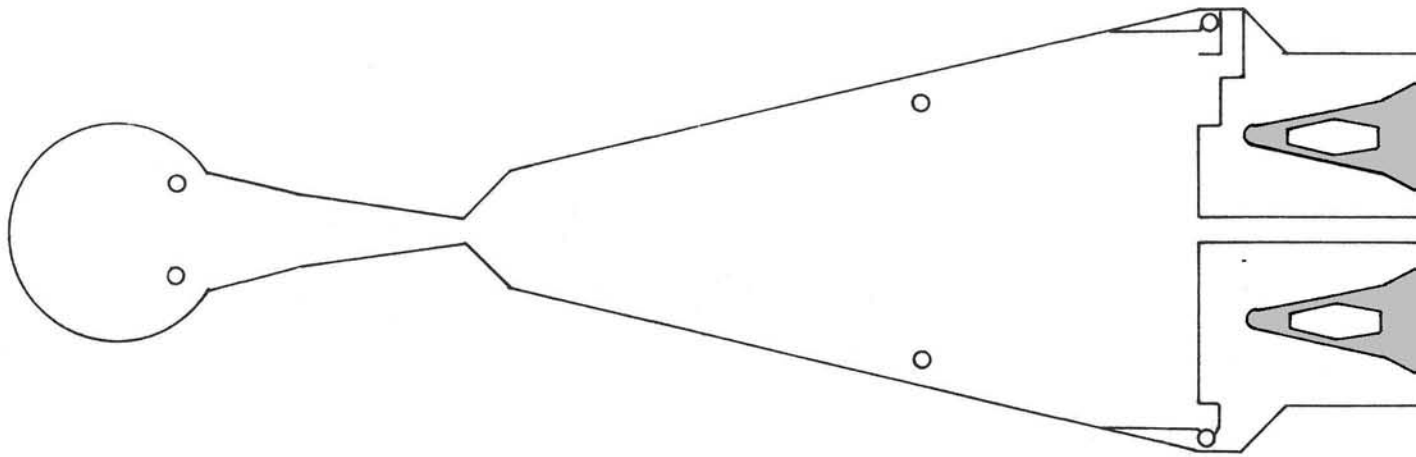
I.S.P.M.V. TETHYS

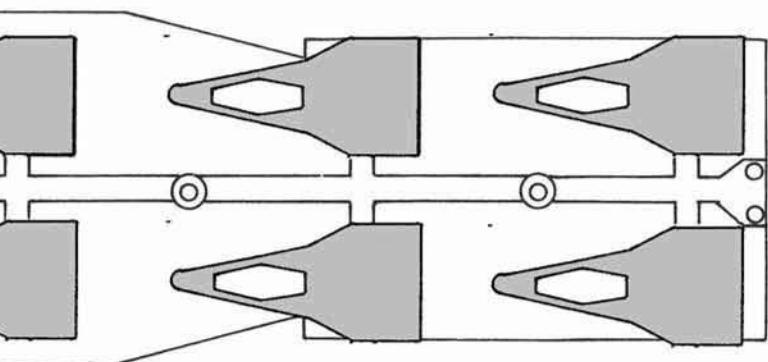
The TETHYS is a 1000 ton mercenary transport with small craft support. The set contains seven 11 x 17 sheets of deck plans with one page of text. PLUS three adventures for action aboard. Retail price - \$5.00.



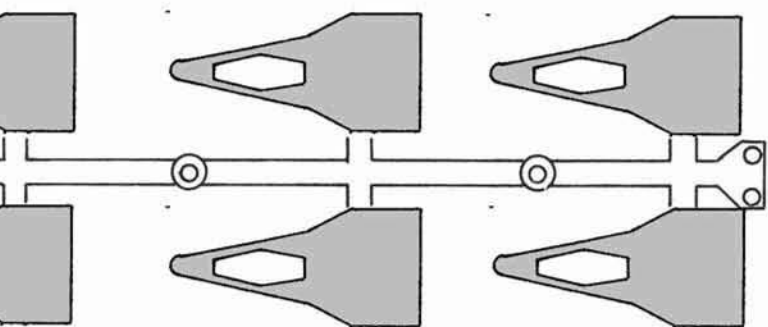
I.S.C.V. LEANDER

A variable tonnage cargo ship that works like a space tug. The set includes five 11 x 17 sheets of deck plans with complete descriptions. PLUS three adventures that involve the LEANDER. Retail price - \$5.00

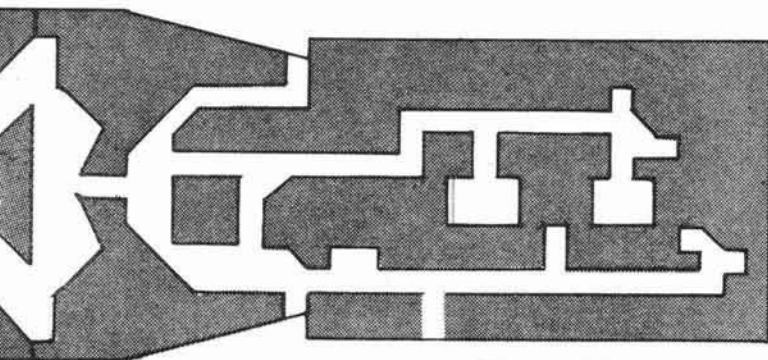




Plan View



Main Deck



Zero Deck

I.S.P.M.V.: TETHYS

SCALE: 15mm

APPROVED BY:

DRAWN BY *LKW*

DATE: 116.23

FASA-PEL

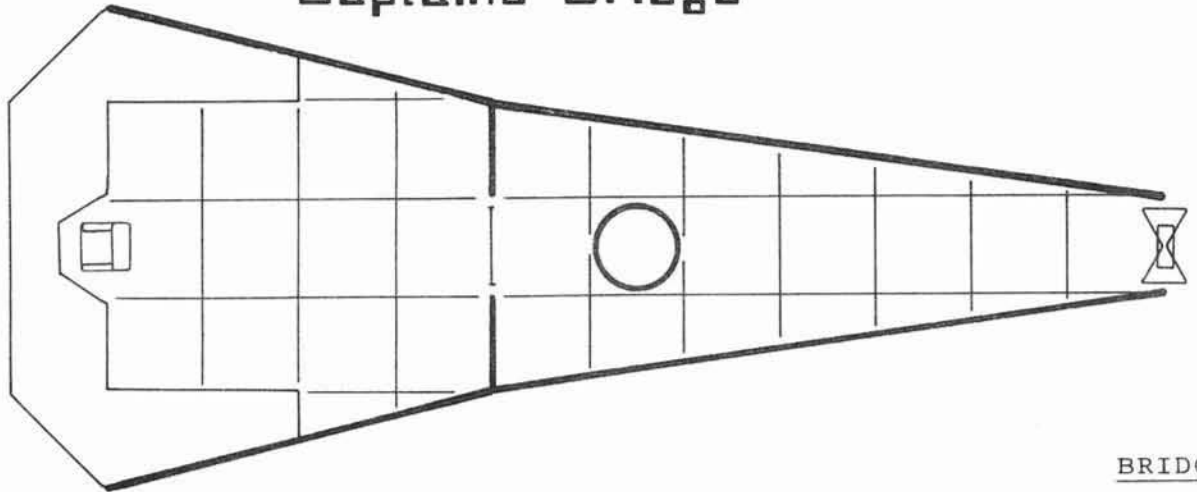
REVISED *ARB*

Plan View & Complete Deck Plans

DRAWING NUMBER

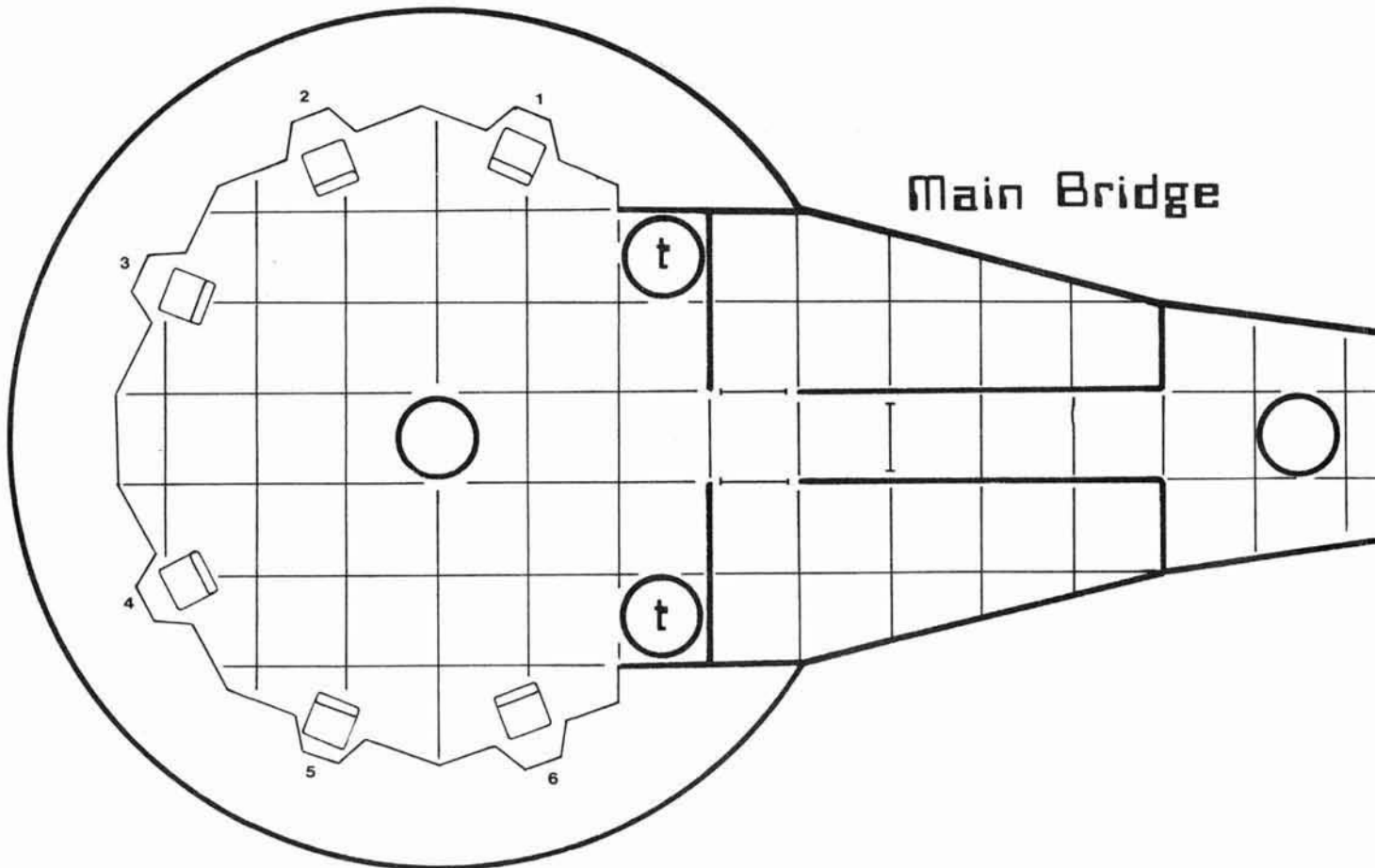
1

Captains Bridge

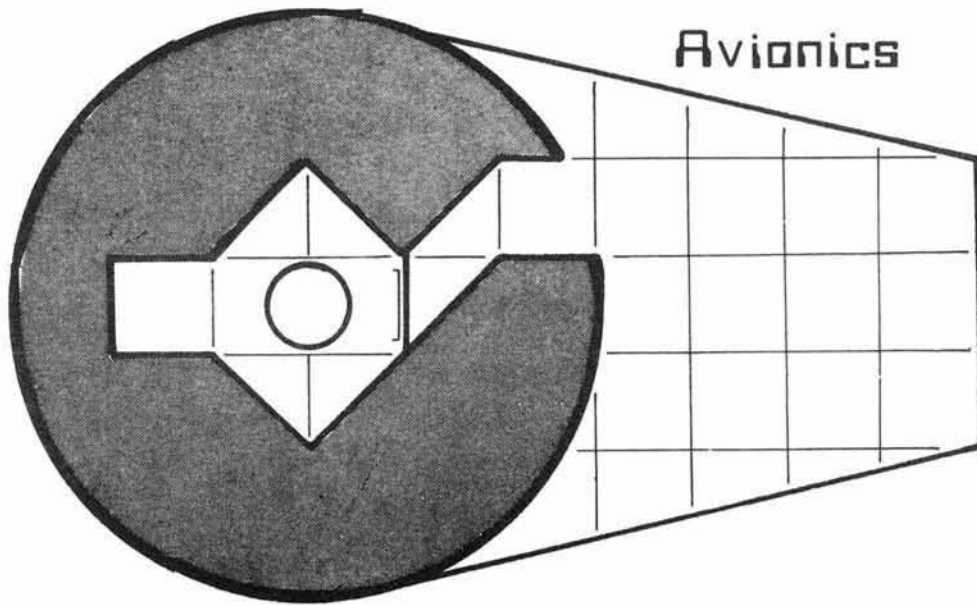


BRIDGE CO

- 1-Science
- 2-Pinnacle
- 3-Helm
- 4-Navigat
- 5-Enginee
- 6-Communi



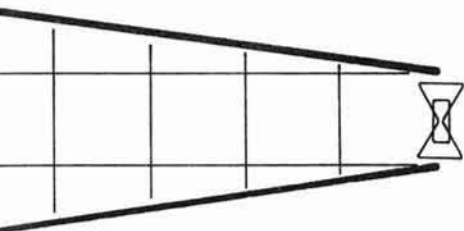
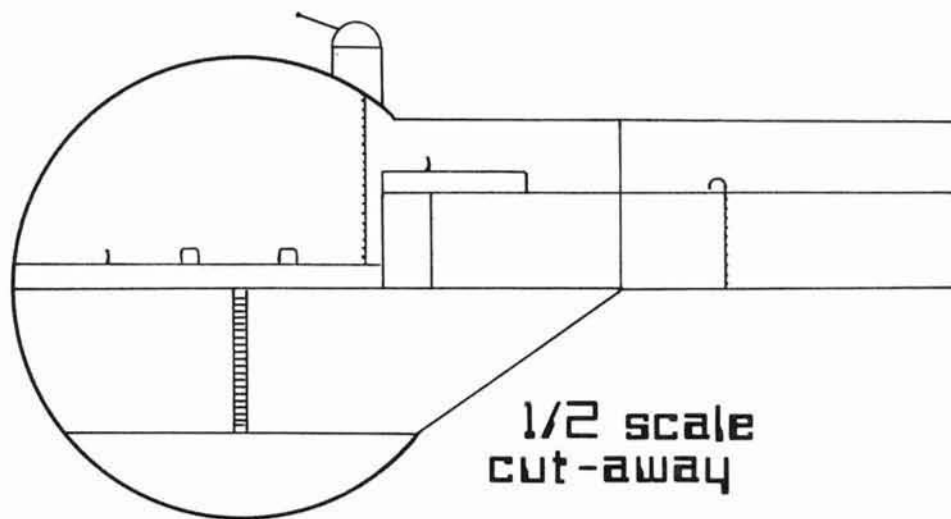
Main Bridge



SOLES :

Control

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I.S.P.M.V.: TETHYS		
SCALE: 15mm	APPROVED BY:	DRAWN BY <i>AKW</i>
DATE: 116.23	FASA-PEL	REVISED <i>AKW</i>
Bridge Sphere		
		DRAWING NUMBER 2

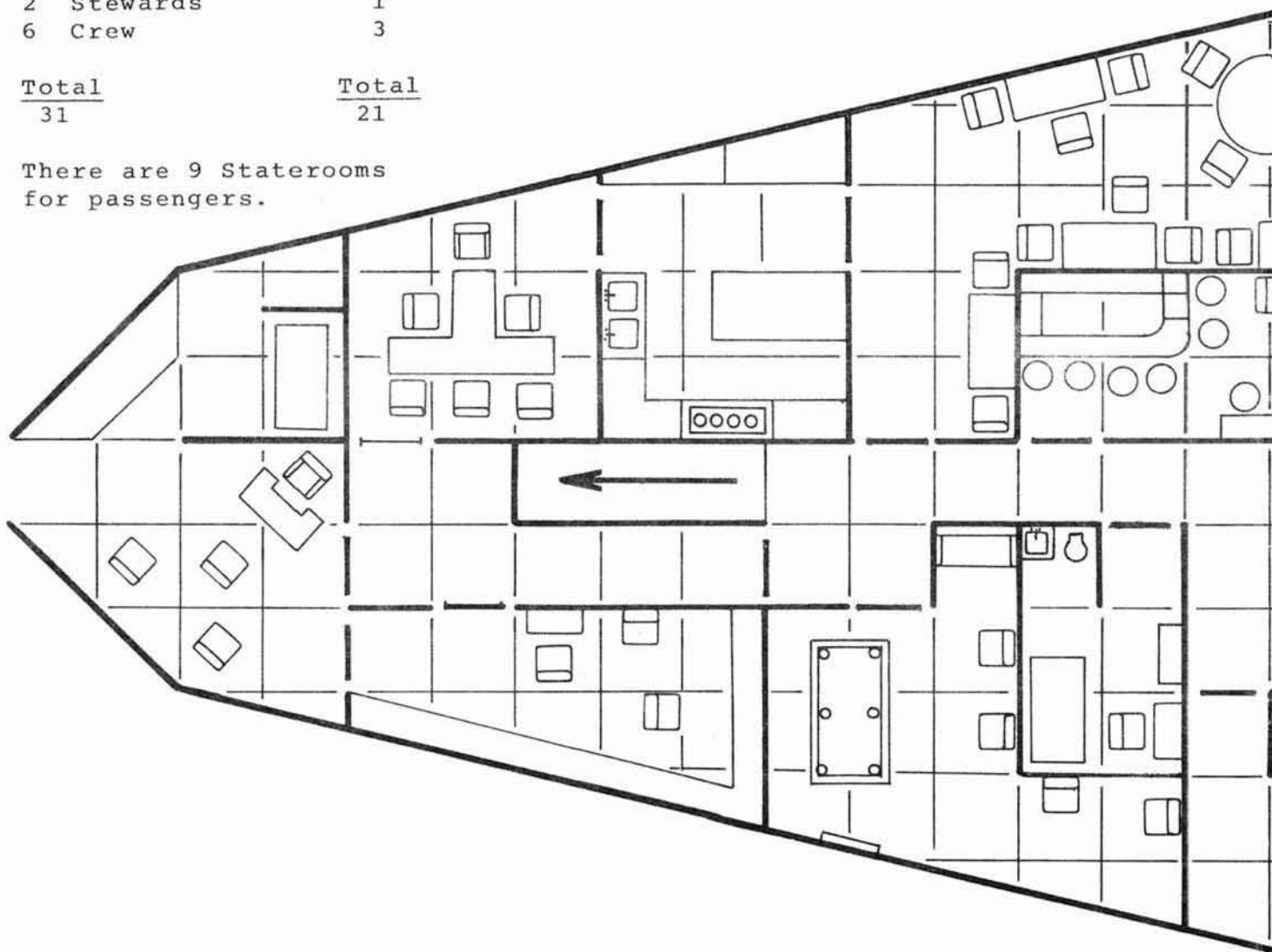
CREW LIST# of Staterooms

1	Captain	1
1	Navigator	1
1	Pilot	1
3	Engineers	3
1	Medic	1
1	Radio Operator	1
1	Science Office	1
6	Pinnacle Pilots	3
10	Gunners	5
2	Stewards	1
6	Crew	3

Total
31

Total
21

There are 9 Staterooms
for passengers.



I.S.P.M.V.: TETHYS

SCALE: 15mm

APPROVED BY:

FASA-PEL

DRAWN BY

JKW

DATE: 116.23

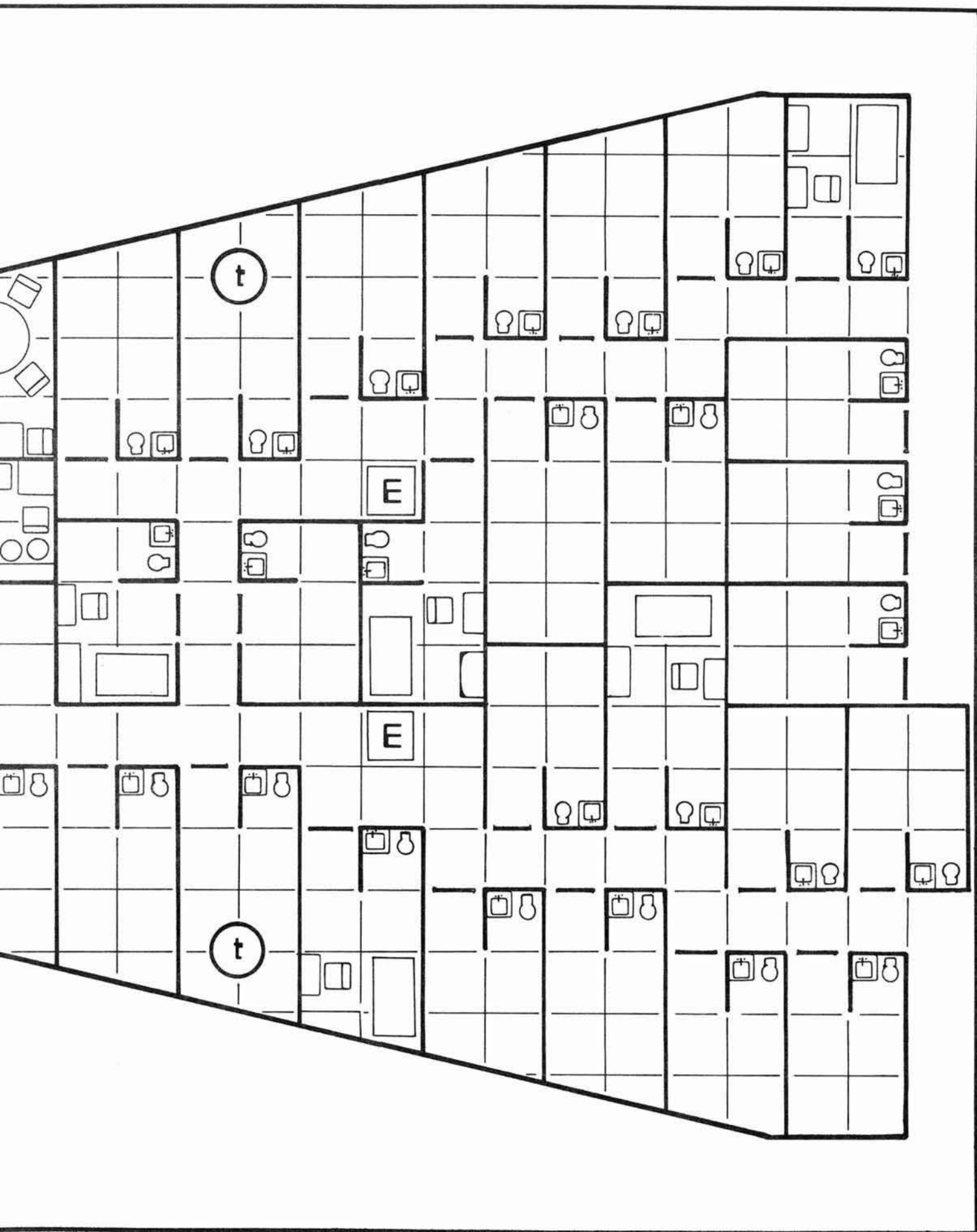
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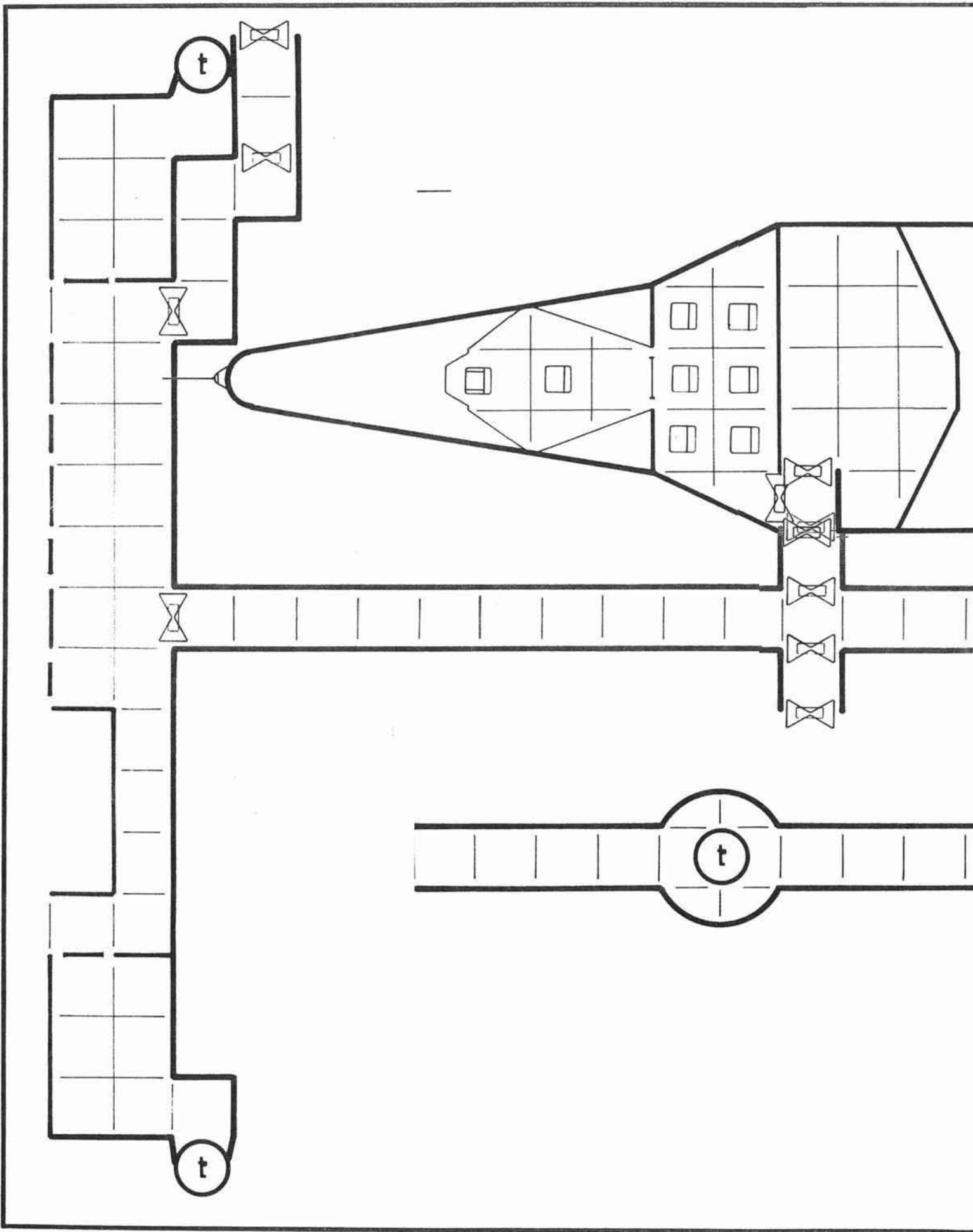
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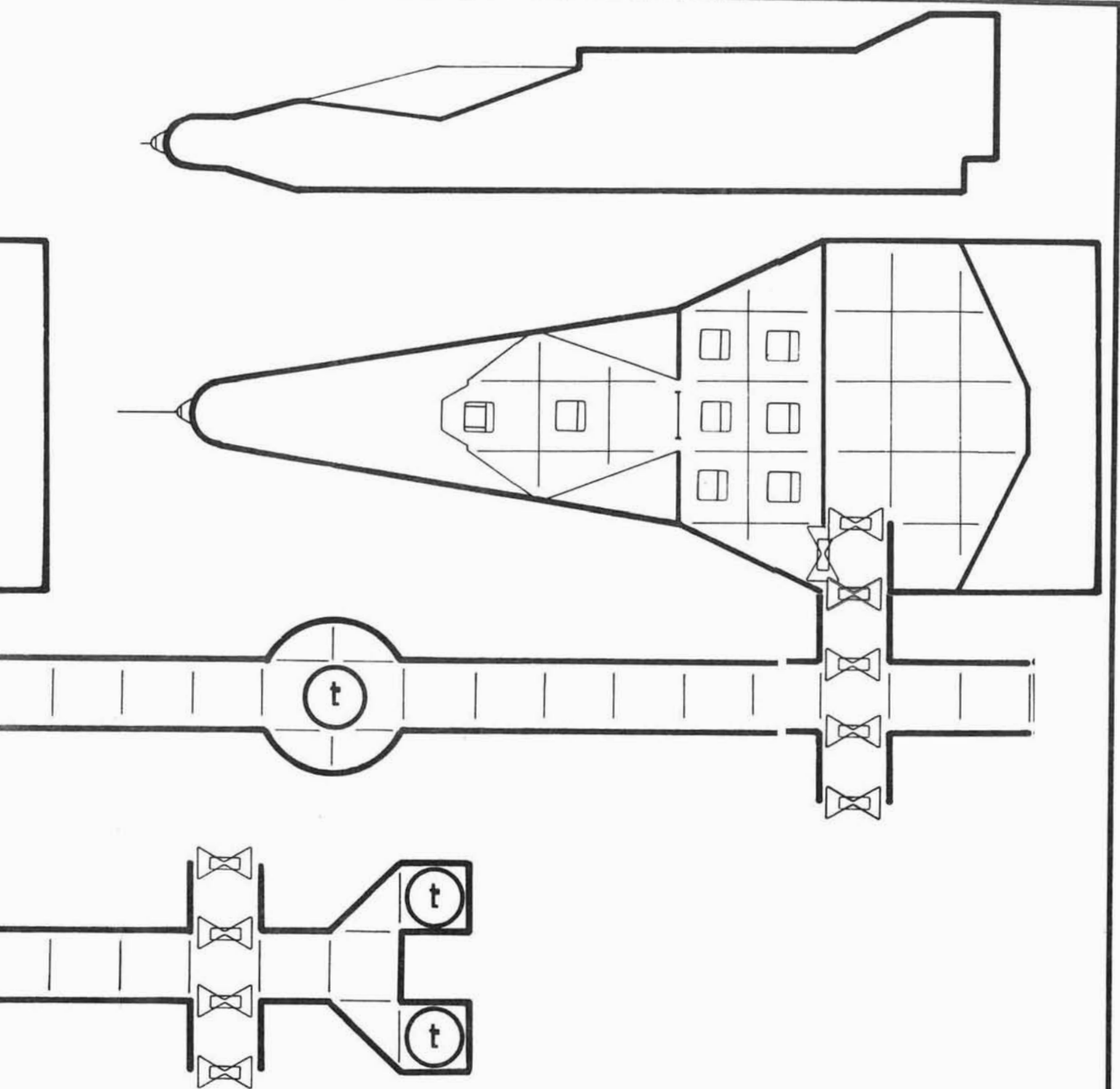
Main Deck Living Quarters

DRAWING NUMBER

3







I.S.P.M.V.: TETHYS

SCALE: 15mm

APPROVED BY:

DRAWN BY *JKW*

DATE: 116.23

FASA-PEL

REVISED *LRB*

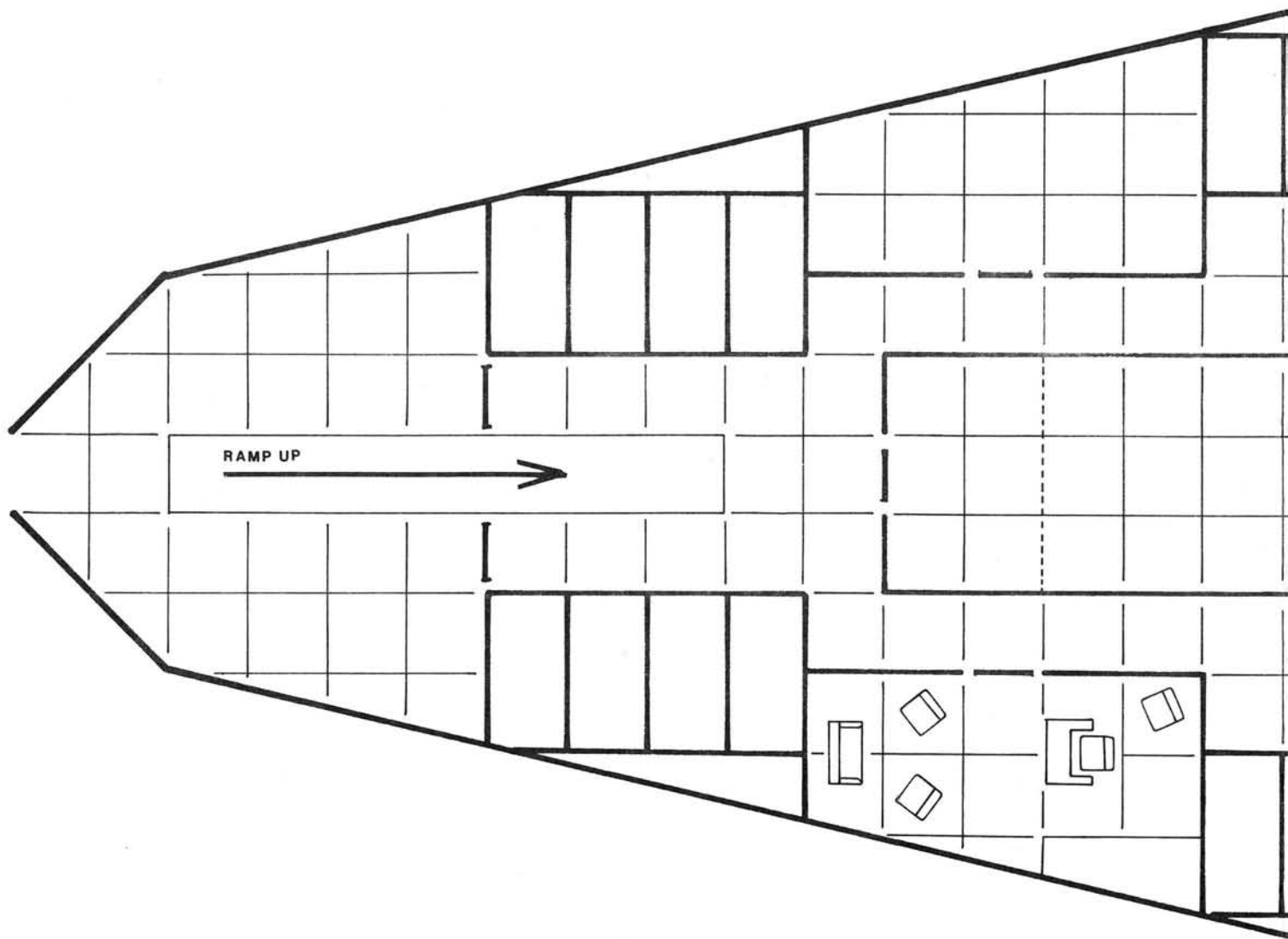
Main Deck: Pinnacle Docking

DRAWING NUMBER

4

COLD STORAGE :

The low passage berths run along the hull walls on the forward section of ZERO DECK.
Each low berth is 1.5m wide and 3m long,
they are stacked 3 high.



I.S.P.M.V.: TETHYS

SCALE: 15mm

APPROVED BY:

FASA-PEL

DRAWN BY *IKW*

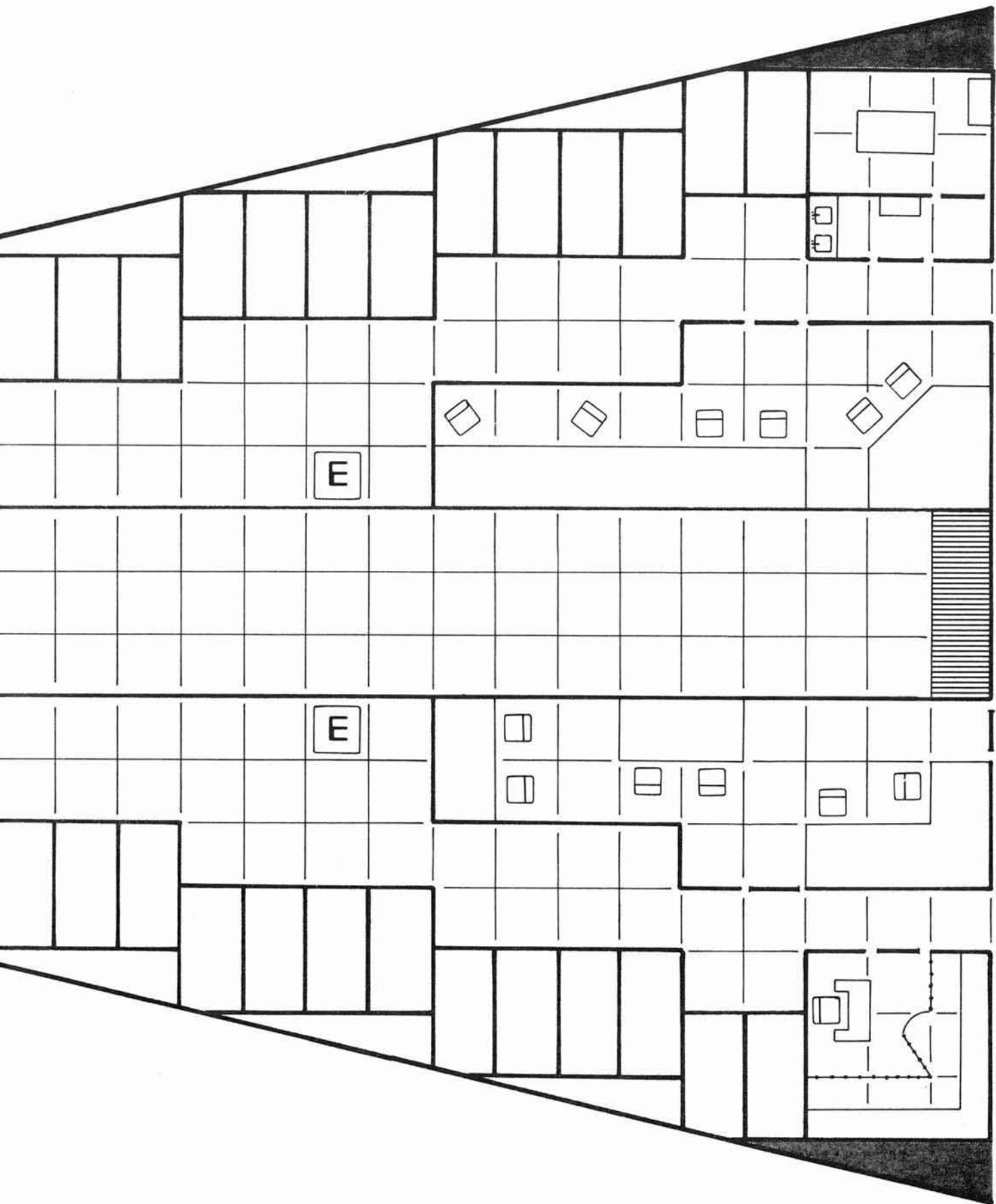
DATE: 11.6.23

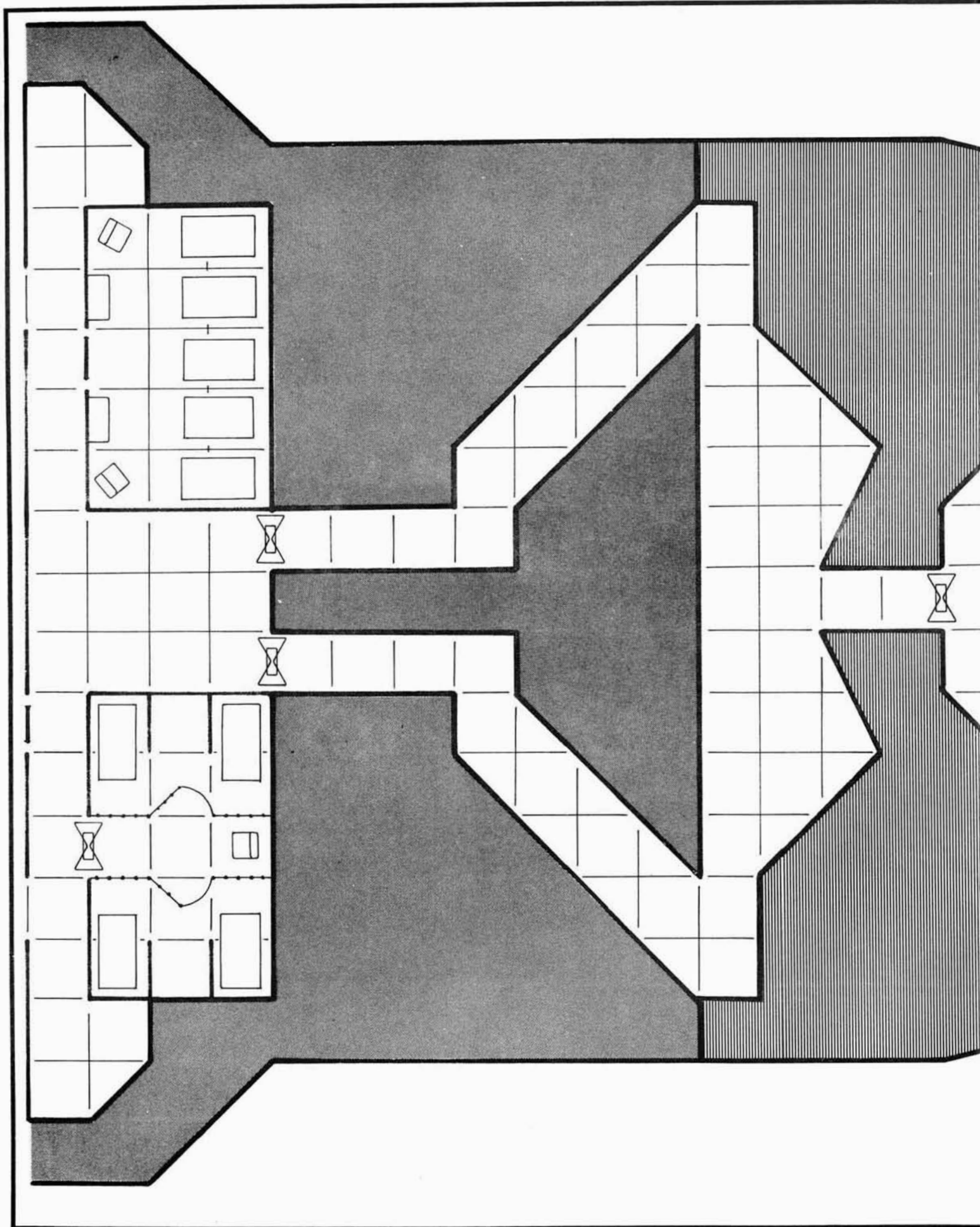
REVISED *LRB*

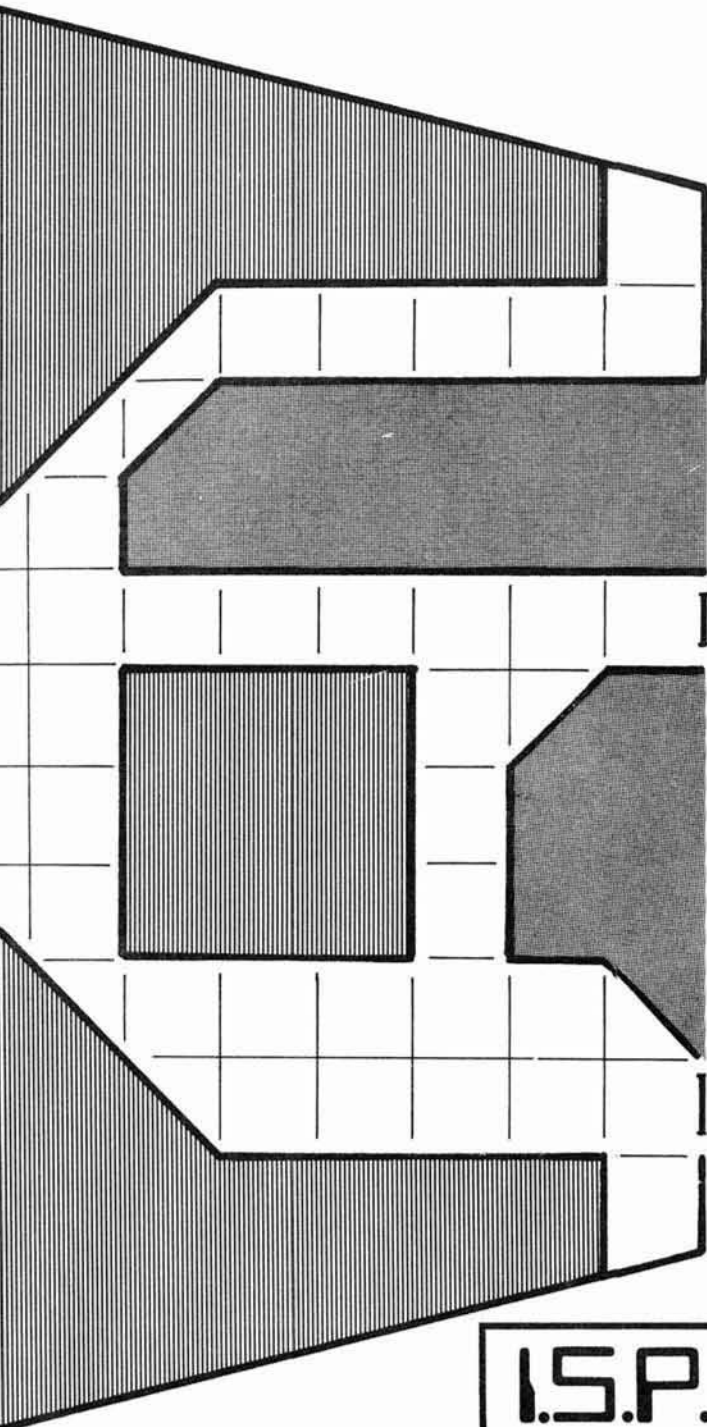
Zero Deck: Forward

DRAWING NUMBER

S







BATTLE STATIONS

When-ever the TETHYS is not in Jump, Van Tromp keeps her in some form of Battle readiness.

CONDITION GREEN

Only those men on watch are at their stations in the Bridge and Engineering sections. Three Gunners and one Pinnacle crew are on call.

CONDITION YELLOW

All Bridge and Engineering personal are at their stations. All 10 turrets are manned. All Pinnacle crews are stand-by.

CONDITION RED

Same as YELLOW, but all Pinnaces have launched. Two Pinnaces carry 7 man boarding parties.

On call means the person is ready to report to his post with-in 5 minites.

Stand-by means the Pinnaces are ready to launch.

I.S.P.M.V.: TETHYS

SCALE: 15mm

APPROVED BY:

DRAWN BY *IKW*

DATE: 116.23

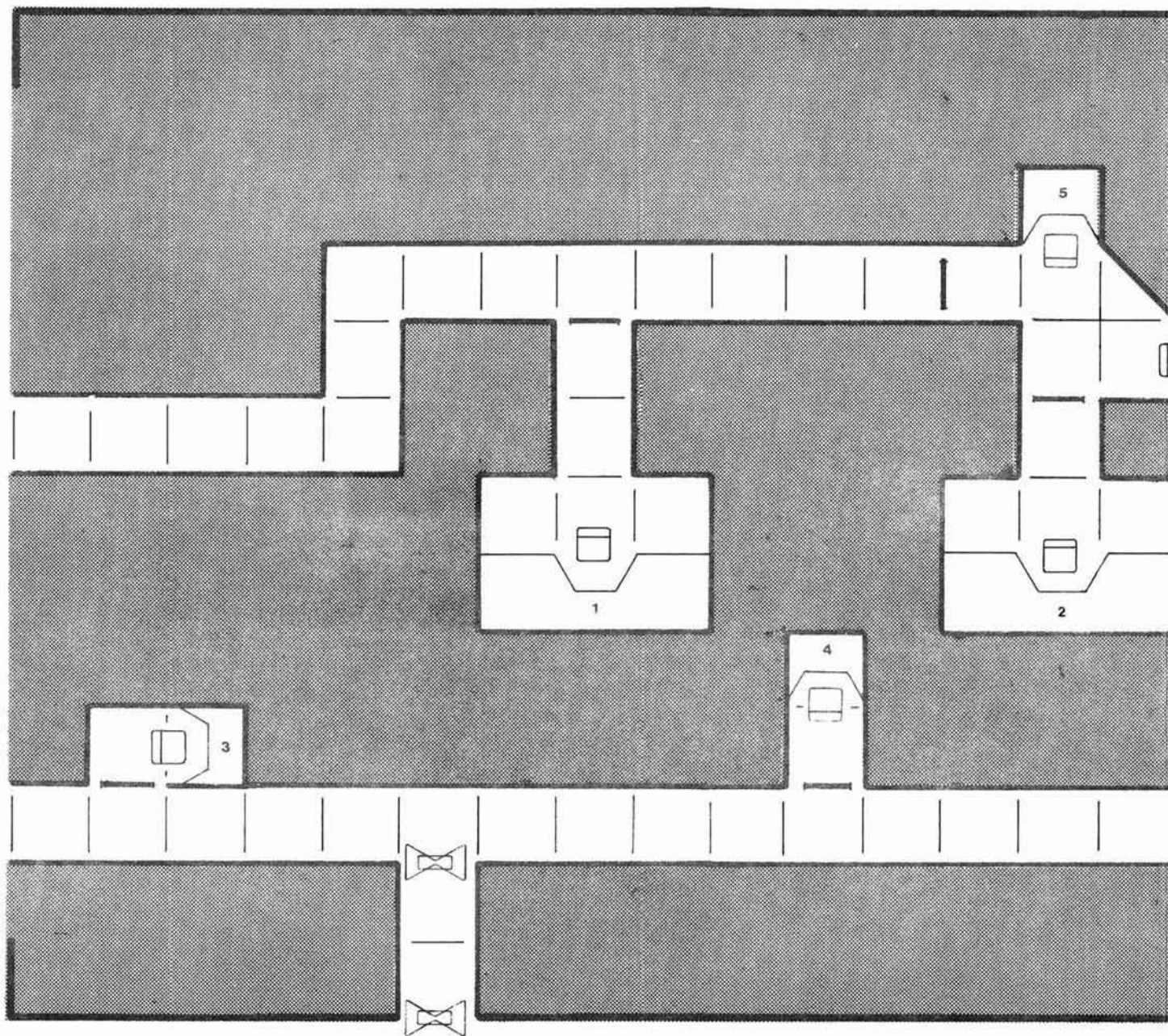
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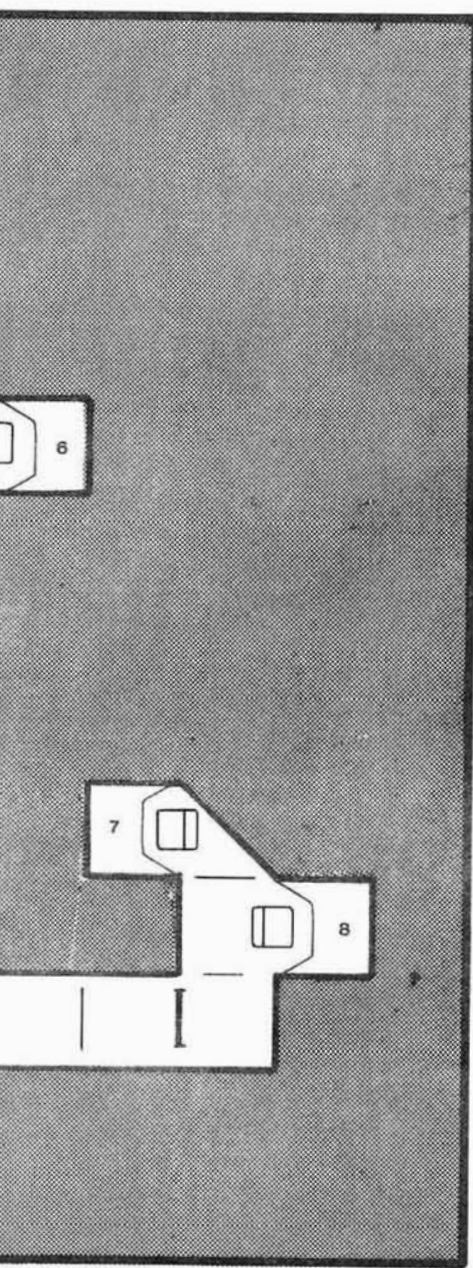
REVISED *LRB III*

Zero Deck: Fuel & Engineering

DRAWING NUMBER

6





ENGINEERING CONSOLES

- 1) Jump Drive
- 2) Maneuver Drive
- 3) Life-Support : Main Deck
- 4) Life-Support : Zero Deck
- 5) Power-Plant (A) : Internal power
- 6) Power-Plant (B) : Turrets and Pinnacle Docking
- 7) Grav-Plates
- 8) Cold Storage

Malfunction :

To get a console to malfunction temporarily requires random button pushing for about 5 min..

Shut Down :

To shut down a console takes a roll of 8 on 2D6. A DM of 2 x the characters Engineering skill is added to the dice roll. Time required is 5 min..

Damage :

A console will take 50 points of damage before it becomes non-operable. AT 20 points of damage the console will malfunction.

I.S.P.M.V.: TETHYS

SCALE: 15mm

APPROVED BY:

DRAWN BY JKW

DATE: 116.23

FASA-PEL

REVISED LRTA

Zero Deck: Drives

DRAWING NUMBER

7