

Sepoys [GURPS 4e]

[70/90/135]

Centrum [see *GURPS Infinite Worlds* for more details on that timeline] does not like large standing armies. From its point of view, standing armies either use up valuable resources, or start Last Wars (which destroy valuable resources); neither of these seem particularly efficient. Centrum also prefers to use subversion, influence, and parachronal technology in their conquests, none of which particularly require mass mobilization of troops. This state of affairs persisted even after their discovery of Homeline, and the beginning of the Infinity War. The quanta of accessible timelines are large, and probably not conquerable by mere armies.

If Centrum *does* end up needing a regular supply of troops, however, there's nothing stopping them from creating a force from scratch. All they'll need is a suitable source of troops -- and, frankly: the more primitive, the better. That way they'll have less to unlearn.

Note: these point totals represent minimum training. It would be perfectly reasonable for even a Sepoy 'grunt' to have an extra thirty to fifty points in Attributes and Skills, particularly if disadvantages are taken.

Sepoy [70]

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10]
[60]

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs;
HP 11; Will 11; Per 11; FP 11; Basic Speed 5.5 [0]; Basic
Move 5 [0]

Advantages: Combat Reflexes [15], Cultural Familiarity
(Centrum) [1], Fit [5], Language (Centran English) (Native)
[6] [26]. Note that Sepoys retain their own Cultural
Familiarities and native languages.

Disadvantages: Duty (Military Service, 15-, Extremely
Hazardous) [-20], Fanaticism (Centrum) [-15], Sense of
Duty (Centrum) [-10], Social Stigma (Second-class citizen)
[-5] [-50]

Primary Skills: Brawling-12 (DX+1) [2], Guns/TL9
(Rifle)-13 (DX+2) [4], Gunner/TL9 (Machine Gun)-12
(DX+1) [2], Knife-12 (DX+1) [2], Savoir Faire (Military)-11
(IQ) [1], Soldier/TL9-12 (IQ+1) [4], Spear-10 (DX-1) [1],
Tactics-10 (IQ-1) [2], Throwing-10 (DX-1) [1] [19]

Secondary Skills: Armoury/TL9 (Small Arms)-10 (IQ-1) [1], Beam Weapons/TL9 (Pistol)-12 (DX) [2], Camouflage-11 (IQ) [1], Driving/TL9 (Automobile)-10 (DX-1) [1], Explosives/TL9 (Demolitions)-10 (IQ-1) [1], First Aid/TL9-11 (IQ) [1], Stealth-10 (DX-1) [1], Survival (Jungle)-11 (Per) [2], Traps/TL9-10 (IQ-1) [1] [11]

Background Skills: Climbing-10 (DX-1) [1], Hiking-10 (HT-1) [1], Navigation (Land)-10 [1], Swimming-11 (HT) [1] [4]

This represents a standard 'grunt' foot soldier. He (or she) was recruited from a Zone Green world, and is *not* a Centran citizen. Centran citizens will be polite to Sepoys, but will unapologetically restrict their movements, exclude them from the decision-making process, and generally curtail their choices. Sepoys usually accept this as being so obvious and natural that there is no need to comment on it. The initial screening ensured that all recruits were physically and mentally superior specimens, and basic training included a healthy dose of indoctrination. Sepoys are infantrymen, trained in taking and holding territory; those with technical or other aptitudes are usually transferred to another part of the Military Service.

Sepoys are perfectly decent soldiers with extremely good equipment, and comprehensive training. Sepoys know that

if they serve their twenty-year hitch (or die well), they and their families will be rewarded with citizen status, and a good situation on a colony world. Their morale will be high, and they are absolutely committed to the social system that is pulling them (and usually, their families) out of whatever primitive timeline they originally came from.

NCO [+20]

As above, plus Rank 2 [20], Leadership-11 (IQ) [2]. Increase Tactics to -11 [+2], Savoir-Faire to -12 [+1]. Add Code of Honor (Centran) [-5].

This is a Sepoy with the equivalent of NCO status, promoted from the ranks. They *are* citizens (Grade 2), with all the privileges that implies; they do still suffer from the social stigma of being 'imperfectly socialized,' whether or not they actually are. A Sepoy wounded beyond the ability of even Centrum to permanently fix will often have this rank, and given an administrative job. This group is also the one most likely to have disaffected members in it, although in absolute terms the number is still going to be very small.

Officer [+65]

As basic, plus Rank 3 [30], Increase IQ to 12 [20], Savoir Faire-13 [+1], Tactics-12 [+3] . Add Accounting/TL9-11

(IQ-1) [2], Administration-12 (IQ) [2], Leadership-13 (IQ+1) [4], Mathematics/TL9 (Applied)-10 (IQ-2) [1], Strategy-11 (IQ-1) [2]. Remove Social Stigma [5] & Add Code of Honor (Centran) [-5].

All Sepoy officers come from the ranks, although Centrum keeps a very close eye out for recruits that can be promoted quickly. By the time they get through the indoctrination process, they *are* Grade 3 citizens, and will be treated as such. Sepoy officers are expected to operate independently, as necessary. Many will be at least halfway through their twenty years' service.

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