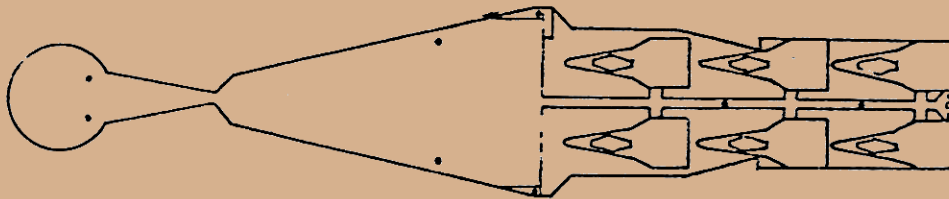


# I.S.P.M.V. : TETHYS

INTERSTELLER PARA-MILITARY VESSEL : TETHYS

DESIGNED BY  
JORDAN K. WEISMAN

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



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**

811 W. Junior Terr.  
Chicago IL 60613

Approved For Use With

**TRAVELLER™**

Science-Fiction Adventure in  
the Far Future

# 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 :

Captain Van Tromp uses the front of his stateroom as his office. The rear of the cabin is his living area.

### 3-Captain's Private Dining Room

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

### 4-Captain's Private Library :

Two walls are 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 :

Seats 13 people at one time.

### 8-Pub :

A drinking establishment with bar, bar stools, table and chairs, seats 11.

### 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 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 reflect.

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

### 7-Sick Bay :

Bunks 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



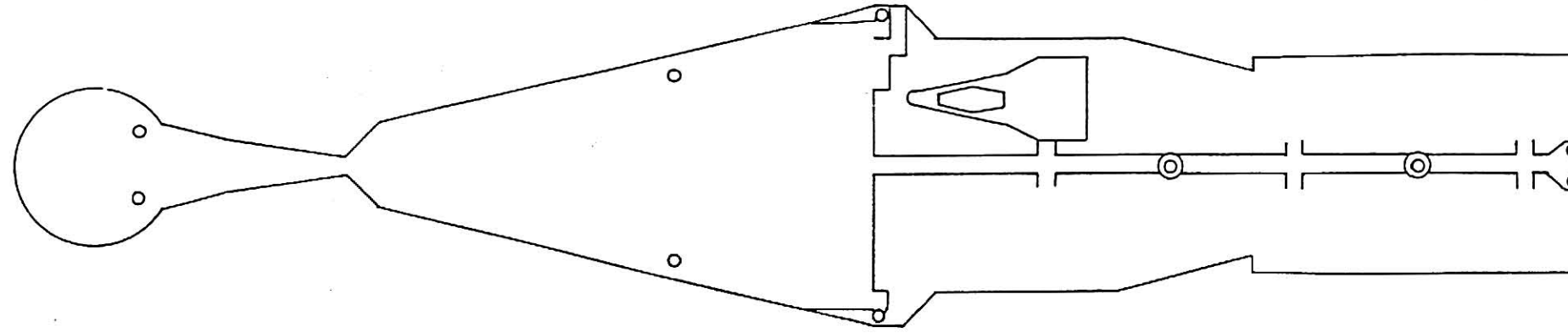
Ladder up/down with  
Iris valve

Elevator

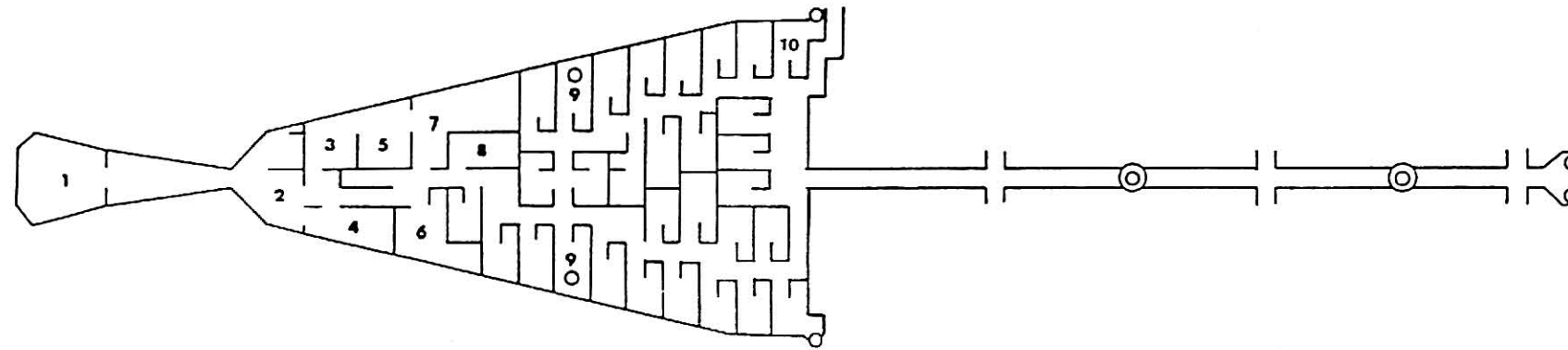


Ladder to Turret

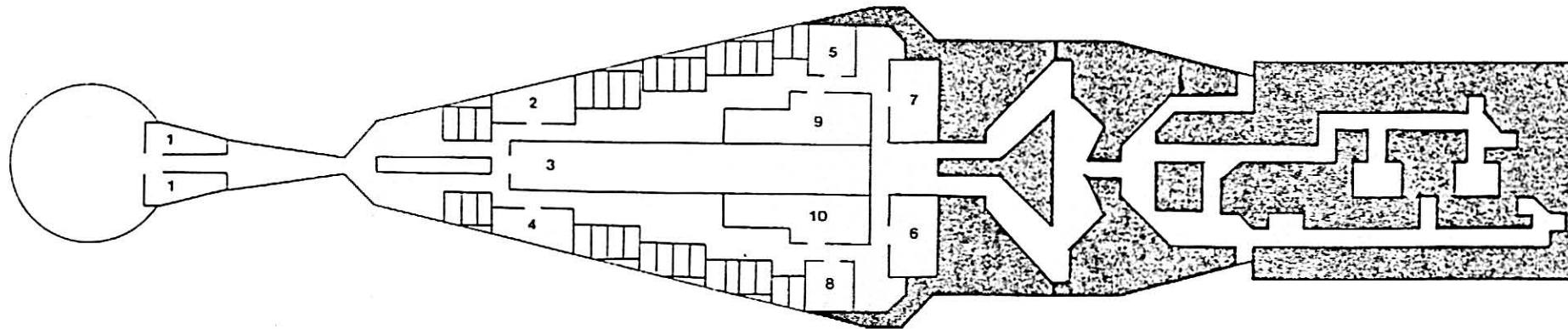
Plan View



Main Deck



Zero Deck



# U.S.P.M.V.: TETHYS

SCALE: 15mm

APPROVED BY:

DRAWN BY LKW

DATE: 116.23

FASA-PEL

REVISED *ALB*

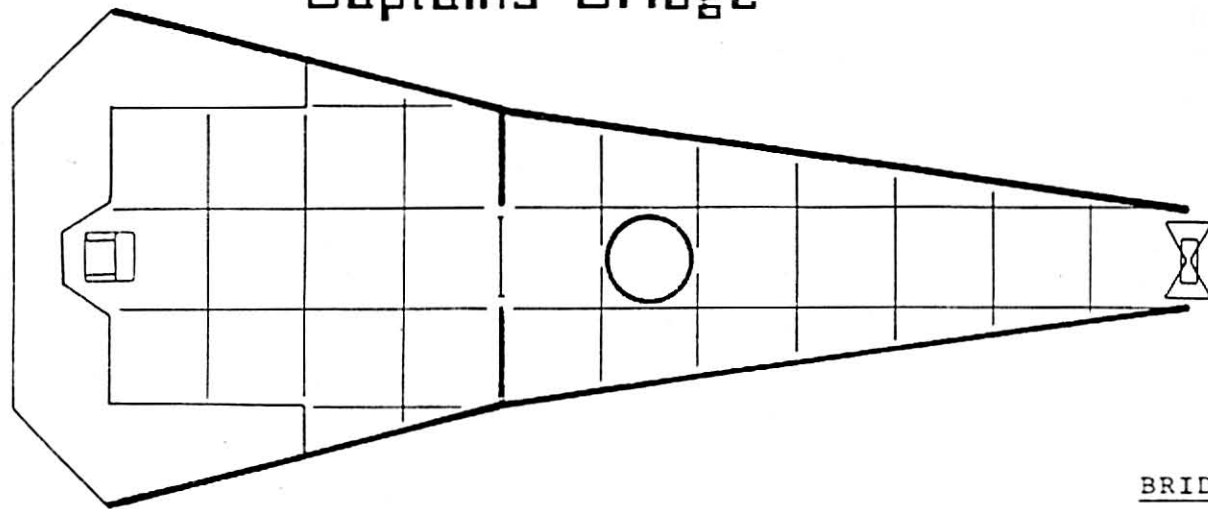
## Plan View & Complete Deck Plans

DRAWING NUMBER

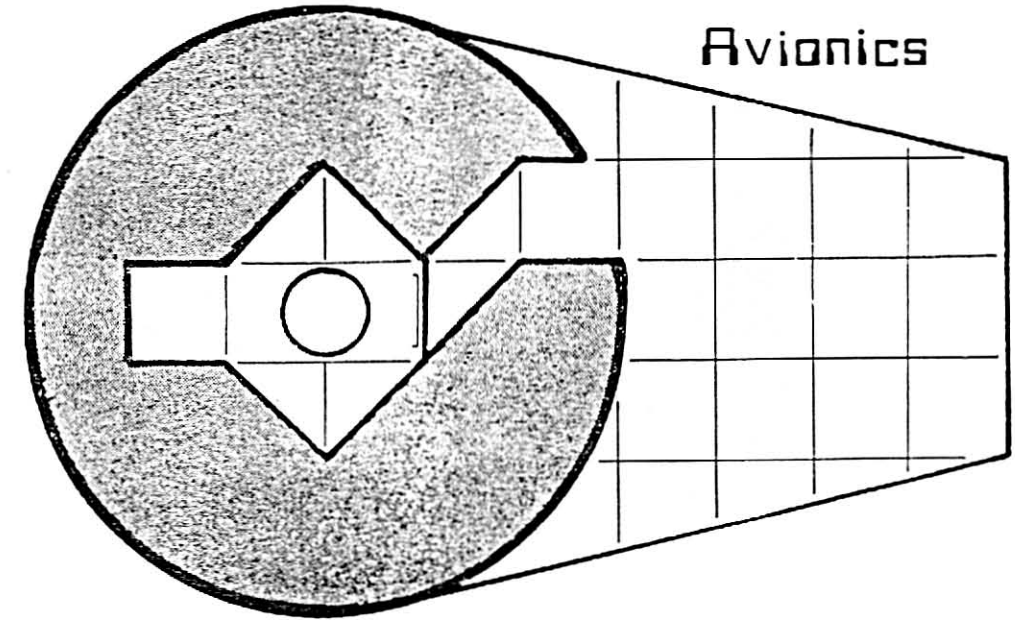
1



Captains Bridge



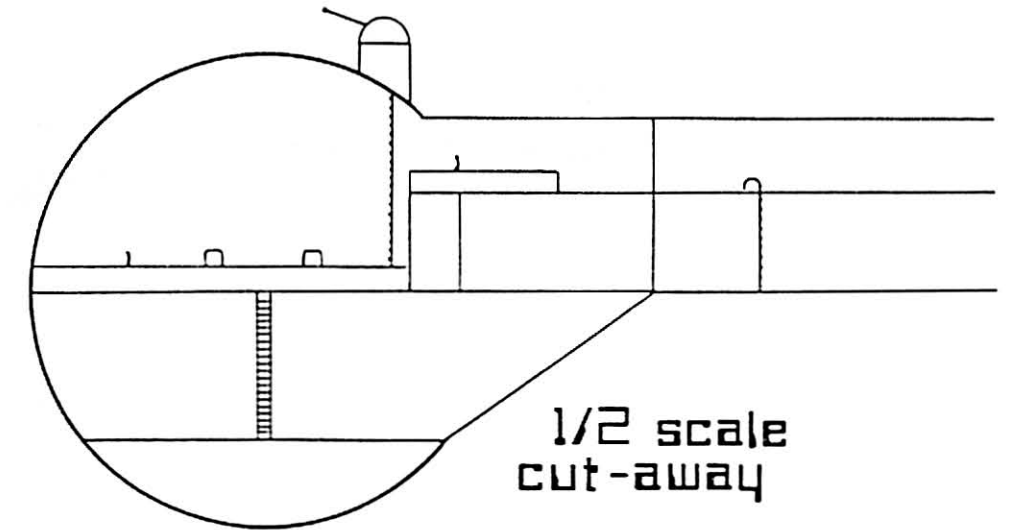
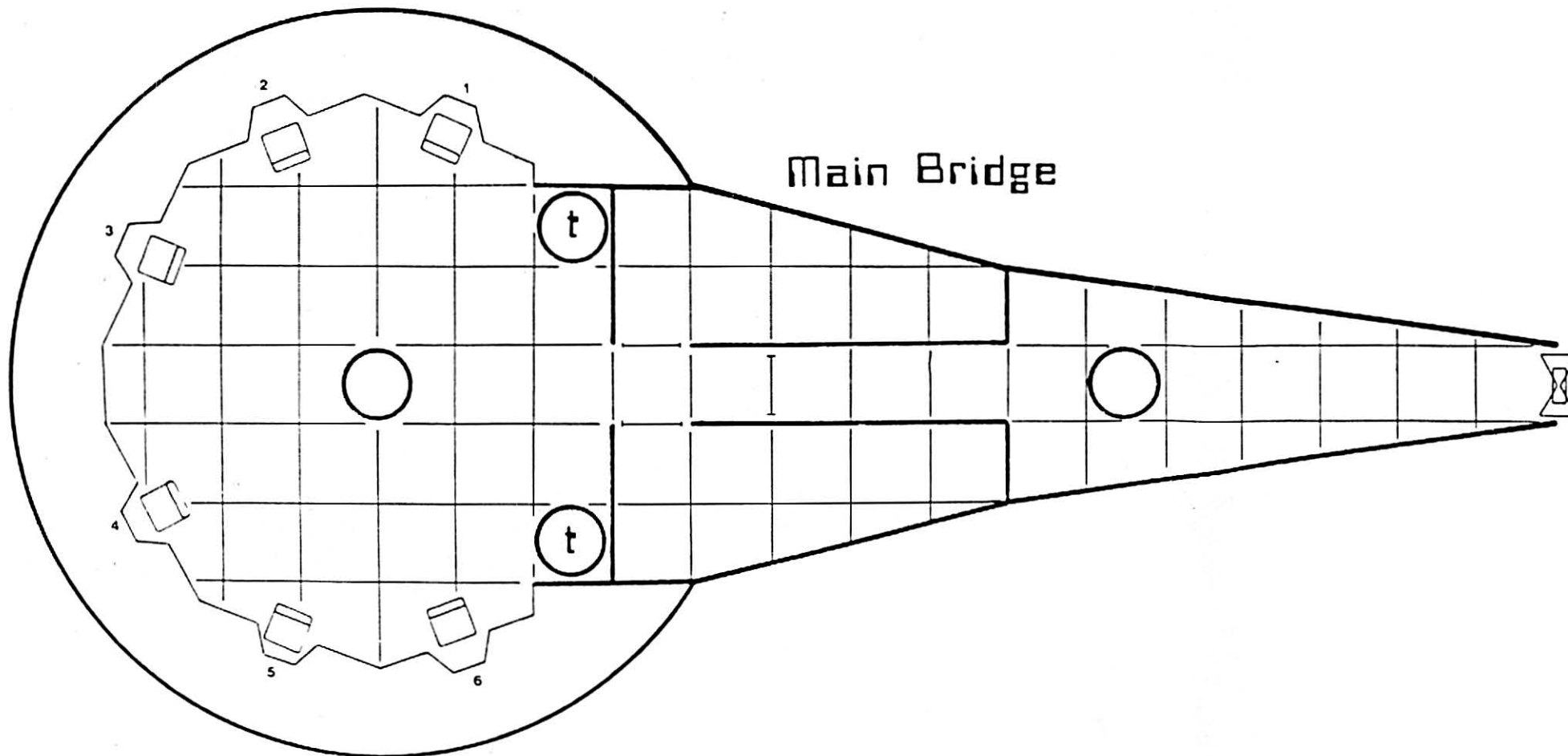
Avionics



BRIDGE CONSOLES

- 1-Science
- 2-Pinnacle Control
- 3-Helm
- 4-Navigation
- 5-Engineering
- 6-Communications

Main Bridge



1/2 scale cut-away

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

SCALE: 15mm

APPROVED BY:

DRAWN BY *IKW*

DATE: 11.6.23

FASA-PEL

REVISED *AK*

Bridge Sphere

DRAWING NUMBER

2

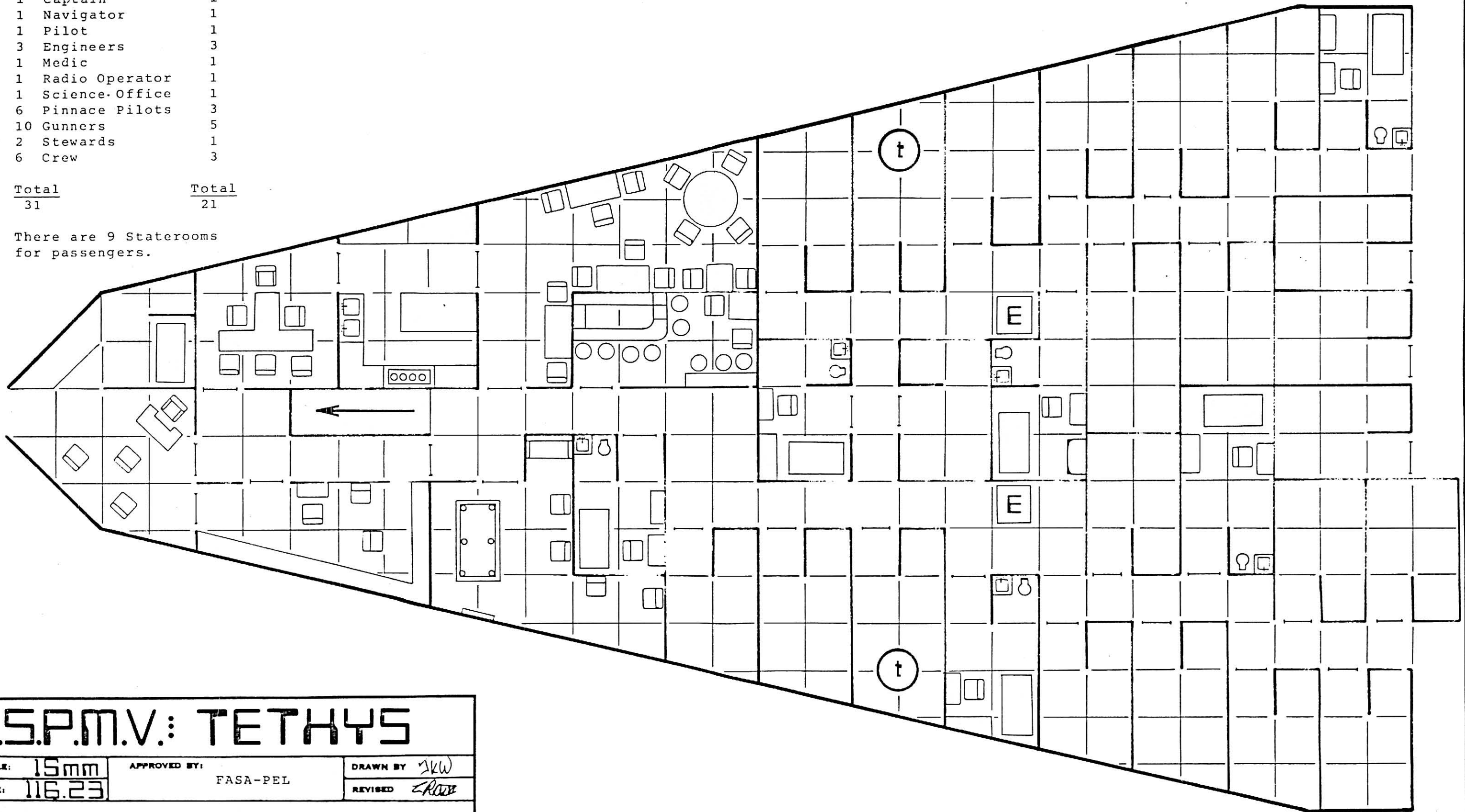
CREW LIST

# 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

<u>Total</u>	<u>Total</u>
31	21

There are 9 Staterooms for passengers.

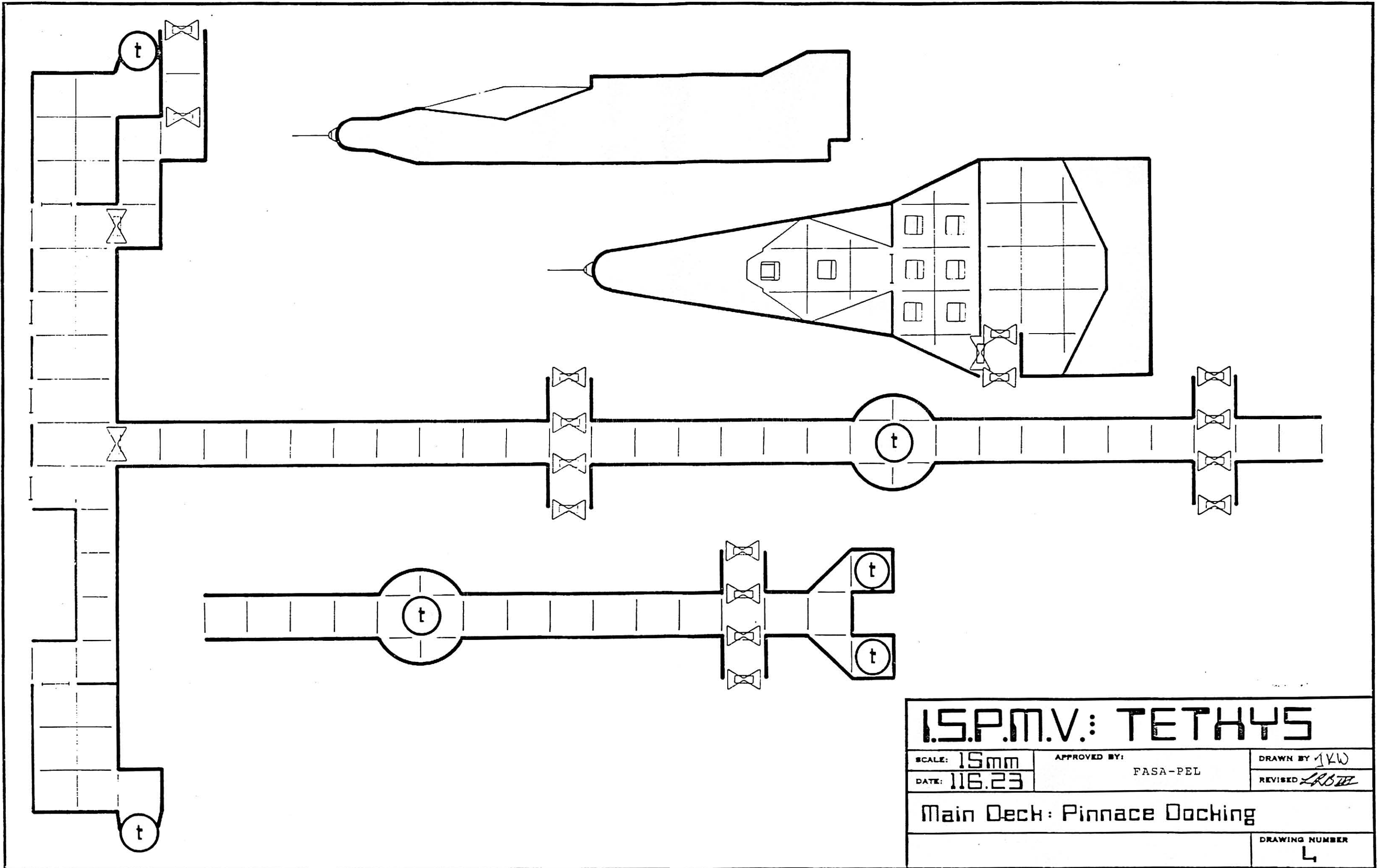


# I.S.P.M.V.: TETHYS

SCALE: 15mm	APPROVED BY: FASA-PEL	DRAWN BY: JKW
DATE: 116.23		REVISED: ZROB

## Main Deck: Living Quarters

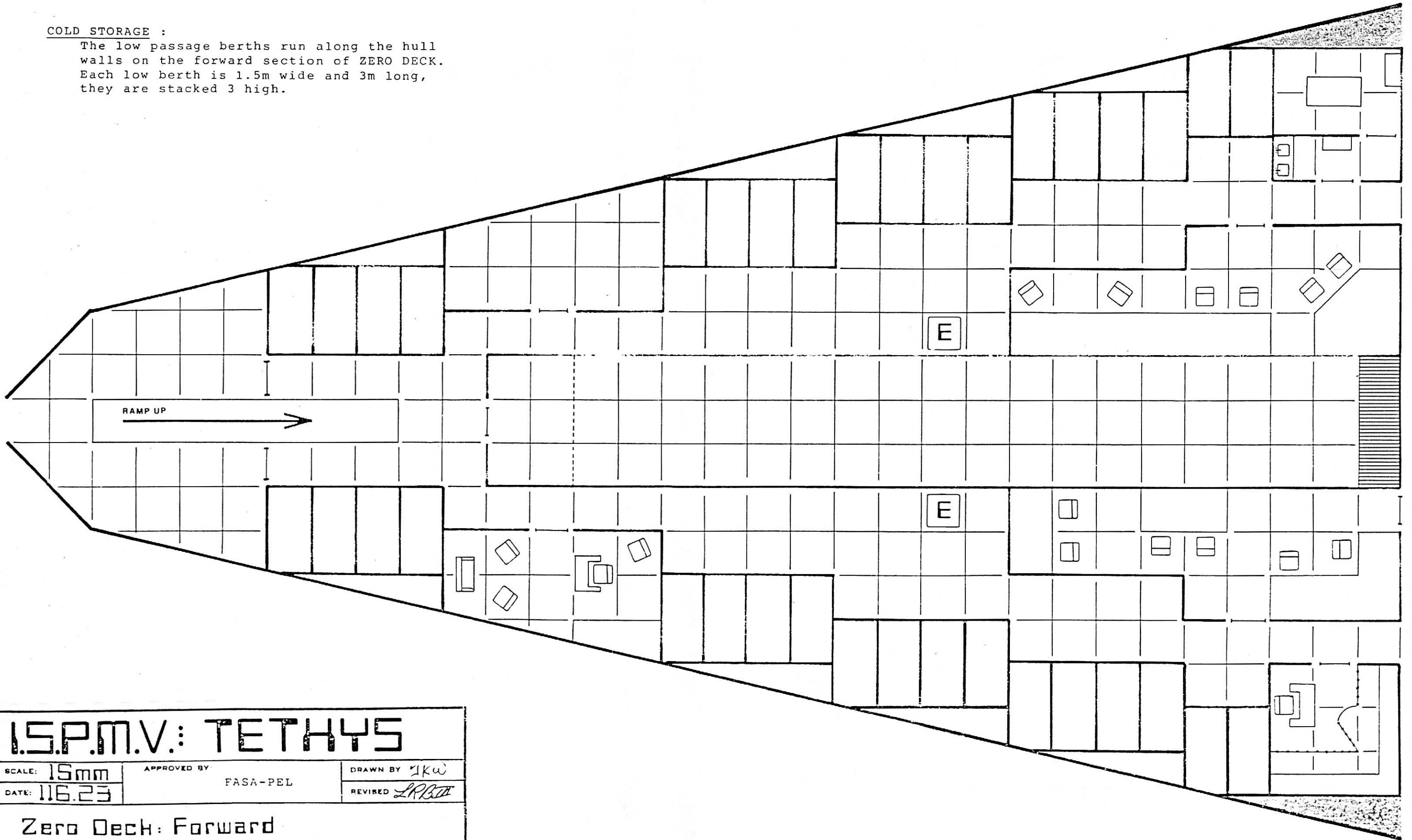
DRAWING NUMBER  
3



<b>I.S.P.M.V.: TETHYS</b>		
SCALE: 15mm	APPROVED BY:	DRAWN BY 1KW
DATE: 116.23	FASA-PEL	REVISED <i>LRB</i>
Main Deck: Pinnacle Docking		
		DRAWING NUMBER
		4

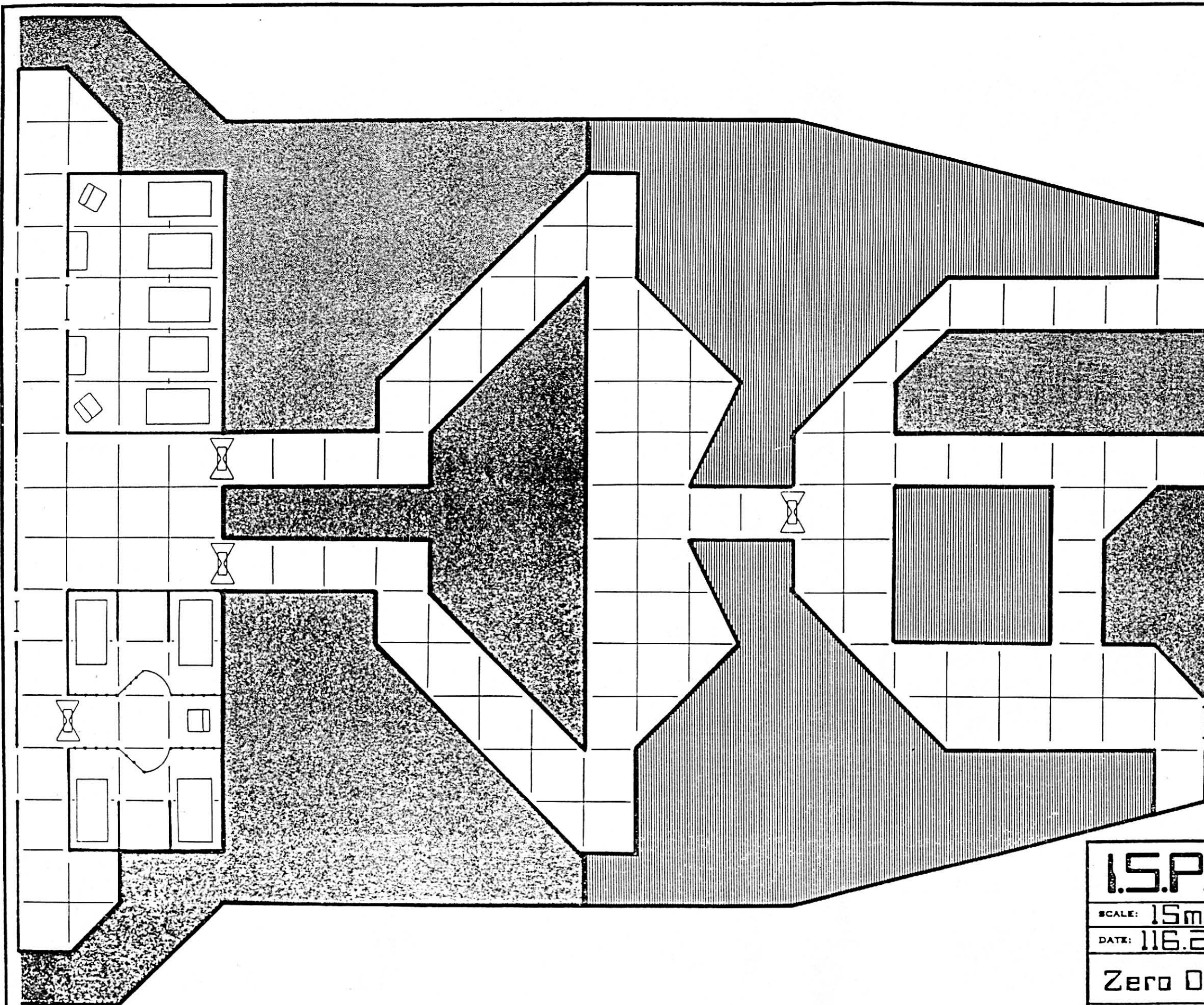
COLD STORAGE :

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.



<b>I.S.P.M.V.: TETHYS</b>		
SCALE: 15mm	APPROVED BY: FASA-PEL	DRAWN BY: <i>YKW</i>
DATE: 11.6.23		REVISED: <i>LRB</i>
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 *JKW*

DATE: 116.23

FASA-PEL

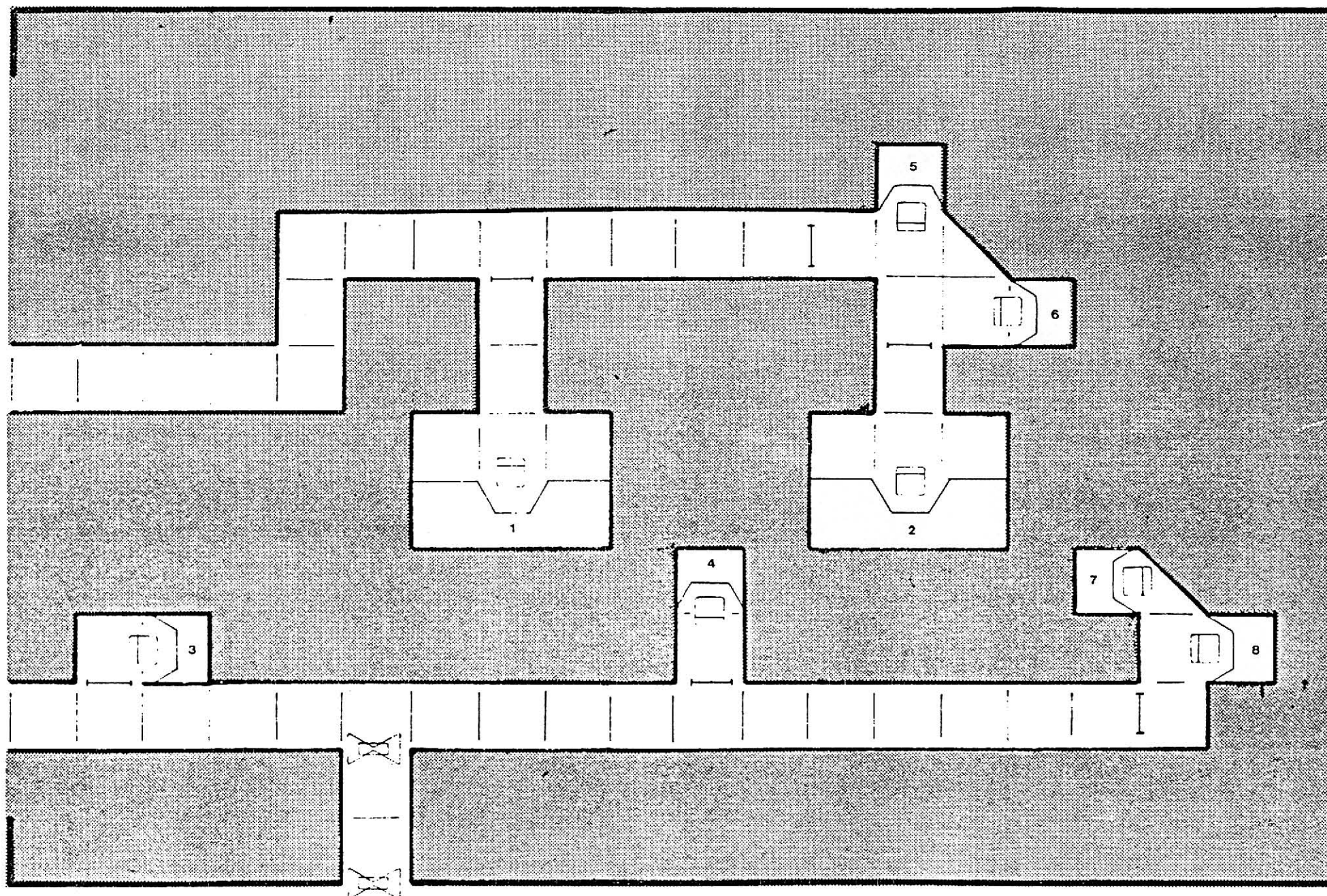
REVISED *LROIII*

**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**