

FUBAR SG1895

Introduction for SG1895 players

These are a few simple lists for small unit actions in the Stargate 1895 milieu.

Their role is advisory rather than as strict rules.

The premise behind SG1895 is that the first Stargate is discovered by a British Lord Conway in 1895 and is taken back to his estates in Yorkshire..

After he and his daughter are abducted by Jafar the British Government take control of the Stargate and form an Explorer Corps to exploit it.

Obviously the forces of the British Empire in 1895 have a very different, and much more aggressive attitude to interplanetary exploration than the Americans in the TV series.

Weapons

SG1895 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

Unlike WW2 and mid-late 20th Century warfare, in SG1895 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 SG1895 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.

British Explorer Corps

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, either an Army or Royal Marine Major, or a Naval Commander. The remainder of the team are a mix of professional Hunters, Diplomats and Scientists. In any case the entire team is **Elite**.

Most are armed with a Revolver [**Pistol**], a Sabre [+1 in close combat] and two **Grenades**. Any Hunters, of which there can be no more than two per team can have a Hunting Rifle [**Sniper Rifle**].

After a number of encounters with the Jafar the British have developed a form of Brigandine Armour that gives them a 6+ save.

Royal Marines

The Explorer Corps rely on the Royal Marines to provide their infantry support units. These are deployed in squads of 8 men, including a Sergeant. Most Royal Marines are **Seasoned**.

Three such Squads make up a Platoon and have a small Command Squad and possibly some specialist support troops.

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

Marines are armed with an **Infantry Rifle**, Bayonet and **Grenades**. A Rifle with a Bayonet is +1 in close combat.

Their Brigandine Armour gives them a 6+ save.

The Lieutenant has a Revolver & Sabre.

Two figures from each squad can be deployed as Support Troops to crew one of the following:

- Vickers Gun – A **HMG**.
- Mountain Gun – A **Light Cannon**.
- Light Mortar – fires **Grenades** up to Long range.

These weapons cannot fire if the squad has moved. Also they need one clear turn to set-up before firing.

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 [Short range, 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	Medium	1FP
Crossbow	Long	1FP
Long Bow	Long	1FP
Javelin	Short	1FP
Sling	Medium	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. It is Medium Range. It has 3FP's at Short Range 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.