

# OPORD

OPERATIONAL ORDERS



FORM C7-R2

SG TEAM MISSION BRIEFING

SEARCH AND RESCUE

P3X-974 CIMMERIA

DATE

29.07.2004

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## SITUATION

Four years ago SG-1 visited Cimmeria and had to destroy the artifact known as 'Thor's Hammer' to save a team member. However this left the world open to Goa'uld visitation once again. Luckily this had not happened as there was no reason for the Goa'uld to suspect anything had changed. However five days ago SGC received a message from Jaffa rebels that a misdial had landed a team of Jaffa on Cimmeria. They reported back that they had not been destroyed. This gave Apophis an idea for revenge. He aims to kidnap Kendra (the ex Goa'uld Queen, who now works as a healer on the planet) and take her back to Chulak where she will again be 'infested' with a mature Goa'uld larva.

Our sources say that the raiding party of Apophis and two or three Jaffa teams have been on the planet for two days now and are expected to return within the next 24 hours.

## MISSION

SG-1 are to go through the stargate and prepare an ambush in the vicinity. Once the Jaffa parties are returning to the stargate Kendra and other non hostiles are to be extracted through the stargate to Earth.

## EXECUTION

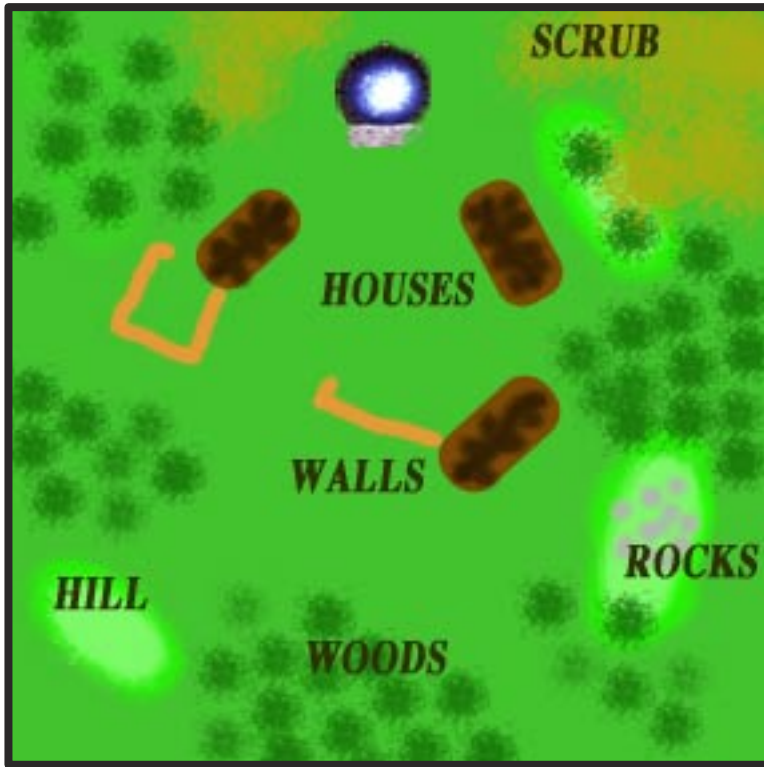
The area around the stargate will provide adequate cover for a planned ambush - the only anomaly is that SG-1 will not know how much time they have to set up the ambush or from what direction the hostiles will appear.

## SERVICE AND SUPPORT

SG-6 will provide fire support for the mission. The team will consist of three marines under the direction of Captain B. Wood.

## COMMAND AND SIGNAL

Standard Mission Protocol will apply. Return to SGC will be flexible, any signal received from this mission will have priority access to a wormhole opening.



### **TERRAIN:**

For 28mm figures use a 4'x4' board. The diagram on the left is one possible layout. Whatever you decide on DOW needs a lot of cover terrain for a satisfying game.

### **DEPLOYMENT:**

SG-1 and SG-6 arrive through the stargate and deploy within 7" of the stargate base. Jaffa teams are off table until they make a successful roll to 'appear' (see below).

### **INITIATIVE:**

Starting on turn one roll for initiative and activate teams as normal.

Jaffa teams when activated appear on a roll on a 1 or 2 on D10 first turn, increasing by two each turn. So for example on the teams activation on turn 3 they would appear on a 1-6 on a D10.

### **WHERE THE THE JAFFA ARRIVE FROM:**

Once a Jaffa team activates and makes a successful roll to arrive on the table you randomly determine which edge they arrive on. Roll a D10

1-3 - they arrive on the left hand edge on the above map. They may arrive at a point anywhere up to 3' from the bottom corner. They are 'moved' onto the table and placed within 4" of the arrival point, this counts as using 4 activation points.

4-6 - they arrive on the right hand edge as above.

7-10 - they arrive on the 'bottom' edge, the arrival point may be placed anywhere along the edge.

Which team arrives on the table with Kendra and the other planet locals is determined at random before ANY teams are activated.

### **VICTORY CONDITIONS**

SG-1 - a major victory is achieved if they 'neutralise' all hostile elements and extract Kendra and other no hostiles through the stargate. A minor victory achieved if they extract Kendra but do not fulfill the above conditions.

Apophis teams - a major victory is achieved if they return through the stargate with Kendra. A minor victory is achieved if they prevent the SG teams from extracting Kendra and Apophis escapes with at least 5 Jaffa. They can only eliminate Kendra if she is in the control of a SGC team.

### **SPECIAL RULES**

All the normal DOW STARGATE rules apply from the latest possible version. However the following rules are also used:

Apophis has mind control of 'hostages'. Apophis will exert his will over the hostages, including Kendra, so long as they are within 4" of him and he is conscious. If the figure would normally have to make a shell shock test (Jaffa teams normally do not) then use this to determine if he has 'lost' control. If he has then the hostages may be activated on the next SG teams activation, the SG player controlling their actions. They will only have 3 Action Points available.

Stargate activation - it takes 5 action points to 'dial' in an address and then another 5 AP until the worm-hole appears. These 5 points are taken at the same time as the dialing figure would activate. So if Daniel spends 5 AP to get to the stargate and then 5 to 'dial home' then the worm hole is established after he has

spent 5 AP in his next activation phase. Anyone within 3" of the wormhole at the point of activation is vapourised.

While not specified in the light rules we have a house rule that at when you activate team you outline briefly what the figures intend to do as actions that turn. This then stops a player using one figure to pick off a hostile and if not successful use the next team member to carry on etc. However it is quicker than having to play each figure an Action Point at a time etc.

If using the light version of DOW you will need a 'spotting' system of some form. We use the following which is heavily influenced by the Combat Acquisition rules found in the Stargate Skirmish rules from the skirmish group site.

LOS - as the figures are never going to represent exactly the position the actual 'soldier' would be adapting common sense must be used when figuring out LOS. Use the chart below to figure out a D10 roll under or equal to 'see' the target/s.

### **Unconcealed individual or group - automatic**

#### **Concealed individual:**

base to base - 2 inch automatic

2-5 inch - 5

5-10 inch - 4

10-15 inch -3

15-25 inch - 2

25-30 inch - 1

over 30 inch - 1 followed by a fortitude roll

#### **2-6 in Concealment:**

base to base - 2 inch automatic

2-5 inch - 6

5-10 inch - 5

10-15 inch -4

15-25 inch - 3

25-30 inch - 2

30-40 inch - 1

Over 40 inch - 1 followed by a fortitude roll

#### **6+ in Concealment:**

base to base - 2 inch automatic

2-5 inch -7

5-10 inch - 6

10-15 inch 5

15-25 inch -4

25-30 inch - 3

30-40 inch - 2

over 40 inch - 1

### **Modifiers**

Using binoculars over 5" +2 to base number over 35 inch +1

Target firing any weapon without muzzle suppressors +7 to base number

Smoke or bad visibility weather -1 to base number (or as decided by players)

Darkness gives a -1 to -7 to naked eye decided by player. Optional rule - +1 for every 2 turns spent in darkness to a limit of +4 (to simulate night vision), this is eradicated by any light seen.

Night vision equipment - +4 when used in dark!

## **ROSTERS**

Use the handy roster team sheets supplied on the DOW STARGATE site.

### **SGC teams**

SG teams are as per rules but can have a P-90 and 4 clips of ammo. One member can have a M16A2 with 5 clips.

Teal'c will have a staff weapon

All figures have a smoke and a frag grenade

All figures have a kevlar helmet

The marine team has bog standard stats.

SG-1 are modified as follows

Jack - CQ expert, Dedicated marksman, +1 to morale base roll

Daniel - +1 to morale base roll - born optimist.

Sam - +1 to morale base roll - born optimist.

Teal'c - +1 to strength, doesn't take morale rolls

### **Jaffar teams**

As per the rules - two figures per team have staff weapons

Apophis has ribbon device and ZAT

### **Design Notes**

We have found it is hard for 2 teams of Jaffa to pull off a major victory even if they in theory have a points advantage. They can do it but it relies on them coming on almost straight away and in different areas of the board. This can be countered by using 3 Jaffa teams but putting the third team down to a WP of 4, meaning they are much like the hordes on the program who can't hit a barn door. Try both ;-)

Rich Jones

July 2004