

SENTENCED TO DEATH

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Sentenced to Death is an inspiration to try Dead Space SW and create your own adventure.

What about a jail spaceship on the way to the high security prison of Cerberus. But the flight doesn't take place as expected.

What will the prisoners, with some played by your players, will do to survive this flight ?

Happy reading,

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FOREWORD

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The global idea is to propose a really different story from the video games where the played characters are no longer engineers. They are a bunch of prisoners with no armor, no weapon and no knowledge of what is happening.

For this scenario, the Church of Unitology exists, and the characters only have some informations about their belief and the Marker. They never saw a Necromorph and don't give any importance to this shit.

Of course the Necromorphs soon or later come into their life, and added to the fact that they are prisoners without any weapon within range, it will really be a challenge to survive.

But the scenario doesn't end on that jail spaceship, unless everybody is dead of course. There was a plot behind this Necromorphs invasion, behind the sacrifice of these criminals. Investigate the reason for such a massacre, at which they survived, will be the storyline for your players.

It will allow the characters to redeem themselves and cooperate with some organizations fighting against the Church of Unitology.

So their criminal past, their new experience and their equipment will turn them into the pillar which sustain the fate of Humanity.

Hard fights, hard choices, this is Dead Space SW !



WELCOME ABOARD THE TARTARUS

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For this scenario, I used the spaceship maps of :
http://paratime.ca/cartography/sf_spaceships.html

The Tartarus is a jail spaceship able to transport a few tens of prisoners, with around a dozen of jailors, and divided into three decks.

The upper deck is reserved for the captain, the piloting crew and the jailors' officers.

Of course none of the PCs have seen neither the upper deck, nor the Captain. They only heard the captain's voice when the travel began.

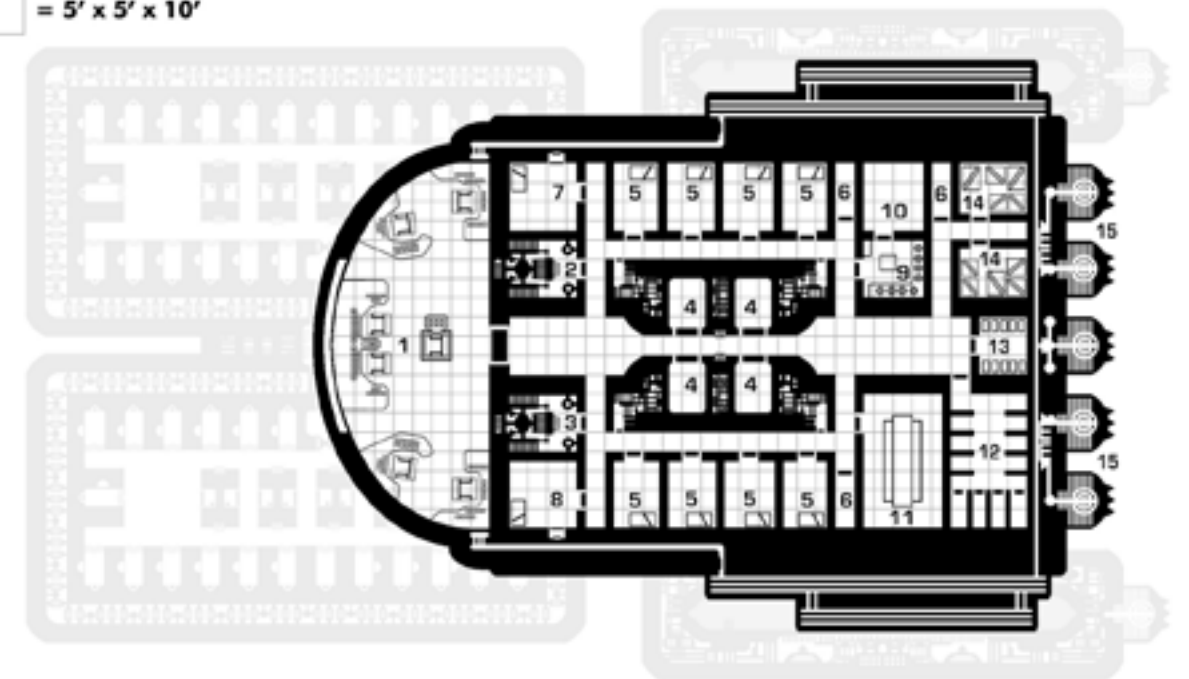
The Captain wears a security RIG and a Revolver (2 clips). There are 8 ship crew quarters, 4 of them for guards with Security RIGs and Pulse rifle (2 clips) with the Particles Amplifier upgrade.

The first Mate and the 3 others wear Security RIGs and have a standard Divet (2 clips). It is the piloting crew.

The last one is a priest of the Church of Unitology wearing a red robe and with no weapon.

THE TARTARUS PRISONER TRANSPORT UPPER DECK (SHIP CREW LEVEL)

□ = 5' x 5' x 10'



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|--------------------------|---------------------------|
| 1. Command Deck | 9. Galley |
| 2. Navigation Computer | 10. Cold Storage |
| 3. Security Computer | 11. Common Area/Mess Hall |
| 4. Lift/Elevator | 12. Communal Refreshers |
| 5. Ship Crew Quarters | 13. Weapons Locker |
| 6. Equipment Lockers | 14. Dry Storage |
| 7. Captain's Quarters | 15. Hyperdrive Thrusters |
| 8. First Mate's Quarters | |

The middle deck is the beginning, the core deck of your PCs. All the prisoners are here, some in normal cells, others in high security ones. There also are the guards rooms and an access to space.

In each prisoners' quarter can live 26 normal prisoners and 8 really dangerous criminals. To enforce order, 10 guards are always living in the middle deck, equipped with security RIGs and standard Pulse rifles (2 clips).

In a storage, there is one stasis module and one kinesis module.

In a weapons locker, minus the weapons of the whole crew, there is a pulse rifle and 4 universal ammo clips.

More detailed informations are available after for the middle deck.

I am Konu, I got jailed for some heists. You want to trade with me, no problem, I know some guards. Fuck with me and you will eat rats for the rest of the travel, capisce ?



The lower deck is where nobody goes except if there is a problem, and no one wants a problem in the lower deck !

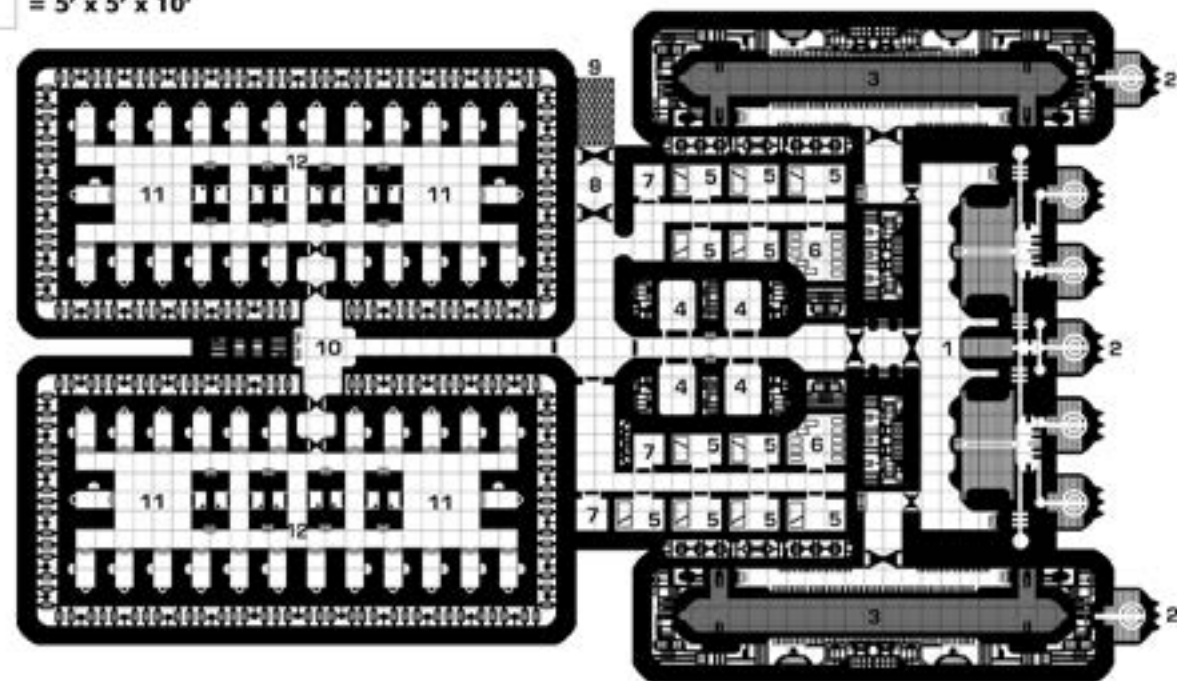
The piloting crew is able to repair everything on the ship and might go down to the lower deck. The priest named Iwa loves the mechanical repetitive sound of the engine.



I am a devotee priest of the Church of Unitology. I am here to save the souls of these prisoners, to lead them toward Convergence. Of course the ship's crew can also benefit from my wisdom, but they work for the law, for EarthGov, and are by this way sinners. Altman be praised !

THE TARTARUS PRISONER TRANSPORT MIDDLE DECK (PRISONER LEVEL)

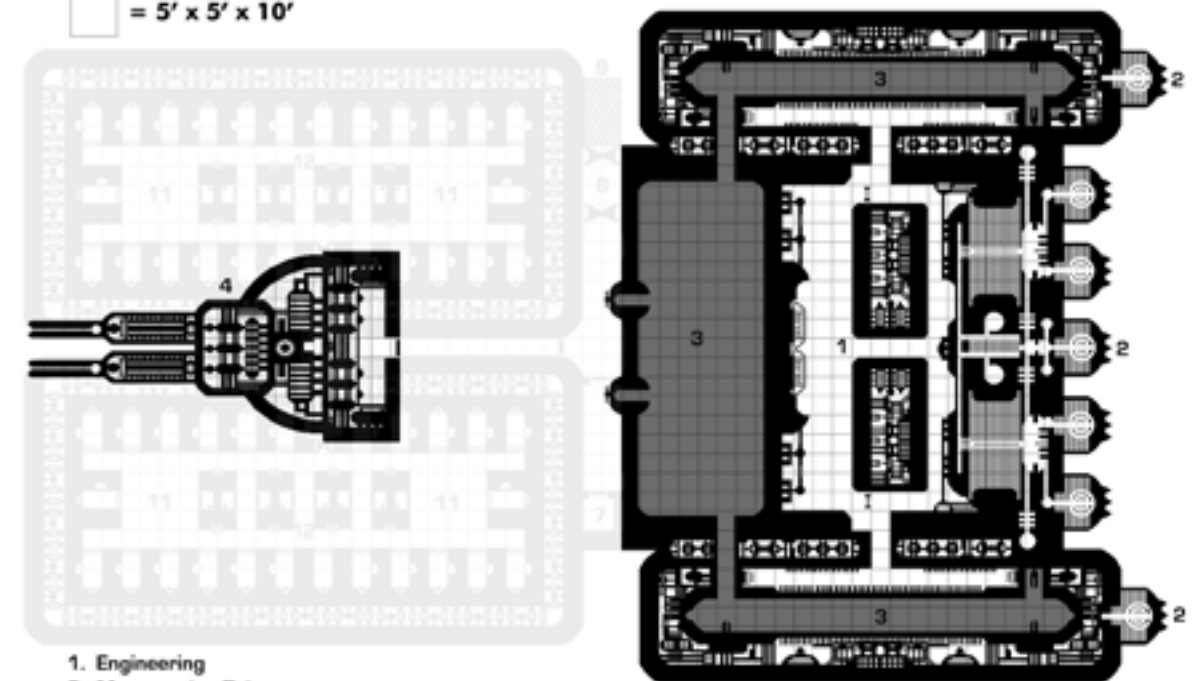
□ = 5' x 5' x 10'



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

THE TARTARUS PRISONER TRANSPORT LOWER DECK (SUB-ENGINEERING)

□ = 5' x 5' x 10'



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

PLAYER CHARACTERS

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The PC are all prisoners and real criminals. The simplest is to have them to be part of a gang and they got busted during a heist or smuggling. They are either friends and/or brothers and/or partners.



Paine is nearly a psychopat. He always had difficulties to understand others feelings, and loved to torture animals. He obviously ended criminal, a killer for a local kingpin. He was arrested for the murder with cruelty of a drug dealer and his family. He doesn't care about death or pain. Strong and obsessive, he prefers bladed weapons to firearms. You can speak with him, but if he has a contract on your head, flee !

Buck is a failed guitarist who always had a problem with drugs. He is the kind of guy who can lie without feeling guilty. Self-centered, only his own live care. He is really good at dodging problems and getting other people facing it. Smart, he always find the better solution, for himself ! He may be a good friend, until everything gone bad...



Rowdy started well life, but his parents died in a car accident. Placed in several foster families, he grew up in the street. Neither really tough nor strong, he used his smartess to get respected. Good with mechanical stuff, he is the perfect partner for a thief, opening doors and strong-boxes. Calm and meticulous, he is not a violent dude, but don't underestimate him, he has also a wild beast in him.



Striker is a man that has already seen you long before you see him. Born in a common family, he enlisted in the Liberation Army of Europa colony, fighting against Earth Gov. Reputed for his shooting skill, he ended in a high security jailed, and then working for local kingpin once released. Cold and determined, he is not a friendly guy, but you can count on him when the fight starts. Just don't touch his gun and you should stay alive.



Ax grew up in a mobile home with an alcoholic father. She never knew is mother and went by his way at 16. Joining a biker club on Earth, he quickly ended up busted for drug dealing and violence. After some years in the Ades penitentiary on Mars, he was released for a lack of cells. He is a good guy, fun, boozier, but really violent when offended. His strenght and vigor are impressive. You better have him on your side, or be prepared for a good fight.



Jack is a thief, since his birth. Even as a young child he was already stealing the toys of the other kids, candies at the supermarket, money in his parents pockets, and rarely was he caught. You never know what he is thinking or what he wants to do. Smart and with a strong mindset, you don't want him to draw up a plan against you. Aside from that, he loves to play poker, you want to try ?

STORYLINE

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As you can see, I am not giving you a fully playable scenario, I prefer to give you key elements so that you can make your own adventure.

You already have the ship map and the personalities of the PC and NPC. Now I will give you some plots to get all this alive.

Before chaos

The PC are in their cells, waiting for the arrival to Cerberus, a high security prison planet.

For the travel, they never leave their cells, even to wash themselves or shit. Two meals a day, one at 7am and the other at 5pm. One shower each two days with a high-pressure washer, all the prisoners have to be naked.

In this chapter, the PC can try to discuss with some jailors. Make them pay their naivety.

On the contrary, if they try to escape, they could make the story go quicker.

During chaos

With this chapter start the problems for the Tartarus jail spaceship.

One way or another, necromorphs are getting in the ship. Maybe because one of the crew member is Unitologist fanatic, maybe because the captain have decided to rescue an other spaceship, maybe because the PC have managed to escape and a security spaceship is coming as reinforcement, full of necromorphs of course. You decide what suits the best your story.

The most important is to turn the Tarturus into a fucking nightmare. The PC will have to deal with the jailors, the other prisoners (some really mad ones), and of course the worst threat : the necromorphs.

It doesn't matter if a PC die, you have plenty of prisoners to create a new one. You can also imagine a survivor hidden in a spaceship docked to the Tartarus.

The PC have to feel the real chaos surrounding them. They can die everywhere in every walkway.

After chaos

Now your PCs have managed to survive the prisoners, the jailors and the necromorphs.

They surely have a RIG, a weapon and some other stuff.

Maybe they get control of the Tartarus or of an other spaceship. Maybe the Tartarus crashed on a planet, even Cerberus, leading to a new harsh fight to survive. They could need to find an old base with an evacuation ship, an old base full of sleeping necromorphs waiting for fresh human flesh.

If their spaceship is now a wreck, they could be rescued by a military patrol.

If the spaceship can fly, let them go where they want, but only two ways are waiting them. A new fight in an infested area (spaceship, city, space station...) or a military officer wanting them to fight for him and reveal a plot of the Earth Gov or the Church of Unitology.

Either way, they become true heroes, the only ones able to eradicate the Necromorphs invasion. It may lead them to get a removal of their criminal record, or a big amount of money if a rich collector or an organization wants the Black Marker for instance.

I know, this is fucking short, but I really love improvisation and think an action game like Dead Space can't be too much scripted.

You can find in the rulebook, useful tables to create on the fly necromorphs attacks and or give some equipment to your PC.

Don't forget the traditionals video and audio logs, the best way to develop the story in Dead Space.

And, most important, have fun. Make your players anxious about opening a simple door, but let them be real heroes in a Necromorphs melee, that the recipee.