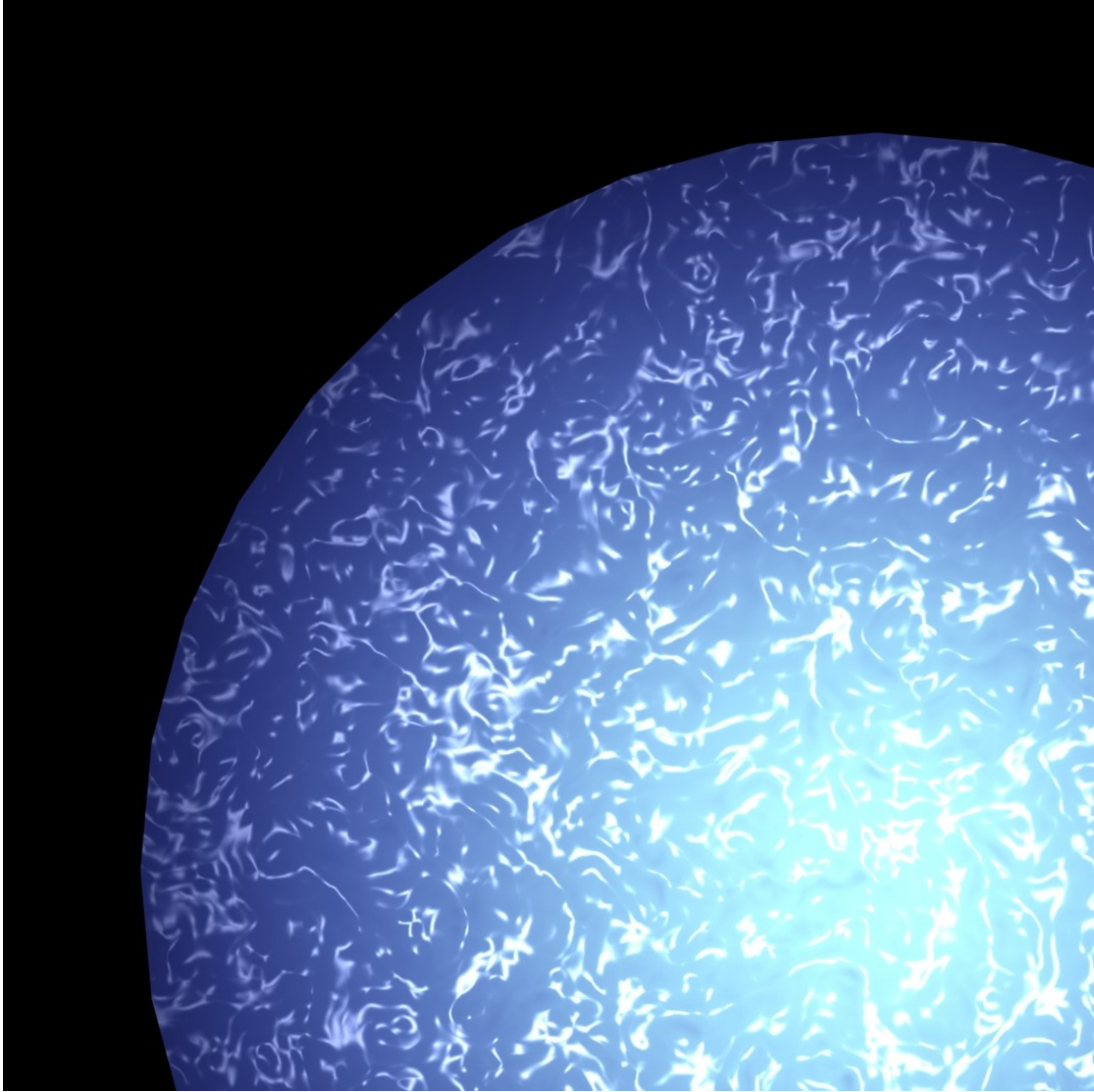


# Stargate skirmish rules



**Skirmish rules for playing tabletop games in the world of the TV show**

*November 2020*



# Table of contents

- Figure costs:** ..... 4
- Order of play:** ..... 4
- Movement:** ..... 4
- Visibility:** ..... 5
- Morale (Not Jaffa):** ..... 5
- Melee:** ..... 6
- Shooting:** ..... 6
- Effect of hits:** ..... 7
- Jaffa actions** ..... 9
  - Risk Factors: ..... 9
- Stargate operation.** ..... 11
- Enemy Force Generation** ..... 12
- Portal Markers** ..... 13

# Stargate Solo Rules

**Figure costs:** Figures cost points, dependent on:

Fire Actions;

SGC troops have between 1 and 4 actions, costing 1 pt per action.  
Specialists have between 1 and 2 actions. Most SGC troops have 3 actions.  
Elite SGC troops (EG: SGI) have 4 actions.

*Jaffa normally have 2 actions.*

*Leaders and elite Jaffa have 3 actions*

Weaponry;

Figures cost their number of actions+/-  
+1 pt: If armed with Assault Rifle. And per Grenade/Claymore  
-1 pt: If armed solely with Pistol. (NOT Zatn'kite!!)  
(NB: No figure can cost less than 1 pt.)

## **Order of play:**

- (1) Check for Portal markers and dice to see if any fresh units arrive.
- (2) Player(s) move their figures, and attempt to spot.  
( SGC figures dice to remove suppression if required)
- (3) SGC calculate any fire/melee results.
- (4) Test morale for any melee loss, or casualties.
- (5) Jafar test for order changes if required, shoot and move.
- (6) Test morale for any melee loss, or casualties.

NB: figures test morale immediately, if attempting to cross open terrain under fire, or when they are charged by greater numbers of enemy.

**Movement:** Up to 3 movement actions may be made a turn.

Figures move 6" normally, or 8" if charging into melee, or fleeing;

-3" If wading through water/rough terrain or if crossing a linear obstacle (e.g.; a wall).

-2" If wounded, or being dragged/carried by another figure.

-1" If 2 figures are dragging/carrying 1 other figure.

(NB: Additional deductions can be made in other circumstances, and the above can be modified if deemed sensible.)

## Visibility:

Figures may attempt to spot once during their own movement, and when enemy troops move or fire within line-of-sight.

No more than 2 spotting attempts may be made by a figure during any game turn.

Ranges:		NB: Spotting is automatic at up to 20" (Short range) if target is in the open, and in clear sight.
Point Blank:	up to 8".	
Short:	9"-20".	
Long:	21"-48".	
Extreme:	49"-60".	
If troops are unaware of enemy in the area, count +1 range band.		
If target in cover, count +1 range band.		
If observers suppressed, count +1 range band.		
If target unit shooting, count -1 range band.		

Throw a D6 and score at least:

Point blank: 2
Short: 3
Long: 5
Extreme: 6

## Morale (Not Jaffa):

Test when;

: Suppressed by fire/take casualty.

: Charged by greater numbers/lose melee.

: Attempting to cross open ground under fire

Test affects all figures within 3" of each other, if in the same fire team/group. ----  
Detached figures test separately.

To test:

Throw a D6, and score less than the Fire point total of the testing group (not counting wounded/dead).

-if the result is equal or higher, the following occur:

Equal/+1: Retire to nearest cover.

+2/3: All testers become suppressed.

Greater: Flee from nearest enemy, Rally on a 6(d6) at the start of any subsequent movement turn. Routers may not fire.

## **Melee:**

This occurs when opposing figures are within 1" of each other. Figures within 1" of enemy may not fire or be shot at.

Compare Fire points of combatants, adding 1 per extra figure in contact with a single enemy figure. Add 1d6 score;

+1: pushed back 1" (if there is room)\*.

+2: Wounded \*

+3: Disabled \*

+4: Killed.

More: Killed, other opponents pushed back

(\* If a single figure defeated, it may be captured if desired by the victor.)

## **Shooting:**

May be performed during own movement, or during enemy movement if firers neither fired nor moved in their previous movement phase.

(U/S) Unaimed shots take 1 action each.

(A/S) Aimed shots take 2 actions each. (Jaffa always prefer these).

(CAS) Carefully aimed shots take 3 actions each.

Figures may fire any mix of the above shots in a turn, up to the total of their Fire actions.

NB: Moving/removing suppression each take 1 action each, and may therefore reduce actions available for shooting.

May be performed during own movement, or during enemy movement if firers neither fired or moved in their previous movement phase.

(U/S) Unaimed shots take 1 Fire action each.

(A/S) Aimed shots take 2 Fire actions each. (Jafar always prefer these).

(CAS) Carefully aimed shots take 3 Fire actions each.

Figures may fire any mix of the above shots in a turn, up to the total of their Fire actions.

NB: Moving/removing suppression takes 1 Fire action each, and may therefore reduce shooting.

To Hit:

Throw ID20 per shot, score needed are for (U/S)-(A/S)-(CAS)

	Assault Rifle	.50 cal MG	Staff Weapon	Pistol/Zat/Shotgun
Point Blank	1-6" 10/04/02	1-8" 10/04/02	1-4" 14/08/04	1-6" 12/06/03
Short Range	7-18" 14/08/04	9-24" 14/08/04	5-12" 17/12/08	7-10" 16/10/06
Medium Range	19-24" 17/12/08	25-50" 17/12/08	13-18" 19/16/12	11-16" 18/16/12
Long Range	25-60" 19/16/12	51-80" 19/16/12	19-60" 20/20/18	17-30" 20/20/18
	Targets in cover count as 1 range band higher.			
	NB: Hits are automatic at Point Blank against inactive targets.			

Fire effect: Throw a D6 for each hit, to gauge effect.

Staff Weapon: 1-3; Suppression. 4; Wound. 5; Disable. 6; Kill.

Conventional Round: 1-2; Suppression. 3-4; Wound. 5; Disable. 6; Kill.

-1 to die roll at medium/long range.

+1 to die roll at point blank range.

+1 to die roll for shotguns / .50 cal MG .

Zat guns disable for 5 turns with 1 hit, kill with 2 hits. (Disintegrate with 3!)

### Effect of hits:

Suppression; Troops may not move or fire. (A maximum of 3 suppressions per figure is allowed)

(To remove suppression: throw d6 + Fps, score 6+.)

NB: Removing suppression attempts take 1 Fire action each.

: Suppression affects individuals, but whole fire team reacts for morale purposes.

Wound; -1 Fire action, disabled for D3-1 turns.

Disable/Kill; May not move/fight.

Other weapons:

### Jaffa heavy cannon:

Take 2 actions to shoot. Throw D20.

2-8" – hit on 4

9-20" – hit on 8

21-48" – hit on 12

Effect: Dice for all figures within 2" of hit target figure as though hit by staff blast.

### Grenades:

Players may opt to throw a grenade instead of shooting.

Preparing a grenade and throwing it takes 2 Actions. They cost 2 points.

Range:	Short (6-9")	Medium (10-14")	Long (15-18")
Score to hit (D20)	5	12	18
Result if miss:	Miss by <b>1</b> : 2" over, <b>2</b> : 2" short, <b>3</b> : 2" Left, <b>4</b> : 2" Right, <b>5</b> : 3" over, <b>6</b> : 3" Short, <b>7</b> : 3" Left, <b>8+</b> : Miss-no effect.		
Effect:	All figures within 2" of explosion dice as if hit by Assault Rifle.		
Jaffa 'Grenades' (these cost 6 points and should be only rarely used as part of a scenario.)	These are ultra bright stun weapons, they may be rolled up to 10" and disable all figures within 15" unless they are forewarned and 'cover' (Figure may do nothing this turn unless the one throwing the 'Grenade')		

### Claymores and C4:

These take a full turn to set up with the figure using all his/her actions to do it.

These explosives are either triggered as mines, usually with a tripwire, or more commonly with a remote trigger.

#### Activation:

**Tripwire:** If a figure moves within 4" of the front of a 'mine' the device is activated.

**Trigger:** This takes 2 actions, which must have been 'saved' in the figure's previous activation. The mine explodes at any time during the enemy figures movement.

#### Effect:

All figures within a 45° arc of the front of a claymore and within 8", are hit as though by a shotgun (IE Assault rifle +1)

C4 explosives can be set up as 'Claymores' or as a simple mine. They hit any figure within 3" of them as though hit by an assault rifle.

Other weapons and equipment can be used using the above as a guide as to their use and effect.

## **Jaffa actions**

These rules work ok for uncommanded SGC teams too...

Jaffa defending a position will remain there until killed, or a morale effect forces them to move.

Otherwise...

Calculate each group of Jaffa, or individual Goa'uld's Risk factor.

## **Risk Factors:**

RF's (Risk Factors) are added as indicated below; Note that they will always shoot at the nearest enemy to them (Measured from the nearest figure)-

-4: No enemy, or friends retreating, in sight.

-1: Goa'uld with unit.

: Unit entirely in cover or advancing.

1: Enemy in clear sight and within their weapons range of the unit

: Raw unit in range of any enemy unit in sight.

: Per 10% of group wounded or killed

2: Enemy to flank or rear and in sight.

: Taking more casualties than inflicted last shooting phase.

3: If running from enemy last turn, or retreating as a result of melee.

And throw a D6:

Cross reference the Risk Factor with the modified D6 roll, this will indicate:

(1) What the unit will try to do.

(2) What Morale effect the situation has on them.

The effect is immediate and simultaneous for all Jaffa / Goa'uld units.

Note that non Player Character SGC or indigenous troops are run using the same system, but move and shoot as the nearest player wishes where the command is written in **Blue**.

*Actions Table*

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	Continue current actions, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. They will not move however, from fortified positions they are defending. Units falling back away from the enemy will halt in the nearest cover facing the last known enemy position (5,6 D6)					
RF1	A	B	C	C	C	D
RF2-5	E	A	B	C	C	D
RF6-8	F	E	A	A	B	C
RF9+	F	F	E	E	E	B

- (A) Move towards the nearest cover within 1 move, or if in cover, stay there.  
Otherwise retreat away from all enemy units, or surrender if unable to do so.
- (B) Stay in current position, but may change the facing of the unit to face the nearest enemy unit.
- (C) Continue current actions, facing the nearest enemy, charging into melee if in reach.  
If no enemy are in sight, move towards game objective, or continue in current direction of move.
- (D) Advance towards the nearest enemy unit, charge if in reach of them.
- (E) Move away from the nearest enemy unit, towards cover, or if in cover, stay there.
- (F) Run away from the nearest enemy, or enemy you are in contact with. Figures which are surrounded surrender.

If no enemy figures are in sight, and unit is ordered to move towards/away from them, use the last known position or direction of enemy figures seen to determine your units' move direction.

(NB – Charge? Indicates the unit will move as fast as possible to engage the nearest enemy in melee if within 12")

Units will move at up to half speed and shoot if advancing and in range, unless able to charge instead.

## **Stargate operation.**

The following rules are used where a scenario involves using a Stargate.

When a figure is in contact with a DHD (Dial Home Device), a full turn is needed to 'dial' an address and open the Stargate. This includes operating any Iris control device too.

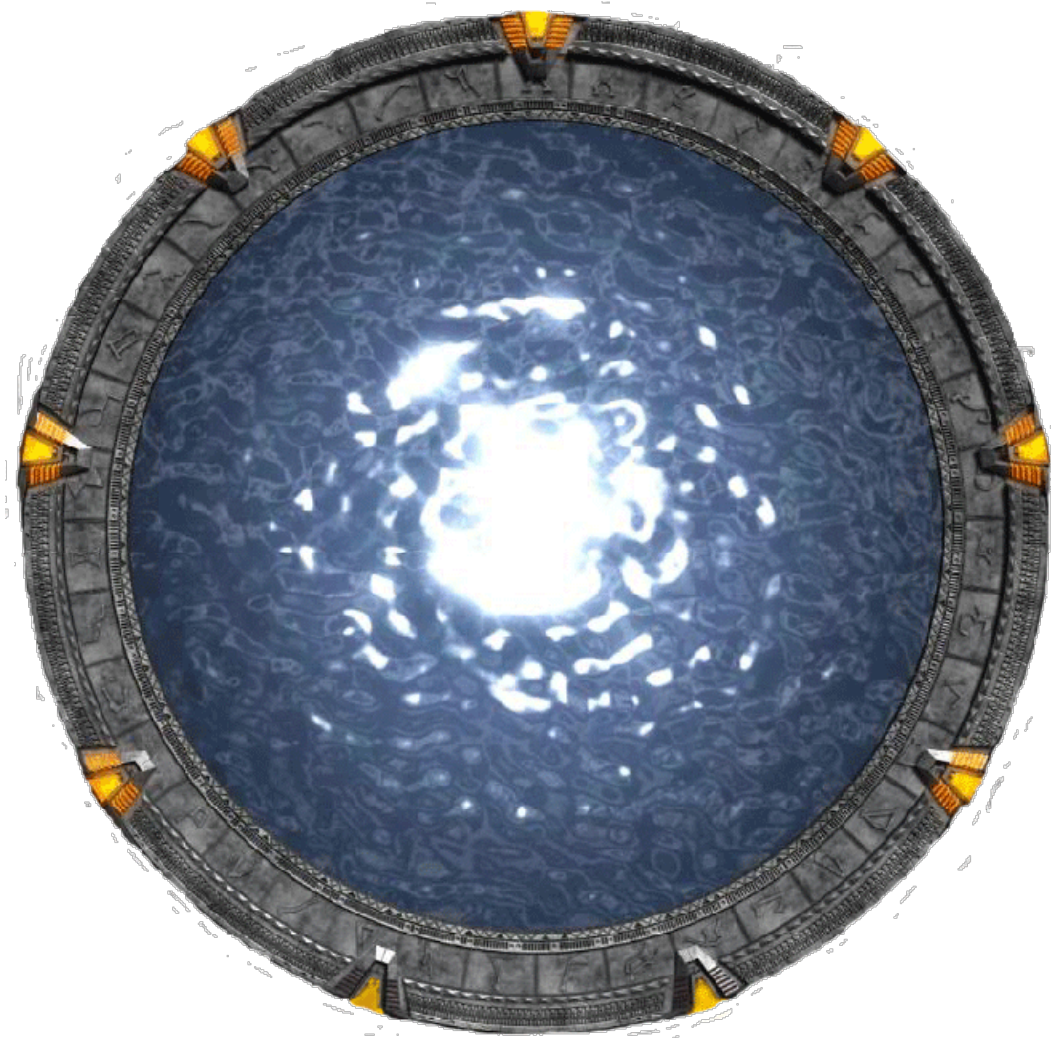
Anyone or anything within 4" of the ring is killed if directly in front of it when it is activated.

Once opened, figures and items may pass through it freely. If nothing goes through for a full turn after opening, or the passage of a figure or item, or unless someone has a hand in the event horizon (!) – the Stargate will close.

If no DHD is available, so long as the Stargate is charged with sufficient power, a symbol can be entered by a figure manually moving the ring. This takes 2 actions to do.

6 symbols must be entered before the Stargate opens.

NB: A manual dialer will automatically be moved out of the danger area in front of the gate by a free move.



## **Enemy Force Generation:** Goa'uld / Jaffa

Number of Portal markers:

In general, this may be dependent on how dense the terrain is on the table, but as a guide, they should cost 2pts each, so that a powerful SG force with lots of weaponry will face more than a poorly equipped one!

Portal Markers are always placed on corners, in cover covering the approaches to the game objective or the centre of the solo forces table edge.

When a player's figure(s) get within LOS of one or more, throw a D6:

-1: No contact today with the player's forces.

+1: Each counter after the first, in LOS of any figures in the players forces.

Result:

(randomise which counter in LOS the enemy appear at A natural '1' is always nothing.

1-5: Nothing

6-7: 4 Jaffa.

8: 6 Jaffa.

9: 2 groups of 4 Jaffa appear at different Portals.

10: *All Portal markers bypassed by most forward figures of player's forces are redeployed within 6" of a direct line to the centre of the solo force's table edge.*

11-12: Heavy Staff Cannon.

13: First Prime and 6 Jaffa.

14+: 8 Jaffa.

If no figures are available to represent the generated force, use the options before in order instead until a deployable force is generated.

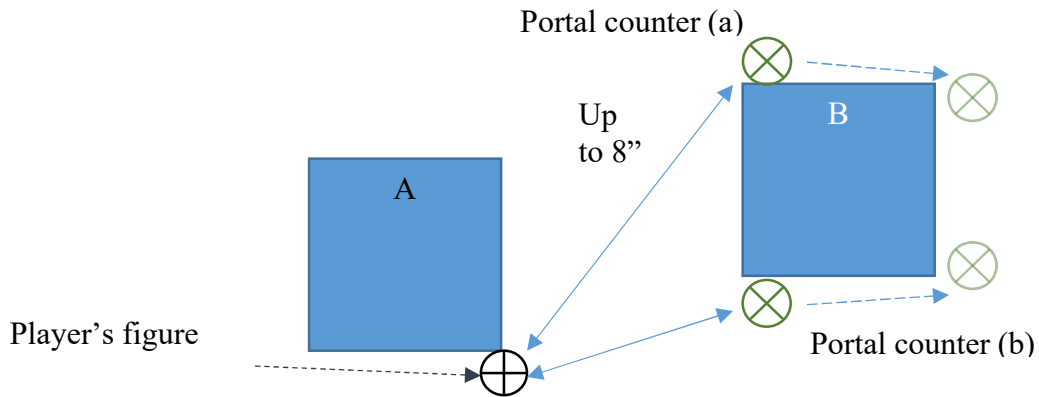
If you run out of figures, you cannot deploy any until casualties are recycled!

Eliminating Portals:

If approached, when a figure moves within 8" of any portal in cover, and visible, (or one that is in the open, after the 'Enemy Force Generation' phase), a portal counter will move to the next corner/cover\*\* within 12".

(\*\* is cover which could conceivably hold figures (Building, etc) or a point in terrain facing any of the player's figures – with 'dead ground' behind. See diagrams for more explanation.)

Example 1



Player's figure has moved to the corner of building A, It can see 2 Portal counters. PC (a) is up to 8" from the observer, so it falls back behind the building as shown.

If the distance was over 8" between the counters, PC(a) would remain.

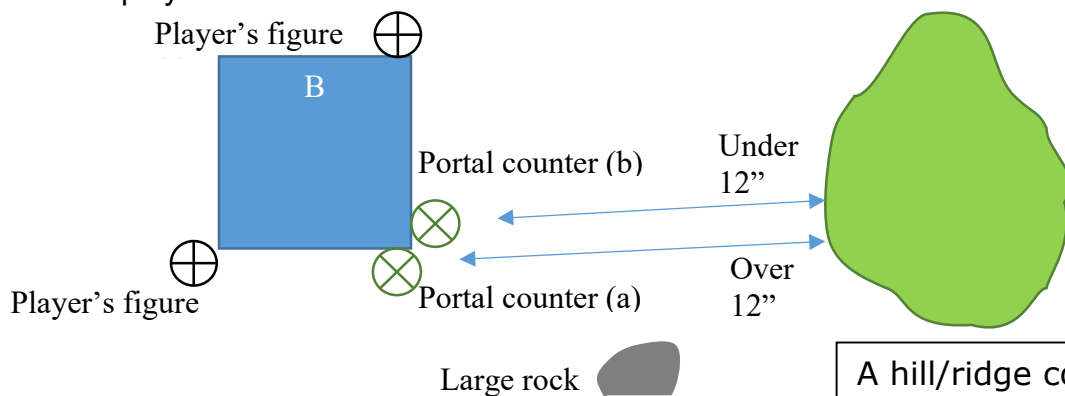
Portal counter (B) is in the open relative to the Player's figure, so will move back to the rear of the building.

Example 2

Following from the last example, the 2 portal counters have been driven back to one corner of building (B), PF (a) has followed round to look round the corner at the two portals, If PF (b) wasn't there, the 2 portals would have gone to PF (b)s position, but they are bracketed by the J! Portal (b) is within 12" of the wood, so goes there, but poor portal (a) has nowhere to go, and is eliminated!

The Large rock cannot be used as there is no real 'Dead Ground' behind it for figures to reach it unobserved.

The large rock may not start a game with a portal marker behind it, except in a special scenario where it can only produce figures once (They were hiding behind the rock!) -- then the portal is removed from play.



A hill/ridge counts as cover, until any of the players force get a line of sight to the far side.

