

## The Gauntlet – A scenario for FUBAR Stargate One

### Game Set-up

SG1 have been investigating an Ancient Monolith on P2X49G, another planet that looks like British Columbia .

Daniel has a full video recording of the writings on it that he has to get back to the SGC for translation.

Their movements have been noticed by some local devotees of Apophis and reported to a Mothership in orbit above.

A Lesser Goa'uld, Herot, has been tasked by Apophis with capturing Daniel Jackson. If he can kill Ti'elk as well that will be a bonus.

### Objectives

#### SGC

10pts - get all of SG1 home through the Stargate alive.

5pts - get Daniel Jackson's recordings through the Stargate.

5pts - kill Herot, the Lesser Goa'uld.

#### Goa'uld

10pts - capture and take Daniel Jackson through the Ring Device.

5pts - kill the Shofah (traitor) Ti'elk.

5pts - slay over half of the SGC force.

### Terrain

1. Generally heavily wooded and with hills (it's British Columbia after all). Leave clear paths between woods.

2. Small area of Ruins around an Ancient Monolith. Set this up between 12" and 24" of one short edge of the board.

3. A clearing at least 12" across containing the Stargate. Set this up between 12" and 24" of one end of the other short edge of the board.

4. Ring device (use a small Blast marker?) roughly midway between the Ancient Monolith and the Stargate but within 12" of one of the long board edges.

5. There should be about 36" between the Stargate and the Ancient Monolith.

### Forces

#### SGC

1. SG1: Col. Jack O'Neill, Capt. Samantha Carter, Daniel Jackson and Ti'elk. They are each armed with a Pistol, a SMG (except Jackson ) and two Grenades. They also carry four demo charges for breaching doors and walls and destroying enemy objectives. Ti'elk has a Staff Weapon instead of a SMG.

2. SGC Platoon including: 2.1 Command Squad: Lieutenant and 4 Special Forces Troopers. They are Veterans. They are armed with SMG, Pistol, and Grenades.

2.2 Squad Alpha: 8 men, including a Sergeant. They are Seasoned. They are armed with an Assault Rifle, Pistol, and Grenades. One man has a Grenade Launcher on his Assault Rifle. Two of them are manning a HMG on the MELF.

2.3 Squad Bravo: 8 men, including a Sergeant. They are Seasoned. They are armed with an Assault Rifle, Pistol, and Grenades. Two men has a Grenade Launcher on their Assault Rifles.

2.4 Squad Charlie: 8 men, including a Sergeant. They are Seasoned. They are armed with an Assault Rifle, Pistol, and Grenades. One man has a Grenade Launcher on his Assault Rifle. One man has a Sniper Rifle.

All SGC Troops have Combat Armour which gives them a 6+ save.

#### SGC Deployment

SG1 begin within 6" of the Ancient Monolith and are preparing to leave. "Come on Daniel" - "Just one more picture Jack" - "Alpha Squad says there's hostile activity near the gate guys".

Squad Alpha are guarding the Stargate and must be within 12" of it.

Other SGC troops are in the gate room back at SGC awaiting a signal to come through to support.

To summon them Squad Alpha must first activate the Stargate and communicate that they believe there are hostiles in the area (they've spotted the Human Auxiliaries). The noise will attract the attention of anyone on the table at the time. The SGC can then activate the Stargate from their side and begin shuttling troops through.

#### Goa'uld

1. Lesser Goa'uld Herot: Veteran. Has Light Armour [5+ save], a Hand Device and a Zatnic'tl.

2. Jafar Squad: 6 Jafar armed with Staff Weapons and Light Armour [5+ save].

3. Jafar Squad: 6 Jafar armed with Staff Weapons and Light Armour [5+ save].

4. Jafar Squad: 6 Jafar armed with Staff Weapons and Light Armour [5+ save].

5. Human Auxiliaries: 11 men who are Green, have no armour and a Crossbow. They have a Seasoned Leader with a Zatnic'tl. The Leader has a communicator with which he is reporting on SG1's activities to Herot. If Herot should be killed the Human Auxiliaries will flee ("God is dead! We are doomed").

#### Goa'uld Deployment

Human Auxiliaries can deploy anywhere as long as it is more than 12" from the Stargate. They must begin in Cover with a clear line of sight to the Stargate.

The Jafar can begin deploying by Ring Device on their first activation. Note the Ring platform must be clear for another squad to transport down.

Herot will not deploy until at least two squads have preceded him.