

TIME SCOOP

The Time Scoop is keyed to the Sensor Preset Controls and is designed to be the penultimate stage in bringing a renegade to justice. The sensors allow the Justice Station to zero in on an errant Time Lord and, using the Matrix Link in their TARDIS, take control of their body. This is done using a Presence + Convince roll (Difficulty 25). If Successful, the Time Lord is compelled to return to their TARDIS and activate the HADS system. Once this is done, the Time Scoop redirects the HADS so the TARDIS appears directly above the Justice Station where a tractor beam takes hold of it and brings it inside. The process is instantaneous if successful and the trauma of it can trigger Temporal Amnesia in the Time Lord or any other people in the TARDIS at that time.

If the roll is Unsuccessful, the TARDIS dematerialises without the Time Lord, stranding them in their present location. If this ever occurs Justice Station personnel are trained to send an Extraction TARDIS to allow the renegade Time Lord to escape what is usually a dangerous situation. Whilst renegades know that they're heading for the Justice Station, or at the very least some form of Time Lord authority, that's often a lot more preferable than being trapped without a TARDIS on a hostile world.

[good](#), [major](#), [tardis](#)

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