

# GURPS Traveller Interstellar Wars - setting modifications for my campaign

The setting of GURPS Traveller Interstellar Wars is used in my campaign with only a select few of changes to the history presented in the book. These changes and houserules used are listed here for reference of all participants.

## Changes to the Official History

The main change in the Official History is one of tone. The Ziru Sirka of the Vilani is a more competent and more decidedly-imperialist power in my campaign than in the official history; each of the three Interstellar Wars was started not by tragic misunderstandings or due to Terran provocations (both of which never took place), but merely because of the Ziru Sirka claims to be the one ruling instance for all of charted space. Once the Terrans had been contacted, it was clear to all Vilani officials that these barbarians would have to be conquered and added to the empire just as the Vegans or any minor human race had been before.

On the other hand, the Terrans are not the corrupt, warmongering and land-greedy little bastards portrayed in the Official History. Instead, they are people who just want to get along with the Vilani, but since the Vilani claim to have a right to rule them, war is unavoidable, and the Terrans fight fiercely for their freedom.

Specifically, the following events are changed:

- The First Interstellar War started when the Saarpuhii Kushiggi, Shana Likusan, approved a war budget for subjugating the Terrans. A small expeditionary force was then sent to Barnard to destroy the Terran bases and all ships there in order to secure the system for the empire. Then, the fleet was to move forward to Terra and demand the planet's surrender. However, the American base that was attacked without warning was properly defended, and the Terran warships present in the Barnard system managed to drive off the relatively small force the Saarpuhii had sent. Then, a larger fleet was assembled to teach the stubborn Terrans a lesson. They soundly defeated the Terran fleet at Barnard, but following the doctrine of the Aasha Ziru Sirka, they attempted to completely clean the Barnard system before advancing any further. The Terrans had learned about this doctrine and did everything to have at least one functioning warship in the Barnard system at any given time over the next few years. When the approved war budget ran out, they were still defending Barnard, and the Vilani, who had been weakened by the long fights, withdrew. The Interstellar War then commenced as described in the book. Shana Likushan later generously agreed to end the hostilities because she knew that it was only a matter of time when a new war budget would be approved.
- The second Interstellar war was not started because Terran free traders defied Vilani regulations – they never did. It was simply started because Shana Likushan's new subjugation war budget had been approved as late as 2125. During the civil war in the rim province, then, Likushan had no choice but to postpone the subjugation of the Terrans once more, signing an agreement that would stabilize this border for some time and still make the Terrans slowly adjust to Imperial culture: The Terrans were officially allowed to trade in the Imperium (which would help the Ziru Sirka with its shipping efforts, allow for easy access to Terran medical and computer goods and, most importantly, would force many Terrans to learn the Vilani languages and customs, so their eventual subjugation and integration into the empire would only be easier) and explore other regions of space (which would hopefully give them the impression that the Ziru Sirka was

incredibly, vastly superior and that they had no chance at all on the long run).

- The Third Interstellar War's goal on the Imperial side was no longer conquest, but essentially extermination of the Terrans. Their stubborn resistance in the first two wars had proven they were too expensive to conquer, so the Saarpuhii Kushuggi of the time, Kadur Erarsharshi, decided to destroy the threat to the empire's complete rule once and for all. However, he was opposed by members of the local Vilani nobility – for economic reasons: The Terrans would have been a valuable asset once conquered. When his war budget ran out in the middle of the siege of Terra (which, needless to say, lasted much longer than planned because the Terrans fought so bravely both in space and on the ground), he was forced to withdraw, and the short budget on which he had to operate from then on allowed the Terrans to rebuild their fleet and eventually reach Nusku with a large battlefleet. Once they had driven out the Aasha Ziru Sirka from there, the local *kimashargur* population saw a great opportunity and simply declared their independence from the Ziru Sirka, requesting for membership in the Terran Confederation in the same move. The Terrans, although they initially had not planned any permanent conquests, agreed, and thus Nusku became the first Vilani World to join the Terran Confederation, although some of the Imperial ground forces had to be defeated first by Terrans and Nuskians together. After these events, the Saarpuhii saw no choice but postpone the subjugation of Terra once more. The treaty that had ended the Second Interstellar War was renewed, and a long and relatively stable period followed.

Now, it is 2170. The Terrans see themselves as finally accepted neighbours of the Vilani, although some are still quite mistrustful. The Terran Navy is still growing in size, and many people are still ready to fight if necessary. The Terran Confederation as a whole, however, would just want to live in peace with the Vilani and peacefully expand to rimward. We'll see if the Vilani have really given up their claim to absolute rulership – or not.

## **Additions to the space combat rules**

### **Repulsor house rules**

Repulsors are a key to understanding the use of beam weapons in the Traveller universe. As per ISW p.227, one repulsor array gives +15 to dodge a missile. But what about using multiple repulsors, and what about using larger objects than missiles? The following two house rules answer that question.

#### **More than one repulsor array at the same target**

In order to use more than one repulsor at the same target, take the square root of the total number of repulsors and multiply it by 15, and then round off to the nearest whole number. Thus, one repulsor gives a bonus of +15, two repulsors give +21, three repulsors give +25, and four repulsors give +30. Five repulsors would give +33, and thus this would probably be the highest number of repulsor arrays used against the same attacker on any warship, since any further repulsor gives only a very tiny bonus compared to the energy spent.

#### **Repulsors against larger objects**

If an object that is larger than a standard missile tries to ram a ship protected by repulsor arrays, consult the following table and find the total number of dHp of the attacking object - if an object's dHP all between two categories on the chart, use the next higher value. The other number given in that line is the total reduction of repulsor dodge bonus for that attacker.

<b>dHP of ramming ship</b>	<b>Reduction of the repulsor dodge bonus</b>
2	0
3	1
4	2
6	3
9	4
13	5
18	6
24	7
36	8
54	9
80	10
120	11
180	12
270	13
400	14
600	15
1200	16
1800 or more	17

Note that a larger, even civilian ship will almost always have a few repulsor arrays – otherwise it would be too vulnerable to kinetic kill missiles or ramming spacecraft.