

## GURPS TRAVELLER STARSHIP COMBAT FOR FUDGE

GURPS	FUDGE Skill	FUDGE Difficulty	SPACE RANGE	
			Range	Base Difficulty
3-4	-	SUPERB	0	LEGENDARY+12
5-6	TERRIBLE	GREAT	1	LEGENDARY+13
7-8	POOR	GOOD	2-3	LEGENDARY+14
9-10	MEDIOCRE	FAIR	4-7	LEGENDARY+15
11-12	FAIR	FAIR	8-15	LEGENDARY+16
13-14	GOOD	MEDIOCRE	16-30	LEGENDARY+17
15-16	GREAT	POOR	31-70	LEGENDARY+18
17-18	SUPERB	TERRIBLE	71-100	LEGENDARY+19
19-20	LEGENDARY	TERRIBLE		

### SENSOR SCAN VALUE

Type	- PESA -		- AESA -		Radscan	
	GTL10	GTL12	GTL10	GTL12	GTL10	GTL12
	Cockpit System	17	18	19	20	14
Basic Bridge	19	19	20	21	15	17
Command Bridge	19	20	21	21	16	19

### SENSOR MODIFIER

Type	- PESA -		- AESA -		Radscan	
	GTL10	GTL12	GTL10	GTL12	GTL10	GTL12
	Cockpit System	-11	-12	-13	-14	-8
Basic Bridge	-13	-13	-14	-15	-9	-11
Command Bridge	-13	-14	-15	-15	-10	-13

### Scan Modifiers:

	AESA	PESA	Radscanner
Prior detection by other sensor or sharing ally	+2	+2	+2
Object:			
Constant: size	see object	see object	see object
has basic stealth	-(GTL -4)/2	-	-
has radical stealth	-(GTL -4)	-	-
has basic emission cloaking	-	-(GTL -4)/4	-
has radical emission cloaking	-	-(GTL -4)/2	-
using AESA	-	-	+(scan value - GTL)/3
using AESA as Ladar	-	-	+(scan value - (GTL+2) )/3
using Transponder or wideband b/c	-	-	+20 (non cumulative)
within 1 hex of planet or moon	-2	-1	-
or sensor within planetary atmosphere	-3	-3	-
silhouetted against a star	-	-2	-
hit this ship with Laser/Particle fire last turn	-	-	Automatic
AESA used as Ladar	-1	-	-

**SPACE WEAPONS**

Weapon	RoF	- Range -		Accuracy (Gacc/5)	Damage	Notes
		Full Damage	Half Damage			
360-MJ Laser	1/60	0-2	3-6	+6	6Dx50	( Halve DR)
405-MJ Laser	1/60	0-3	4-8	+7	5Dx100	( Halve DR)
Particle Beam Bay	1/60	0-2	3-5	+6	6Dx1,500	-
Meson Gun Bay	1/60	0-2	3-5	+6	6Dx1,500	(ignore non meson DR)
Spinal P-Beam	1/60	0-5	6-15	+7	6Dx10,000	-
Spinal Meson Gun	1/60	0-5	6-15	+7	6Dx10,000	(ignore non meson DR)

**Shooting Modifiers**

Constant: Range Modifier	see table
Weapons Accuracy	see table
Weapons RoF bonus	see table
Targeting program bonus	see table
Target size	see target
Active sensors detecting target	+1
Point Defense Fire	+5 to size

RoF	Bonus	Laser Turret Batteries
1/600+	+1	-
1/150+	+2	1 Single
1/30+	+3	1 Double - 2 Triple
1/8+	+4	3 - 9 Triple
1/2+	+5	10 - 30 Triple
2+	+6	-
8+	+7	-
30+	+8	-

Note triple turrets have  $3/60 = 1/20 = +3$

**Missiles**

GTL	Acceleration	DR	Hit Points	Explosive Damage	Ramming Damage
10	6G for 3 rounds	40	30	6Dx80 (1/10 DR)	6Dx100xrelative velocity (1/5 DR)
12	10G for 3 rounds	120	30	6Dx100 (1/10 DR)	6Dx100xrelative velocity (1/5 DR)

**Ship Size Modifiers**

Tonnage	Modifier
Pinpoint weak spot	-3
Missile	0
10-50 or Turret	+3
51-200 or Bay	+4
201-600	+5
601-2,000	+6
2,001-10,000	+7
10,001-50,000	+8
50,001-100,000	+9

## Modifications

### 1. Detection and Communication

paragraph 6

If a single sensor operator tries to use more than one sensor type in a round, roll at -1 per extra sensor being used.

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#### SENSOR SUCCESS RESULTS

Relative Degree	Result
0-1	<i>detection</i> The object's existence has been discovered including its location and course.
2	<i>detection and recognition</i> The object is detected, and its general shape resolves as a fuzzy image.
3+	<i>detection and identification</i> The object appears "on screen" as an actual image.

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#### DIRECT FIRE HITS

Relative Degree	Hits
0-1	1
2	2
3	3
etc.	etc.

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#### PILOTING DODGE ROLL DIFFICULTY

Ship Size Mod	- Ships G Rating -		
	1-2	3-4	5-6
0	GOOD	FAIR	MEDIOCRE
+3	LEGENDARY	SUPERB	GREAT
+4	LEGENDARY +1	LEGENDARY	SUPERB
+5	LEGENDARY +2	LEGENDARY +1	LEGENDARY
+6	LEGENDARY +3	LEGENDARY +2	LEGENDARY +1
etc.	etc.	etc.	etc.

### 5. Collision and Point Defense Phase

Paragraph 3

Suffer a cumulative -1 per successive missile or craft after the first.

### 7. Damage Control Phase Paragraph 3

Task is FAIR

Modifiers: -1 if working on a disabled hull or subassembly.

Paragraph 4

Double the relative degree for hit points repaired, minimum 1.

### Crew Positions and Skill Rolls p171

-1 on all skill rolls if filling multiple positions.

-1 if no captain is coordinating a bigger crew.

## Meson Guns and Meson Screens p171

Task is FAIR

**MESON SCREEN PROTECTION**

Relative Degree	Protection
Fail by 3 or more	None
Fail by up to 2	10% DR
0-1	Half DR
2+	Full DR
Critical	Double DR

**Basic Weapons without targeting program or target size**

	Range in Hexes					
	0	1	2	3	4-6	
<b>360-MJ Laser</b>	LEG+4	LEG+5	LEG+6	LEG+6	LEG+7	
<b>405-MJ Laser</b>	0	1	2-3	4-7	8	
	LEG+3	LEG+4	LEG+5	LEG+5	LEG+6	
<b>Particle Beam Bay</b>	0	1	2	3	4-5	
	LEG+4	LEG+5	LEG+6	LEG+6	LEG+7	
<b>Meson Gun Bay</b>	0	1	2	3	4-5	
	LEG+4	LEG+5	LEG+6	LEG+6	LEG+7	
<b>Spinal P-Beam</b>	0	1	2-3	4-5	6-7	8-15
	LEG+3	LEG+4	LEG+5	LEG+6	LEG+6	LEG+7
<b>Spinal Meson Gun</b>	0	1	2-3	4-5	6-7	8-15
	LEG+3	LEG+4	LEG+5	LEG+6	LEG+6	LEG+7

**SCAN DIFFICULTY, Without target size or stealth/emission**

		0	1	2-3	4-7	8-15	16-30	31-70	71-100
<b>Cockpit</b>									
PESA	GTL-10	SUP	LEG	LEG+1	LEG+2	LEG+3	LEG+4	LEG+5	LEG+6
	GTL-12	GREAT	SUP	LEG	LEG+1	LEG+2	LEG+3	LEG+4	LEG+5
AESA	GTL-10	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2	LEG+3	LEG+4
	GTL-12	FAIR	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2	LEG+3
Radscanner	GTL-10	LEG+2	LEG+3	LEG+4	LEG+5	LEG+6	LEG+7	LEG+8	LEG+9
	GTL-12	LEG+1	LEG+2	LEG+3	LEG+4	LEG+5	LEG+6	LEG+7	LEG+8
<b>Basic Bridge</b>		0	1	2-3	4-7	8-15	16-30	31-70	71-100
PESA	GTL-10	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2	LEG+3	LEG+4
	GTL-12	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2	LEG+3	LEG+4
AESA	GTL-10	FAIR	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2	LEG+3
	GTL-12	MED	FAIR	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2
Radscanner	GTL-10	LEG+1	LEG+2	LEG+3	LEG+4	LEG+5	LEG+6	LEG+7	LEG+8
	GTL-12	SUP	LEG	LEG+1	LEG+2	LEG+3	LEG+4	LEG+5	LEG+6
<b>Command Bridge</b>		0	1	2-3	4-7	8-15	16-30	31-70	71-100
PESA	GTL-10	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2	LEG+3	LEG+4
	GTL-12	FAIR	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2	LEG+3
AESA	GTL-10	MED	FAIR	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2
	GTL-12	MED	FAIR	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2
Radscanner	GTL-10	LEG	LEG+1	LEG+2	LEG+3	LEG+4	LEG+5	LEG+6	LEG+7
	GTL-12	GOOD	GREAT	SUP	LEG	LEG+1	LEG+2	LEG+3	LEG+4

**COMPUTER SYSTEMS AND PROGRAMS**

Complexity	Bridge Systems	Targeting Program		Gunner Program	
		Bonus	Cost Cr	Skill Level	Cost Cr
1	-	+1	1,000	-	
2	-	+1	2,000	-	
3	-	+2	4,000	-	
4	-	+2	8,000	FAIR	45,000
5	-	+3	16,000		
6	Cockpit GTL-10	+3	32,000	GOOD	180,000
7	Basic Bridge GTL-10	+4	64,000		
8	Command GTL-10, Cockpit GTL-12	+4	128,000	GREAT	720,000
9	Basic Bridge GTL-12	+5	256,000		
10	Command Bridge GTL-12	+5	512,000	SUPERB	2,880,000

**Modifiers to Effective Size**

GTL	- Stealth -		- Emission Cloaking -	
	Basic	Radical	Basic	Radical
10	-3	-6	-1	-3
12	-4	-8	-2	-4

**AESA Use and Radscanners**

	Cockpit		Basic Bridge		Command Bridge	
	GTL-10	GTL-12	GTL-10	GTL-12	GTL-10	GTL-12
Normal	+3	+3	+3	+3	+4	+3
As Ladar	+2	+2	+2	+2	+3	+2

**Weapon and configuration**

Target Size	Range in Hexes					
	0	1	2-3	4-5	6-7	8-15
-3 Pinpoint weak spot						
+0 Missile	LEG+4	LEG+5	LEG+6	LEG+7	LEG+8	LEG+9
+3 10-50 or Turret						
+4 51-200 or Bay						
+5 201-600						
+6 601-2,000						
+7 2,001-10,000						
+8 10,001-50,000						
+9 50,001-100,000						

**Damage**