

Where's Daniel? – 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.

However their movements were noticed by some local devotees of Apophis and reported to a Mothership in orbit above.

After a fierce battle in which many brave SGC troopers died, Daniel was captured by a lesser Goa'uld called Herot. Unfortunately for him the Teal'c managed to disable the Ring Device he used to land on P2X49G (God Bless C4 demo charges).

He is now holed up by the monolith awaiting rescue by Apophis. Unfortunately for Herot his master has troubles of his own. A Lucian Alliance battlefleet is engaging Apophis in low orbit and some Raiders have slipped through and landed not far from the Monolith.

Objectives

SGC

10pts - Rescue Daniel Jackson.

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

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

Goa'uld

10pts – Hold onto Daniel Jackson until help arrives..

5pts - Kill the Shol'va (traitor) Teal'c

5pts - Slay over half of the SGC force.

Lucian Raiders

10pts – Capture Daniel Jackson.

5pts – Finish game in possession of the Monolith.

5pts – Capture Herot.

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 in the dead centre of the board. The ruins give Moderate Cover.

3. A track coming from the Stargate (which is now off table) and leading past the monolith towards the other short edge of the board.

4. A small clearing where the track exits the end of the board with the Lucian Raider Craft in it.

Forces

SGC

1. SG1: Teal'c has a Staff Weapon instead of a SMG. The other members of SG1 are in the SGC infirmary or captured (Daniel). Teal'c is in charge of the mission, but may operate independently. In which case increase his cover modifier by one.

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.

2.1 Squad Delta: 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.

2.2 Squad Echo: 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 their Assault Rifles.

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

SGC Deployment

All SGC troops, including Teal'c, begin on the short board edge closest to the Stargate. For game purposes consider the Stargate to be secure SGC territory.

Goa'uld

The Goa'uld lost a lot of Jaffa in the last mission and haven't been able to resupply. Some Jaffa have recovered from their wounds, However, more local devotees have turned up to bolster the Goa'uld forces.

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

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

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

5. Human Auxiliaries: Two groups of 6 men who are Green, have no armour and a Crossbow. They each 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 no more than 12" from the Ruins containing the monolith.

Herot and his Jaffa are hunkered down in the ruins around the Monolith. To move Daniel Herot must assign two men or Jaffa to carry him. He will not abandon his prize under any circumstances.

Lucian Alliance

1. Raider Captain: Josah C'ban [Elite].

2. Raider Team One: Five Raiders [Seasoned].

3. Raider Team Two: Five Raiders [Seasoned].

All Raiders are armed with Laser Pistols [2FP's, Range 12"], and are wearing Lucian Combat Armour [4+ Save].

The Captain is armed similarly but has Ancient Pattern Combat Armour [3+ Save].

Lucian Deployment

The Lucian force begin in their Transport.

Game Ending

At the end of the third turn, and each subsequent turn end, the Goa'uld player rolls two six-sided dice.

If he rolls a double six a Goa'uld Tel'tac Scout ship will land by the Monolith ruins and all Herot has to do is get himself and Daniel Jackson aboard.

If he rolls a double one then Apophis has been driven away from the planet and Herot is left to his own devices.

Surrender to the Lucian Raiders is unthinkable as they torture Goa'uld and Jaffa to death and eat the symbiotes as a delicacy.

SGC, though, have a policy of not slaughtering prisoners...

SG1 Immortality

For narrative purpose members of SG1 are never killed. If they are hit and go down they are either:

- Wounded and left for dead,
- Captured, or
- Crawl away into cover.

In the early series, before the discovery of Tritonin, Teal'c has a Goa'uld symbiote and can recover from all but the worst injuries. Thus he has the same 6+ chance of getting up on the next activation as other Jaffa. If he fails this then apply the rule above.