3

THE CONSOLE

The TARDIS Console

On a dais in the middle of the main console room stands the six-sided control console that gives the room its name. Through it, all the functions of the TARDIS can be controlled and monitored. An accomplished TARDIS operator can even make it do things that were never intended through the creative combination of various systems.

What follows is a detailed look at the six console stations and their corresponding displays, inputs and controls. Not all of these are necessarily present in all TARDIS units and some consoles may look very different indeed, based upon model type, or in some cases, operator whimsy. The following layout and descriptions are fairly standard, however, and serve as a basis for most models of type 40 or later.

Using the Console in Time Lord

While this section was written specifically for background purposes, the referee and players shouldn't overlook the possibility of using the controls described below as a narrative tool in your games of Time Lord.

Indeed, the use of techno-babble is an endearing tradition of the series and one shouldn't pass up the opportunity to replace hum-drum explanations like "I try to break free of the Time Corridor and follow it to its exit." with "I patch the sensors into navigation through the router panel so that I can land parallel to the time corridor. I then push the engine power levers to maximum and flick the Navigation Power Control Lever to the Boosted setting, crossing my fingers as I dash to the Nav panel and slowly pull back on the re-materialization lever."

Besides providing narrative material for the game, some of the controls also have additional rules for their use. These are optional, and provided for those who find such detail interesting and useful. The players shouldn't feel required to memorize them all, although the referee might find a few of them useful as plot points for a story or two. An adventure could be instigated by the damage of the Sensor Crystals (38), for instance. If there aren't any in the TARDIS stores the players will have to go to a certain, referee specified place, which, it might just happen, is being invaded by Daleks!

So that you'll be able to quickly identify which systems have specific game rules and which don't, we have separated the controls into two different types, each colour coded for easy Identification:

Basic Systems: Using the most basic TARDIS functions, like using the power levers to boost power to navigation or opening the main doors. For the most part, unless the Referee decides otherwise, no rolls are needed for these actions and even characters without an appropriate Special Ability can operate most of these controls if instructed on their basic use.

Advanced Systems: Navigating the TARDIS, using the Architectural Configuration System or setting up the Environmental Scanners are all advanced functions that require time and training to use. The individual system description will give you the exact rules. Using more than one Advanced System for the same task increases the Difficulty of the task by +1 for each additional system after the first.

The function of a TARDIS crew in Time Lord

Having qualified companions on board can often be helpful when operating the TARDIS. If a companion is qualified to operate one of the systems a Time Lord needs to crossover or program, then they reduce the difficulty of his task by 1 each. By being qualified, we are referring to the individual systems, so an Advanced System would need an appropriate Special Ability roll to operate while a Basic System would only require someone capable of working the controls on command.

Ex. The Console in Action

The TARDIS is trapped in a Dalek time corridor. The 5th Doctor wants to break free and materialize near its anchor point. To do this, the player and the referee decide that he must boost the power to the Navigation/Propulsion systems while using the Routing Panel to patch the Sensor readings into the Navigation controls simultaneously.

The Referee determines that the base difficulty for piloting the TARDIS out of the corridor is 8 (movement through Space and Time) + 1 (operator is rushed) + 2 (the effects of the time corridor) + 1 (using the navigation and sensors simultaneously) for a grand total of 12, a whopping difference of 4! Fortunately, Turlough and Tegan are around to help.

The sensors are an Advanced System, requiring someone with Science. Turlough takes control of these and makes a roll vs. a Difficulty of 5. He succeeds and the Doctor's roll is reduced to a Difficulty of 11.

The Power Controls are a Basic System, so all Tegan needs to do is to follow the Doctor's instructions. No roll is necessary and the difficulty of the Doctor's task is reduced again to 10. The Doctor crosses his fingers and tries to beat a difference of 2.

If he succeeds, he'll manage to materialize the TARDIS without damage somewhere near the time corridor's exit. If he fails, the referee might make him roll on the TARDIS damage tables. If he rolls a '0', the referee might decide that the TARDIS not only takes landing damage, but that the navigation controls are also fried by the combined output of the Sensor and Power systems through the Routing Panel.

Station 1: Navigation

This station allows the operator to control the movement of the TARDIS, whether through the Vortex or real space and includes all the navigational aidsand system information devices one needs for travel through time and space.

The vast majority of these controls are already taken into consideration when using the basic rules for piloting the TARDIS, which can be found in the Space/Time Navigation section on pg. xx.

1: Velocity Gauge
2: De-mat/Re-mat Levers
3: Engine Activation
4: Telepathic Circuits
5: Power Response Gauge
6: Power Booster
7: Quick Transfer Switch
8: Navigation Monitor
9: Time Coordinate Display
10: Manual Real-Space Flight Controls
11: Coordinate Override Switches
12: SpatialCoordinate Input Panel
13: System Warning Lights
14: Recall Circuit
15: Time-Sync Warning Light
16: Time-Track Lock Indicator
17: Temporal Scale Adjustment Control
18: Navigation Warning Panel
19: Time Navigation Input

FUNCTIONS

1: VELOCITY GAUGE

This gauge shows the relative velocity of the TARDIS in whatever scale is needed by the operator.

2: DE-MAT / RE-MAT LEVERS

These control the dematerialization and re-materialization of the TARDIS Real World Interface.

3: ENGINE ACTIVATION

Basically an ignition switch, this control engages the link between the TARDIS systems and the Eye of Harmony. Though normally left on, when it is disengaged the TARDIS runs on internal batteries that will last for quite some time and can be recharged through any means available (solar, connection to an outside source, etc.). The Eye of Harmony must be tapped, however, if the operator plans to actually go anywhere.

4: TELEPATHIC CIRCUITS

These allow the transmission of thoughts to another TARDIS, Gallifrey, or to any other source that can receive telepathic messages. The user must be at least mildly telepathic themselves to make use of this system.

Treat the speed of the broadcast message as instantaneous in the Vortex or when communicating with Gallifrey. When transmitting to another source, treat the signal as having a Move score equal to the senders Determination when determining how long it takes the message to reach its target.

Another important use of the Telepathic Circuit is allowing continual mental access to the Language Translator (89) through the telepathic link the operator shares with the TARDIS. In this way, the operator can understand and communicate in almost any language he encounters. This function can be extended to those the operator chooses, even if they are not telepathic themselves.

5: POWER RESPONSE GAUGE

Monitors the fluctuations of the output from the Eye of Harmony and the internal batteries.

6: POWER BOOSTER

When switched in, it provides an instant boost to navigation by diverting all power from all other systems to TARDIS propulsion. There is a 1 in 6 chance of damage to the TARDIS' alignment each time this switch is used.

7: QUICK TRANSFER SWITCH

Can be programmed to patch numerous system functions together at the flick of a switch. Useful when simultaneous activation is necessary and the operator is short of hands. The switch takes a Research Turn and a Computing roll to properly pre-program.

8: NAVIGATION MONITOR

Contains a visual representation of astronomical and temporal navigational aids and the TARDIS' present position in space. Its use is included in any roll to pilot the TARDIS, although those without the TARDIS Special Ability might also make use of the charts and navigational aids for other purposes by making a successful Astrogation roll at a Difficulty of 6.

9: TIME COORDINATE DISPLAY

Displays the current time coordinates in whatever scale the operator prefers.

10: MANUAL REAL-SPACE FLIGHT CONTROLS

These sliders can be used to make minor manual adjustments to the movement of the TARDIS through Real Space (i.e. when not moving through the Vortex), usually to avoid an object in the TARDIS' path. Make a TARDIS or Piloting roll vs. a Difficulty set by the referee based on the situation.

11: COORDINATE OVERRIDE SWITCHES

Used to cancel the TARDIS' movement towards its current destination and replace it with another set of programmed coordinates. The use of this switch is taken into account in the Space-Time Navigation rules.

12: SPATIAL COORDINATE INPUT PANEL

Used to enter space/time coordinates for TARDIS travel. Its use is taken into account in the Space-Time Navigation rules.

13: System Warning Lights

Each of these lights represents a particular problem with the TARDIS systems. There is, for instance, a light for Critical Timing Malfunctions (the Movie), one for alerting the operator when the TARDIS is about to exceed forward time parameters (Frontios), and another for special emergencies that none of the other lights cover.

14: RECALL CIRCUIT

The Time Lords can activate this circuit to send the TARDIS on a one-way trip back to Gallifrey or to remotely control the TARDIS. They are loathe to do so, however, except in the most dire of circumstances or when they need the Time Lord operator to do something they, themselves, will not stoop to doing.

While it is possible to disable the circuit (as the Master, the Rani, the Monk and other renegades have done in the past) it is extremely difficult and can cause massive damage to the TARDIS systems. It takes a TARDIS roll vs. a Difficulty of 10 and D6 rolls on the Damage Tables to successfully uninstall it. This is a crime, under Gallifreyan law, and the operators who do so will find themselves branded a renegade, to be arrested and punished at the first opportunity.

15: TIME-SYNC WARNING LIGHT

This indicator tells the operator when the pace of time outside the TARDIS is running at a different speed to that inside. Characters who enter the TARDIS and exit later, might find that time outside the TARDIS dimension has passed incredibly quickly or not at all, depending on which direction the chronal synchronization is off.

The operator can de-synchronize the TARDIS internal time-scale intentionally, using the Temporal Scale Adjustment Control (17), for various effects. The Doctor, for instance, uses it in Robot to allow him to try out various ensembles of clothing for the Brigadier and Harry's approval without making them wait an interminable amount of time in between. This requires a Temporal Science roll at Difficulty 8.

16: TIME-TRACK LOCK INDICATOR

When the light is on, the TARDIS is fixed to one time-stream and will move with it at its natural pace. If this light is not on, the TARDIS is drifting in time and will either move slowly backwards or forwards, depending on the situation. Think of it as a sort of temporal parking brake indicator.

17: TEMPORAL SCALE ADJUSTMENT CONTROL

Used to adjust temporal coordinates for TARDIS travel. Its use is taken into account in the Space-Time Navigation rules.

18: NAVIGATION WARNING PANEL

This is a series of warning lights to indicate proximity alerts, space-time distortion and other navigational hazards.

19: TIME NAVIGATION INPUT

Used to enter temporal coordinates for TARDIS travel. Its use is taken into account in the Space-Time Navigation rules.

Station 2: Computer Systems

This station accesses the main TARDIS computer and allows for the programming of all TARDIS functions from the largest system to the smallest light. Most uses of the TARDIS computer controls are taken into account when using the Computing Special Ability.

20: Matrix Interface
21: Removable Data Modules
22: Computer Relay Switch
23: Data Transfer Controls
24: Data Module Lock In-Switches
25: Computer Activity Lights
26: 3-D Computer Monitor
27: Computer Keyboard
28: Matrix Access Crystals
29: Monitor Controls
30: 3-D Hand Gesturing Interface
31: 3-D Hand Gesturing Buttons
32: Data Routing Switch

FUNCTIONS

20: MATRIX INTERFACE

Shows the current status of the Matrix on Gallifrey, the repository of all Time Lord knowledge, and allows computer access to the same, assuming the user has the proper Matrix Access Crystals (28).

The Matrix may also be used to send special messages to specific TARDIS units through the Telepathic Circuits. This was used in The Deadly Assassin, when Goth sent a Matrix projection of the future (the assassination of Pandar V) into the Doctor's mind.

21: REMOVABLE DATA MODULES

These are six slots for Data Storage modules, each module containing the capacity to store information on a vast scale. Just one module could hold all of the electronic information present in 21st century Earth's Internet using only half its storage capacity. Seeing that the universe is a Very Large Place however, the typical TARDIS usually carries a number of Data Modules in the library and they may be interchanged as needed.

22: COMPUTER RELAY SWITCH

There are 5 switches, each one corresponding to one of the other console stations, allowing the operator to transfer data from the computer. They are mainly used when reprogramming the other TARDIS console controls and their use is taken into consideration when making a TARDIS or Computing roll.

23: DATA TRANSFER CONTROLS

These consist of two sliders, one controlling the bandwith and the other controlling the speed (bps) of incoming and outgoing computer signals. Through the adjustment of the Data Transfer Controls a TARDIS can communicate with almost any computer of any tech level at maximum efficiency. Their use is taken into consideration when making a Computing roll.

24: DATA MODULE LOCK-IN SWITCHES

These six switches engage and disengage their respective Data Modules from the computer for easy replacement.

25: COMPUTER ACTIVITY LIGHTS

These show how active the computer is at any moment. The more lights, the more processing power the computer is using and an experienced operator can even tell which systems are using it the most. This display is usually well lit when the TARDIS is traveling through the vortex due to the demands that calculating shifting space-time coordinates places on the system…

26: 3-D COMPUTER MONITOR

This is a 3-dimensional holographic display that can also function in an alternate flat-screen mode for private viewing and for those more comfortable with the use of traditional CRTs.

27: COMPUTER KEYBOARD

This is a typical data entry system, using keys with Gallifreyan lettering. The miracle of the Translation Circuit, however, allows the user to see the keys in whatever language they are most comfortable with, meaning almost anyone can use it.

28: MATRIX ACCESS CRYSTALS

Each of these crystals gives the user access to a different tiny portion of the Matrix on Gallifrey. Like the Data Modules (21), these are interchangeable with other crystals and a selection of them, based upon the access rights given to the individual Time Lord, are kept in the Library.

Due to the sensitive nature of Matrix information, they are usually kept in a locked wall safe, hidden behind a false wall or otherwise secured by some method that is keyed to only release them to the person matching pre-programmed bio-data patterns.

29: MONITOR CONTROLS

Through these, the operator can change the contrast, gamma, and even colour spectrum of the monitor image so that it may be viewed by almost any species in almost any situation, whatever the visual spectrum or lighting requirements of the individual.

30: 3-D HAND GESTURING INTERFACE

A 3-D hand interface, sort of a holographic computer mouse that reads the position and shape of the users hand within a small projected magnetic field. It is used to move, rotate and manipulate the info displayed on the computer screen based upon various hand gestures used by the operator (make a twisting motion to open a file, pointing to move the screen in one direction of another, etc.). Its use is taken into consideration when making a Computing roll.

31: 3-D HAND GESTURING INTERFACE BUTTONS

These are similar to mouse buttons, but there are more of them to deal with the 3-D environment of the computer interface. Their use is taken into consideration when making a Computing roll.

32: DATA ROUTING SWITCH

Allows the user to feed and/or isolate data from any of the other console stations into the computer for analysis.

Station 3: Sensors

Using this station, the operator can locate and identify almost any space-time event within range of the TARDIS sensors. Most of the controls on this panel are taken into consideration when using the rules for the Environmental Sensors, which can be found in the Primary Systems section of this manual.

33: Sensor Recording Light
34: Port Sensor Warning Lights
35: Sensor Configuration Panel
36: Radiation Detector
37: Solar Comparators
38: Sensor Crystals
39: Sensor Sweep Indicator
40: Current Scan Display
41: Sensor Scan Arc
42: Sensor Resolution Levers
43: Spectrum Analyzer
44: Temporal Sensor Recording Light
45: Starboard Sensor Warning Lights
46: Automatic Sensor Configuration
47: Scanner Presets

FUNCTIONS

33: SENSOR RECORDING LIGHT

This is a simple light that activates whenever the TARDIS sensors are patched into the computer for the recording of physical sensory data.

34: PORT SENSOR WARNING LIGHTS

Each of these lights can be individually programmed through the Automatic Sensor Configuration panel (46) to act as alarms, including a low beeping noise to alert the operator, for certain types of sensor activity. For instance, one could be programmed to activate when the sensors pick up chronons, when in the presence of a gravitic anomaly that registers at a certain mass, or when a certain wavelength of radiation is intercepted.

35: SENSOR CONFIGURATION PANEL

This panel allows the operator to program the sensors so that they can narrow down and isolate certain types of sensory data for easy identification and analysis. Its use is taken into account whenever the operator makes a Science roll to use the sensors.

36: RADIATION DETECTOR

This detector is specialized to quickly identify and measure the presence of 9 specific types of radiation (chosen by the operator). It also has a history function so that radiation levels can be observed over time.

37: SOLAR COMPARATORS

These indicator lights show the strength of local solar radiation for the purposes of recharging the TARDIS' internal batteries.

38: SENSOR CRYSTALS

Each of these crystals are attuned to certain types of sensory information, acting as a focusing lens. They are a part of the reason the TARDIS sensors are so sensitive and when they burn out, all difficulty levels for picking up and analyzing a specific type of data are increased by +2.

Thankfully, they are easily replaced if the TARDIS is carrying spares. Otherwise, the referee should decide where a replacement crystal may be found and might even create an adventure based around its retrieval.

39: SENSOR SWEEP INDICATOR

These lights give a visual indication of the direction of the active sweep of the TARDIS sensors. The left indicator shows the latitudinal angle and the right shows the longitudinal angle. Their use is taken into account whenever the operator makes a Science roll to use the sensors.

40: CURRENT SCAN DISPLAY

This is a visual representation of whatever it is that the TARDIS sensors are scanning at the moment. It can be adjusted to observe the object in whatever spectrum or waveform is necessary through the Sensor Configuration Panel (35).

41: SENSOR SCAN ARC

Displays the width, in 60-degree segments, of the current scanner sweep. The width of the sensor sweep can be adjusted through the Sensor Configuration Panel (35).

42: SENSOR RESOLUTION LEVERS

Allows the operator to adjust the range and sensitivity of the TARDIS sensors. Their use is taken into account whenever the operator makes a Science roll to use the sensors.

43: SPECTRUM ANALYZER

Allows the operator to make a detailed analysis of sensor information by making a Science roll vs. a Difficulty of 5, or possibly higher depending on the nature of the data being analyzed.

44: TEMPORAL RECORDING LIGHT

This is a simple light that activates whenever the TARDIS sensors are patched into the computer for the recording of temporal sensory data.

45: STARBOARD SENSOR WARNING LIGHTS

Each of these lights can be individually programmed through the Automatic Sensor Configuration panel (46) to act as alarms, including a low beeping noise to alert the operator, for certain types of sensor activity. For instance, one could be programmed to activate when the sensors pick up chronons, when in the presence of a gravitic anomaly that registers at a certain mass, or when a certain wavelength of radiation is intercepted.

46: AUTOMATIC SENSOR CONFIGURATION PANEL

Through this panel, the operator can set the TARDIS sensors to continuously sweep for certain types of sensory data and alert the operator, through the Port and Starboard Sensor Warning Lights (34 & 45), when such data has been found.

47: SCANNER PRESETS

These programmable switches allow the operator to quickly access readings for particular types of environmental phenomenon that he/she regularly looks for. They are very useful for grouping together different types of sensory data that may be meaningless on their own, but which together might signify a specific space/time event the operator is seeking, such as the presence of another TARDIS.

Station 4: Systems

This station contains various controls that are used on a frequent basis in the day to day operation of a TTC, including the defenses and controls for changing the very physical reality of the TARDIS itself.

48: Tracking Monitor
49: Rest Weight/Mass Controls
50: System Display
51: Misalignment Indicator Lights
52: Routing Panel
53: Dematerialization Circuit Housing
54: Chameleon Circuit/ Architectural Configuration Panel
55: Test Lights
56: Helmic Regulator (Time Rotor)
57: TARDIS Defenses
58: Defensive System Status Indicators
59: Low Level TARDIS Control

FUNCTIONS

48: TRACKING MONITOR

When the TARDIS sensors are being used to track some space-time event, this monitor will glow brighter as the source gets closer and will start blinking when within a certain pre-programmed range of the target.

49: REST WEIGHT / MASS CONTROLS

The TARDIS normally adjusts the Weight and Mass of the Real World Interface to match whatever surface it currently rests upon. Using these controls, the operator can change those factors, as well as inertia and opacity. This might be done for various reasons, such as making the TARDIS light enough to float on water or pinning a spacecraft to the ground by making it to heavy to take off with the TARDIS inside it.

To alter the current setting, the operator must choose a Weight from 1 – 10 and make a TARDIS roll vs. a Difficulty of 8. Failure means the weight randomly resets itself, in which case, roll 2D6 and subtract 2 to get the new Weight.

50: SYSTEM DISPLAY

Displays a binary sequence with which a trained operator can locate faults in the control console, assuming they make a TARDIS or Math roll vs. a Difficulty of 7.

51: MISALIGNMENT INDICATOR LIGHTS

As mentioned in the Space/Time Navigation section, the TARDIS cybernetic core is like an oscillating crystal which requires precise tuning and alignment to operate at full efficiancy. These lights register damage to that alignment. For every point of misalignment (see the Space/Time Navigation rules for details), one of these lights will activate and remain active until the TARDIS is properly retuned.

52: ROUTING PANEL

This panel allows the operator to quickly route the output of any system directly through any other system. Useful for many purposes, such as feeding a sensor reading to the navigation circuits for automatic tracking, or shifting power through the communication circuits for transmission to an exterior source.

The routing panel is normally used in situations where speed is of the essence, and forgoes any proper programming and calibration. This can often cause a great deal of strain on the circuits, so any related roll of ‘0’ damages one of the systems being used.

53: DEMATERIALIZATION CIRCUIT HOUSING

This silver dome rolls back and allows quick and easy access to the TARDIS' Dematerialization Circuit for removal repair and tinkering with.

54: CHAMELEON CIRCUIT / ARCHITECTURAL CONFIGURATION PANEL

This panel is hidden in the interior of the console and slides out for use. use is taken into account whenever the operator uses the Chameleon Circuit or Architectural Configuration controls. See pg. xx for details.

55: TEST LIGHTS

These lights have no particular function and may be programmed by the operator for whatever uses he finds necessary.

56: HELMIC REGULATOR (TIME ROTOR)

This is a manual control for piloting the TARDIS and can be used when fine movement is required (covered under Microjumps in the basic Space/Time Navigation rules) or as a manual override if the main controls are non-functional. In the latter case, all TARDIS movement is at a +1 Difficulty (the same as for a Microjump) due to the fiddley nature of the controls when making large movements through space and time.

57: TARDIS DEFENSES

Using this panel, the operator can operate and program the various TARDIS Defense Systems. For details on the individual systems, see page xx.

58: DEFENSIVE SYSTEM STATUS INDICATORS

Each of these lights indicates damage to a single TARDIS defensive system (from left to right): the Force Field, the HADS system, the Temporal Grace Field, and the TARDIS Tractor Beam.

59: LOW LEVEL TARDIS CONTROL

I have no idea what thisdoes, but am assuming it is some for m of TARDIS remote.

Station 5: Main Power and Life Support

Through this panel, the massive energies of the Eye of Harmony can be accessed, converted into usable power and diverted to various systems. This is also the location for controlling ship-wide life support functions and various emergeny devices and monitors. A very important panel, indeed...

60: TARDIS Force Field Monitor
61: Time Warp Vector Display
62: Homing Beacon System
63: Homing Beacon Light
64: Power Modulators
65: External Control Light
66: Entry Console
67: Power Usage Lights
68: Engine Power Control and Displays
69: Main Power Control Levers
70: Power Routing Panel
71:Temporal Wake Level Monitor
72:Vortex Monitor
73: Fast Return Switch
74: Life Support Control Sliders
75: Override Switches

FUNCTIONS

60: TARDIS FORCE FIELD MONITOR

This indicates the amount of power being fed into the TARDIS Force Field.

61: TIME WARP VECTOR DISPLAY

This device displays Time loops (as in The Claws of Axos), warp-ellipses (Mawdryn Undead) or other temporal phenomena. It takes the operator a Temporal Science roll vs. a Difficulty of 8 to discern what it is they're looking at.

62: HOMING BEACON SYSTEM

This small circular interface allows the connection of external tracers and homing devices into the TARDIS sensors, such as the one used to find the separate segments of the Key to Time.

63: HOMING BEACON LIGHT

This light indicates that the TARDIS Homing Beacon System is in use.

64: POWER MODULATORS

These allow for fine control of power output to each of the 4 main systems and function as pre-sets to the Main Power Control Levers (69).

65: EXTERNAL CONTROL LIGHT

This light is activated whenever the TARDIS is moving under the direction of an outside force.

66: ENTRY CONSOLE

Used for direct programming of the controls and indicators at this station via a Computing roll vs. a Difficulty of 5.

67: POWER USAGE LIGHTS

These show the percentage of power actually being used by all the TARDIS systems out of that currently being provided by the dynamorphic generators, in 5% increments. Useful for knowing when to cut back or increase engine output for various purposes, such as controlling energy signatures, preventing dangerous power overloads, or just saving wear and tear on the TARDIS in general.

68: ENGINE POWER CONBTROL AND DISPLAYS

These heavy-duty levers control the output of the two dynamorphic generators, which convert the massive energies of the eye of harmony into usable power.

69: MAIN POWER CONTROL LEVERS

Each of these controls the power output of one 4 systems: Navigation/Propulsion, Life Support, Defenses and Secondary Systems (i.e. everything else including sensors, the main Computer and the electric kettle). Using them, the operator can quickly switch off power to non-essential functions and augment any systems that require a power boost. There are three states:

Off: No power is being diverted to this/these particular system(s).

On: The system(s) are powered to a level pre-set by the Power Modulators (64).

Boosted: Any excess power is funneled into the systems switched to this setting, which may take them above and beyond the Modulator pre-sets.

70: POWER ROUTING PANEL

Used to permit specific control of power distribution to all secondary systems, including, the Computer, Sensors, Communications, and power outlets for rooms, the main console and on the exterior RWI, should the Chameleon Circuit be programmed to include any.

71: TEMPORAL WAKE LEVEL MONITOR

This indicates the level of space/time disturbance the TARDIS engines are causing during operation, similar to the wake and cavitations caused by the engines and movement of a water-borne vessel.

An experienced operator can use this to calibrate his TARDIS engine output and other system settings to 'run silent,' as it were, minimizing the chance of his TTC being discovered by its energy emissions or being tracked by the trail it leaves when traveling through the vortex. To do this requires a research turn and a TARDIS roll vs. a Difficulty of 8. Success means that any attempt to trace or locate the TARDIS has its difficulty increased by +2.

73: VORTEX MONITOR

This monitor shows a visual representation of the currents and eddies of the Space/Time Vortex. A trained operator can identify the spatial and temporal wakes of other objects traveling through the Vortex and, in conjunction with the TARDIS sensors, identify and track them.

73: FAST RETURN SWITCH

When switched in, this allows for a pre-programmed return of the TARDIS to an exact space-time location set by the operator (using the normal Space-Time Navigation rules). This is useful for allowing those not trained in TARDIS usage to make a single, pre-programmed trip should the operator be unavailable or incapacitated, or allowing the operator to leave in a hurry without mucking about with the controls.

These coordinates are only good for one return trip. Afterwards, the memory blanks itself out to prevent visiting the exact same space/time co-ordinates again, which would violate the Laws of Time and causing all sort of paradoxical unpleasantness in general. If no location is pre-set, the TARDIS will simply travel backwards in time until the control is switched off again or until the TARDIS arrives at Event One: the creation of the universe.

74: LIFE SUPPORT CONTROL SLIDERS

These allow the operator to change the temperature, atmospheric levels and content, lighting, gravity, etc. of the console room. There are similar controls in every room in the TARDIS for individual adjustment, although they can be over-ridden by the ones on the control console, and this allows the operator to create special environments for passengers with different life support needs.

Their use requires a Science roll vs. a Difficulty of 5. The results of failure are up to the Referee, but could range from something minor, like making it uncomfortably hot or cold, to something deadly, like changing the atmospheric content to methane.

75: OVERRIDE SWITCHES

These are emergency switches for extreme situations and are usually locked to avoid accidental switching. They all have fuses that may be pulled to keep them from being switched over or back. There are three (from left to right):

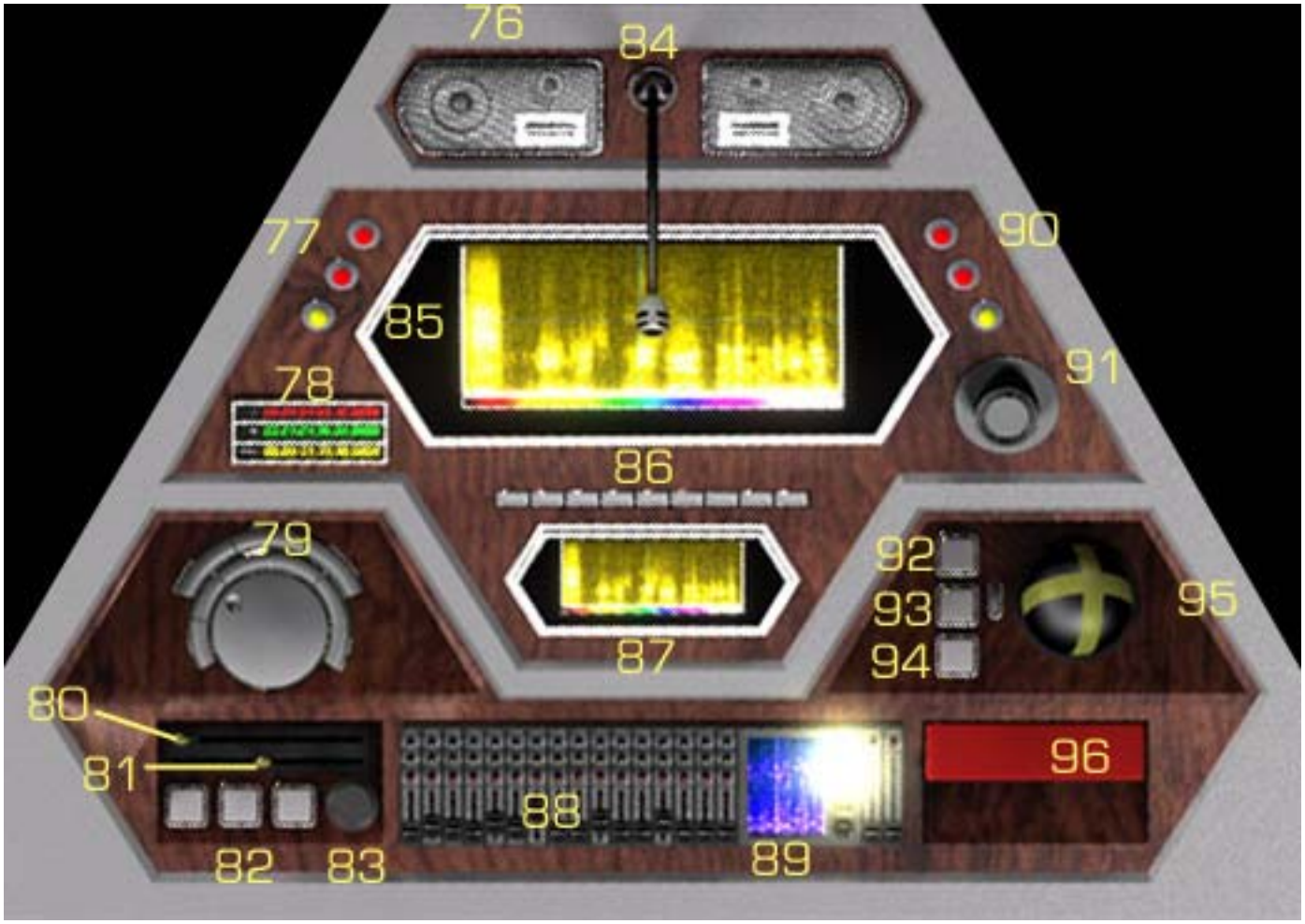
The Failsafe Switch: This switch anchors the TARDIS to its present location and keeps it from dematerializing (if in normal space-time) or rematerializing (if in the vortex).

The Emergency Switch: This takes the TARDIS out of Space/Time and reality altogether, withdrawing the Real World Interface into the TARDIS dimension. It has a built in failsafe that returns the TARDIS after a set time determined by the operator. While the switch is activated, all navigation functions of the TARDIS are suspended and it can no affect longer be affected by anything in the physical universe (although extra-dimensional entities might draw the TARDIS into their own dimension as in The Mind Robber).

The Time Vector Over-ride: This temporarily detaches the Real World Interface from the rest of the TARDIS dimension, leaving it as a shell resembling whichever form the chameleon circuit is currently adopting. Any passengers currently in the console room are dumped into this shell (as seen in 'The Wheel in Space') and may exit it normally. This over-ride will automatically switch back over after an amount of time pre-set by the operator, after which the rest of the TARDIS will be accessible by the RWI once again and all internal TARDIS systems will have been automatically returned to their default settings.

Station 3: Communications

The communcations capabilities of the TARDIS are almost limitless due to an extensive control array with enough flexibility to connect with almost any form of communications technology in the universe. Add to that the minor miracle of the Translation Circuit and a Time Lord with a TARDIS will rarely be without the means to get his point across, even if the other party wants to shut him up...



76: Speakers
77: Test Lights
78: In/Out Length for Playback
79: Playback Controls
80: Overhead Monitor Switch
81: Wall Monitor Switch
82: Monitor Mode Settings
83: Volume
84: Microphone
85: Communications Interface Display
86: Mode Switches
87: FFS Spectrum Display
88: Mixing Board
89: Translator
90: Test Lights
91: Control Interface
92: Monitor View: Away From Ship
93: Monitor View: Towards Ship
94: Monitor View: Free Roaming
95: Monitor Control Trackball
96: Main Door Control

FUNCTIONS

76: SPEAKERS

Although these might look like ordinary stereo speakers, they are of a design far in advance of anything one might find on 21st century Earth. The sound coming from them can be manipulated to fill a 3D space in whatever way the operator desires for true surround or highly directed so that only the person standing at a certain point in the room can hear them.

77: TEST LIGHTS

These lights can be programmed for various purposes, such as authenticating voice patterns, alerting the operator of potentially dangerous hidden signals hidden within a main carrier wave, etc.

78: IN / OUT LENGTH PLAYBACK

Used for editing recorded sound or images.

79: PLAYBACK CONTROLS

Used to control the speed, direction and resolution of recorded images and sound. The controls are capable of forwarding and reversing in nanosecond increments and of blowing up an image to the sub-atomic level with perfect clarity.

80: OVERHEAD MONITOR SWITCH

This creates a hemispherical holographic projection centered on the ceiling above the control console. It can be extended through, using the slider, to a full-blown virtual reality projection if desired, allowing the operator to walk around the immediate area of the image being observed.

81: WALL MONITOR SWITCH

Besides the Overhead Monitor, there is also a more traditional wall mounted monitor built into the console room, which can be activated by the use of this switch.

82: MONITOR MODE SETTINGS

These three buttons change the view of the two monitors from 2D to 3D to 4D. This last option not only allows the operator to see in the full 3 spatial dimensions but also through the 4th dimension of time, which shows the objects being viewed in every second of their existence.

Due to the very confusing nature of the 4th dimensional view, only a Time Lord or other time sensitive creature (such as a Tharil) can make sense of the images shown when using this last setting. Even then, Time Lords find it so hard to understand that they rarely, if ever, use it. To make sense of even one of the images requires a Research Turn and an AWA roll vs. a Difficulty of 9.

83: VOLUME

This is a simple volume control knob that can be programmed to work in various decibel increments.

84: MICROPHONE

This is a telescoping microphone on a flexible shaft that can be set to any sensitivity needed.

85: COMMUNICAITONS INTERFACE DISPLAY

Shows the wavelengths and amplitudes of the images or sounds being presented and acts as an editing screen for the manipulation of recorded information.

86: MODE SWITCHES

Allows the operator to change the image viewed to a number of pre-programmed settings, such as infrared or x-ray. The switches may be reprogrammed as needed.

87: FFS SPECTRUM DISPLAY

Provides a detailed spectral analysis of the image or sound being manipulated.

88: MIXING BOARD

This panel of sliders allows the operator to adjust the frequency, energy level and transmission type of outgoing signals, fashioning communications signals into whatever form is needed for almost any type of receiving technology, from the most primitive radio signals to ultra high tech FTL communication to brainwaves.

89: TRANSLATOR

The translator automatically scans the local space-time coordinates for any and all types of communication, whether it be transmitted, spoken or thought, and analyzes it to provide the operator with an instant ability to communicate with the locals.

The circuit is not infallible, however, and certain primitive languages, or languages with little or no logical/coherent structure might be impossible to translate through it. This is especially true for languages that rely on something other than vocal communication, like the Delphonian system of communicating with eyebrow movements. In these cases, it will take time and the flexibility of a living mind with the Linguistics Special Ability to figure out the language in question.

90: TEST LIGHTS

These lights can be programmed for various purposes, such as authenticating voice patterns, alerting the operator of potentially dangerous hidden signals hidden within a main carrier wave, etc.

91: CONTROL INTERFACE

This combination joystick/knob is used to interact with the Communications Interface (85) and the FFS Spectrum Display (87).

92: MONITOR VIEW - AWAY FROM SHIP

This button centers the view of the monitor on the TARDIS Real World Interface.

93: MONITOR VIEW - TOWARDS SHIP

This button centers the view of the monitor on a point facing the TARDIS and a distance away that places the ship on the periphery of the monitor display.

94: MONITOR VIEW - FREE ROAMING

This button centers the view of the monitor above the TARDIS and looking down (relatively speaking). The view from this point may be moved using the monitor control Trackball (95).

95: MONITOR CONTROL TRACKBALL

The trackball is used to move the monitor view when Free Roaming (94) is engaged.

96: MAIN DOOR CONTROL

This sliding lever opens and closes the main doors, which allow entry and egress through the Real World Interface.