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About GURPS

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The *GURPS Traveller: Ground Forces* web page is at www.sjgames.com/gurps/traveller/groundforces/.

Page References

Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, GT to *GURPS Traveller, Second Edition*, T:AI to *Traveller: Alien Races 1*, T:All to *Traveller: Alien Races 2*, T:BC to *Traveller: Behind the Claw*, T:FT to *Traveller: Far Trader*, T:SM to *Traveller: Star Mercs*, and VE to *Vehicles, Second Edition*. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

Introduction

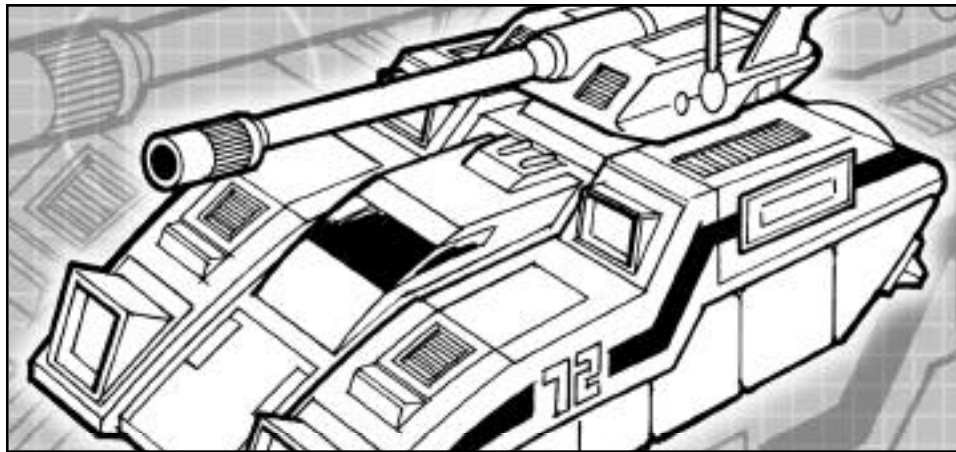
With the release of *Book 4: Mercenary* in 1978, *Traveller* players got their first good look at the Imperium, and the troops that allowed it to exist. After that book, details about the Imperium's forces came in pieces, a magazine article here, a section of adventure there. Only occasionally did we get hints of the scope of the Imperial defense establishment.

The author hopes that this book will please both the military fans and those looking for interesting roleplaying. Now sound the charge and move out!

ABOUT THE AUTHOR

Doug Berry began his interest in science fiction by stealing books from his brother's room. A *Traveller* player and referee since 1977, he also has a life-long interest in military history. Doug served as an infantryman in the U.S. Army, where he mastered both the M-21 sniper rifle and the floor buffer.

Doug is living with Hodgkin's disease, which has given him more time to game. He and his wife share an apartment in San Francisco with an ever-increasing number of stuffed animals. His previous work includes *At Close Quarters* from BITS.



ABOUT THE LINE EDITOR

Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of *Traveller*, and spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced for a time, and then came to SJ Games, where he is *Traveller* line editor and expert-in-residence.

JOURNAL OF THE TRAVELLERS' AID SOCIETY

The long-running *Traveller* magazine is now online at www.sjgames.com/jtas/, edited by Loren Wiseman. It supports all versions of *Traveller* with news, articles, discussion areas, and reviews. Subscriptions are \$15/year for 52 weekly updates and full access to archives.

The *Traveller News Service* is updated weekly, chronicling the life and times of the Imperium, and is viewable free at www.sjgames.com/gurps/traveller/news.html. The SJ Games *Traveller* links page (www.sjgames.com/gurps/traveller/links.html) links to the *Traveller* Web Ring, which includes most of the major *Traveller*-oriented websites. For information on subscribing to the *Traveller* mailing list, contact traveller-owner@mpgn.com.

You Are Not Cleared to Read This Sidebar!

Armies depend upon absolute security to survive. The loss of critical information to hostile forces can spell disaster, or even total defeat.

The Imperial services use *classifications* to indicate the sensitivity of particular documents or facilities. Personnel are given clearances based on what their assignments require them to have access to on a daily basis.

"Need to Know"

All classified information is handled with the stipulation that only people with the *need* to have access to that information can *have* access to that information.

Obviously, some things that are given low-level classifications will be known by so many people as to make the exercise moot. For example, the effective range of a commonly issued weapons system might be considered sensitive information, but every private knows it by heart.

Confidential

The lowest level of classified material, Confidential materials are those that won't cause extreme difficulty to the service if revealed. Almost everything produced in a military office is likely to be stamped Confidential as a matter of habit.

Confidential materials might be as mundane as a report on the repairs of the sewer system of a base. Since there is some reason to keep the information away from the public (the sewers could be used to infiltrate the base), but it also needs to be used by large numbers of people, the reports are merely Confidential.

Sensitive

Sensitive materials could, in the wrong hands, cause the Army or Marines some difficulty. The military pays a great deal more attention to the security of Sensitive materials than it does to Confidential. Personnel files kept at the unit level are an example of the types of material considered Sensitive.

Handling Sensitive materials requires that the person have a genuine need to know. For things like personnel files, this permission is automatic for clerks and the like. For some other areas, it might be more difficult. An old security trick is to hide a Most Secret file in plain sight by labeling it Sensitive and keeping the need-to-know list to a few "in" people.

Continued on next page . . .

A far more typical Type 2 mission is any of the raids made by the Marine Force against Vargr corsairs along the coreward edge of the Imperium. Rarely more than a few ships and a company of Marines are used in these missions, which disrupt the corsairs' bases of operation.

Type 3: Local Defense

Local-defense missions involve defending an area from an invading force. While the popular view of this mission is the brigade or division digging in alongside the local defense troops, the mission can extend far beyond the surface of one planet. The mission for the entire Unified Army of Jewell was local defense from the moment the last Frontier War started until the cease fire was announced.

Local defense is what the Army excels at, and throughout the history of the Imperium, invaders have learned that challenging the Imperial Army on its home turf is an expensive proposition.

Type 4: Police Action

Police action is a generic term for combat operations without a formal declaration of war, usually those fought inside the Imperium. Many interventions take the form of police actions. The Army is far more likely to be assigned to a police action, as the Marines are not properly equipped or trained for the long-term nature of these conflicts. The Marine Force's tendency to shoot first and not to even bother with the questions is a definite liability when involved in a police action.

These missions can prove to be very frustrating. In some cases the local government or population will, out of sympathy for the opposing force, prove to be a hindrance to the success of the mission. Moreover, the arrival of Imperial troops might be seen as nothing more than an invasion, with predictable results.

Type 5: Counter-Insurgency

Counter-insurgencies are an attempt to remove a hostile force from occupied territory. The classic insurgency is a guerrilla war with the troops suppressing the enemy while striving to eliminate the enemy leadership. Inside the Imperium, this usually means either rival nations on balkanized planets or forces in rebellion against either the planetary or Imperial government. Prior to the Fifth Frontier War, an entire field army was involved in a counter-insurgency on Efate/Regina against Ine Givar-backed rebels.

Type 6: Internal Security

Also called "baby-sitting." These missions put Imperial forces into a disputed area to maintain the peace or enforce treaties. This is usually accomplished by physically separating hostile powers along some boundary. Another method



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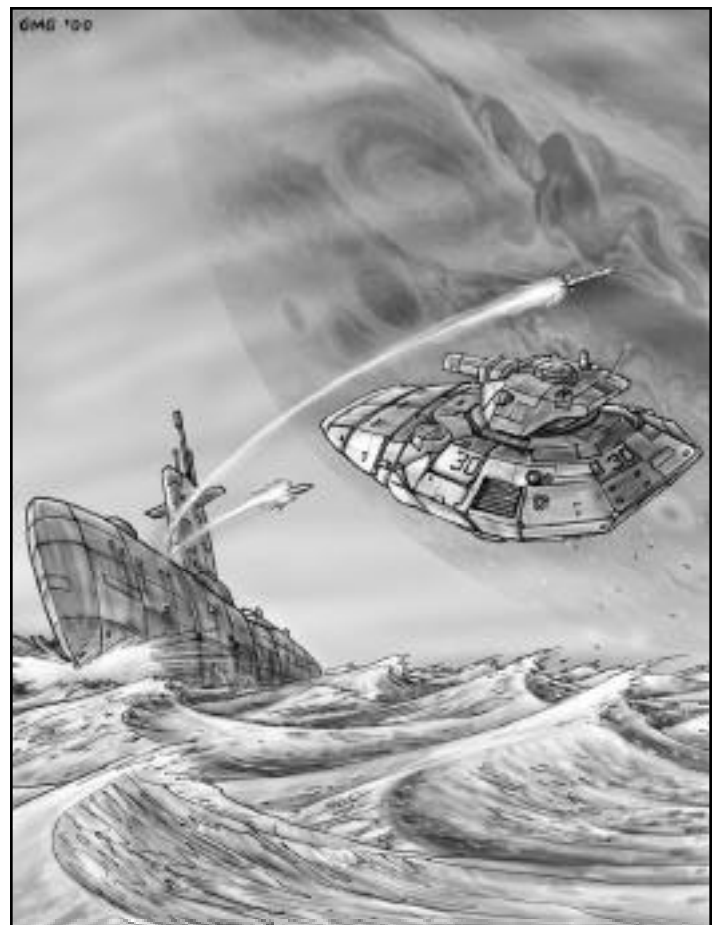
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