

## FUBAR SG1

### Introduction for SG1 players

These are a few simple lists for small unit actions in the Stargate milieu.

Their role is advisory rather than as strict rules.

#### Weapons

SG1 is full of weird and wonderful weaponry. Much of it though fills similar operational and tactical functions to those weapons described in the main FUBAR rules.

Thus wherever a seemingly new weapon type is listed for the first time the FUBAR equivalent is then listed in bold script.

#### Armour

In SG1 many troops have some sort of effective personal armour. This is represented by giving these troops an armour saving throw [like a Vehicle]. This saving throw is taken before any hits are assigned by the defending player.

#### Terrain

The actions in SG1 most suitable to FUBAR tend to be in either ancient stone towns, rocky areas that look strangely like quarries or temperate woodland environments similar to Northern California.

Many skirmishes between the Explorer Corps and the Goa'uld happen within striking distance of a Stargate. So a model of this may be very useful.

On their home turf a Goa'uld player should be able to deploy one Ring Transport device as a back door for his leader if things should go awry.

### Tok'ra

Explorer Teams may be accompanied by an allied Tok'ra agent.

These count as a Lesser Goa'uld in most respects except that they are **Elite**.

Tok'ra and Goa'uld hate each other and both gain +1 in close combat with the other.

### Rebel Jafar

An SGC Force may be supplemented by one squad of ordinary Jafar Warriors.

### Stargate Command

#### Explorer Team

The Explorer Team are the usual first contact men in any engagement with the forces of the System Lords. There are usually 4 men in the team.

They are usually led by a Military Officer. The remainder of the team are a mix of professional Soldiers, Diplomats and Scientists. In any case the entire team is **Elite**.

Most are armed with a **Pistol**, a **SMG** and two **Grenades**. One man in the team can have an **Assault Rifle** with a built in Grenade Launcher [RPG]. They also carry four demo charges for breaching doors and walls and destroying enemy objectives.

After a number of encounters with the Jafar the SGC has developed a form of Ablative Combat Armour that gives them a 6+ save.

#### Special Forces

The Explorer teams rely on the USAF Special Forces to provide their infantry support units. These are deployed in squads of 8 men, including a Sergeant. Most Special Forces are **Seasoned**. Squads can be divided into two, 4 man fire team. Three Squads make up a Platoon and have a small Command Squad and possibly heavy support weapons.

A Platoon Command squad has a Lieutenant and 4 Special Forces. They are **Veterans**.

Special Forces troops are armed with an **Assault Rifle**, **Pistol**, and **Grenades**. Two men per squad can be armed with **SMG's**, two with Grenade Launchers on their **Assault Rifles** and up to one with a **Sniper Rifle**.

Their Combat Armour gives them a 6+ save.

In a Platoon 2 figures from one squad can be deployed as Support Troops to crew one of the following:

- A **HMG**.
- A **Light AT Cannon**.

These weapons cannot fire if the squad has moved.

### The Goa'uld

#### System Lords

A System Lord is the master of hundreds of worlds and has the best technology they can muster.

He has a personal Force Field [2+ save], a Hand Device [8", 2FP's] and the ability to suppress a single figure of his choice per turn, that is in short range, by his sheer will.

All System Lords will be accompanied by his retinue of 1-2 Lesser Goa'uld and a squad of Jafar Bodyguards, including his First Prime.

#### Lesser Goa'uld

These are **Veterans**, and will have Light Armour [5+ save], a Hand Device and possibly a Zatnic'tl [see Jafar].

All Goa'uld are very resilient. If their host body is hit they get a recovery roll on the next turn. This happens when he next activates and if he makes a 5+ he can get up and fight again.

### Other Goa'uld Forces

#### Human Auxiliaries

These are subjects of the Systems Lords, who they look upon as either gods or slave masters.

They are generally poorly trained and indifferently led, and often used by the Jafar as little more than human shields. As a result most are **Green**.

They are deployed in squads of 12 men including a fanatical [**Seasoned**] leader.

They will be armed with whatever is appropriate to the local culture [see the table below] and will have no armour.

Squad Leaders may have either a Zatnic'tl or a Staff Weapon as a sign of their status.

Small Arms	Range	Fire Points
Bow	16"	1FP
Crossbow	24"	1FP
Long Bow	24"	1FP
Javelin	8"	1FP
Sling	16"	1FP

Most will also have some sort of personal close combat weapon i.e. a spear, sword, axe or mace.

### The Jafar

These are the Foot Soldiers of the System Lords. They are extremely tough, well trained and armed.

All Jafar are **Veterans**, except a System Lord's personal Bodyguard who are **Elite**. A Jafar Squad consists of 6 Jafar including a Squad Leader.

Ordinary Jafar wear Light Armour [5+ save] and Bodyguards wear the full ceremonial armour with the integrated fold down helmet [4+ save].

The Jafar Staff Weapon is a unique pulse energy weapon. Range is 16". It has 3FP's at 8" or less and 2 FP's beyond that. It also gives +1 in close combat. Jafar carry **Grenades**.

A Squad Leader, and any Bodyguards, will carry a Zatnic'tl. This is short ranged, has 1 FP and automatically suppresses any figure it hits rather than causing casualties. A second hit on the same figure kills it.

All Jafar have larval Goa'uld implanted in their abdomen's. This makes them very hard to kill. Any Jafar that is 'killed' has a recovery roll on the next turn. This happens when his squad next activates and if he makes a 6+ he can get up and fight again.

Jafar cannot be suppressed [except by Zatnic'tl].

### Goa'uld Vehicles & other devices

#### Goa'uld Flyers

These are fast aerial attack craft that can navigate through a gate. They have two **Light Cannons** and Medium Armour like a Light Tank [4+ Save].

#### Heavy Staff Weapons

These are the equivalent of **Light Cannons** and are either mounted on Tripods or on a tracked carriage, which means they can move at walking pace and still fire. It takes one Jafar to crew it.

#### Ring Transport Device

This is a method of transporting up to 6 figures to or from a ship in orbit. The receiving ring is fixed in place.