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STARGATE COMMAND PROGRAM PROJECT PHOENIX

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MWM



A Living RPG Series presented by Wyvern Gaming

Run!

Side Mission

Introduction: "I'd normally cheer when System Lords go to war with each other-- But I'm not normally on the planet where they're duking it out"

A ninety-minute "episode" for level 1-4 characters of the
Stargate SG-1 Roleplaying Game

by Lee Alley



If you have first-time players, this can be read verbatim or paraphrased as you see fit.

THE STARGATE PROGRAM

Earth's Stargate (SG) Program began when a Stargate was unearthed in Egypt in 1928. The device was brought to the United States in 1939 to keep it out of Nazi hands and was installed deep beneath Cheyenne Mountain in Colorado.

When it was discovered that there were grave threats in the Universe, in the form of the Goa'uld System Lords, the United States established Stargate Command, under the command of General Hammond. Nine teams, known as Stargate teams (SG 1-9) were initially created to travel through the Gate to assess threats, open negotiations with other civilizations and procure technology to defend Earth.

As the SG teams went on missions, contact was made with several intelligent races as well as distant Earth descendants, which were under the control or influence of the Goa'uld. These team visits were many times a spark that lit the freedom fighting spirits of those worlds.

STARGATE PHOENIX

As more and more refugees from alien worlds began to rise up, a classified site, authorized by the President and headed up by General P.K. Loyer, was created. Its mission is to establish an off-world Stargate site called Phoenix Site, which brings together and trains the freedom fighting individuals from worlds oppressed by the Goa'uld System Lords.

Once trained, these highly functional SG teams are sent on missions with the defense of the Universe in mind.

"You recruits are members of the selection process to be placed on one of these teams."

PREPARING THE ADVENTURE PLAY

You are the Gamemaster (GM). The GM is a vital role and can be as much fun, if not more fun, as being a player. You control the story and the non-player characters (NPCs) that interact with the player's characters (PCs).

Before you run this episode as a GM for a group of players, you should do the following:

- Read through the episode.
- Highlight important items as reminders.
- Gather your notecards, a screen, dice, etc.
- The Stargate Roleplaying Game can be played as a theatre of the mind type game; however, some players enjoy playing on a tabletop with a battle mat and miniature characters. This is completely optional but helps some people picture the tactical nature of combat.
- Familiarize yourself with the Stargate Roleplaying Game rules.
- Ensure your players play legal Phoenix Living Series characters. (see StargateTheRPG.com/about/SGP for more information)

WHAT IS A SIDE MISSION?

Sometimes called "Bottle Episodes," Side Missions are episodes that you can drop into any game season at any point and it is completely self contained. The only assumption for timeline is that this episode takes place after Stargate SG-1 Season 6 "Allegiance."

Side Missions can be played at a home game or as part of the Living RPG Series "Phoenix Site."

TENSION DIE

This episode has a Tension Die (TD) of **D6**, unless otherwise stated.

Be sure to let your players know this as many feats, equipment, and other player options use the (TD) to add to a roll. As a GM you will also use (TD) for Combatants and some damage elements.



SUMMARY

Phoenix site has sent the players to explore a planet that shows signs of a civilization. Deep craters cover the planet's rocky and dry surface. Hear the Stargate are replica stargates varying in different sizes and states of condition.

After some investigation the players will be greeted by hunters. There are only a few human inhabitants left on alive on this barren planet. While speaking with the tribal leader the players will discover this planet is used every 100 years by the gods to fight against one another to determine who is superior. That day is close at hand.

Svarog and Yu arrive over the planet. The players must help evacuate the humans though the stargate as death and destruction rain down all round them... run!

BACKGROUND

Svarog and Yu have been using this planet as their personal arena to settle disputes for centuries. Sometimes they pit their Jaffa against one another or with squadrons of Death Gliders. Only occasionally do the two Goa'uld engaging in personal hand to hand bouts.

To witness the victor, humans have been brought by the Goa'uld to this planet to act as living record keepers. The human inhabitants have been caught in the crossfire. The destruction the Goa'uld brings keeps them at a low level of development. They have attempted to appease their gods by creating replicas of the stargate as their ancestors had done previously, but to no avail. Always having to start over in the wasteland planet the Goa'uld inadvertently created.

SVAROG & YU - QUICK DETAILS

Svarog is a powerful Goa'uld System Lord. He rules several planets and is not afraid to take chances when he believes threats are minimal.

Lord Yu is considered to be one of the more reasonable System Lords, who has kept his realm stable via a combination of pragmatism, ruthlessness, and enlightened self-interest.

ACT 1: THE LAND

GM NEED TO KNOW INFORMATION

The purpose of this act is for the players to investigate the area and planet's surface. It should become apparent to the players that the planet is dying and will not be able to sustain life in the future.

QUICK MISSION BRIEFING

Read to the players before beginning Encounter 1 and Gearing Up..

You have been ordered to explore P1S-832. M.A.L.P scans show signs of a past civilization now crumbling in a dry, rocky desert valley. A functioning DHD is present. Your primary mission, as always, is to search for more allies and procure advance technology. If you locate nothing of interest return to Phoenix site for your next assignment.

GEARING UP

The team is issued 1-Prep equipment and desert tan uniforms but can request additional items to assist their mission.

WHAT THE PCs MAY DO

The players are able to explore the landscape and monuments before they encounter the local humans.

THE PROBLEM – There are no immediate signs of people or anything of value.

RESOLUTION – Continue to search.

ENCOUNTER 1: TAKING IT ALL IN

The "episode" begins with your SG team already stepping through the stargate to the arid planet, P1S-832. The stargate is located in a desert valley, surrounded by mountain ranges in the far off distance. Ahead of you are dozens of replica stargates of varying sizes offering some shade from the blazing sun. Outside of the replica stargates the ground is pockmarked by hundreds of craters.

THE REPLICA STARGATES

PCs looking over the replica stargates make:

- **Investigation DC 10:** These stargates were made with different materials and levels of skill. A more recently built replica is made of mud-brick, with

crudely drawn glyphs sculpted by fingers. A much older replica was hand chiseled out of a single slab of stone.

- **Investigation or Medicine DC 12:** the most recent mud-brick replica was created by a small group of humans.
- **Culture DC 10:** note the replica stargates were created to be worshiped.
- **Survival DC 10:** human tracks are all around the replica stargates but lead away to the narrow path.

FLOWERS AND FAUNA

This planet is very barren, there are no immediate signs of water or animals. Most plants are bushes with an occasional short, thin tree with no leaves on it.

- **Nature or Science DC 10:** The soil has very little nutrients, this world is slowly dying.

THE CREATERS

Deep creators litter the entire landscape surrounding the stargate and as far as you can see.

- **Engineering or Science DC 10:** The craters were not made by meteorites but bombs or energy weapons from the sky. This valley has been the sight of numerous battles.

DHD

You see the DHD in its normal place near the gate.

- **Engineering 8:** The DHD is seems to be fully functioning.
- **Survival 12:** No signs of tracks nearby.

FOLLOW THE PATH

There is a narrow path that leads away from the stargate. You see no other signs of civilization anywhere else.

RESOLUTION

The PCs can explore around the Stargate but the only direction to continue is the obvious path in front of them. If the players choose to go in a different direction or stay put at the Stargate, skip **Encounter 2** and move on to **Act 2, Encounter 1**.

ENCOUNTER 2: STICKS & STONES & TAKUNITAGAMINITURONS

After walking the path for several meters you all come across a small pyramid made out of ground and rocks resembling a children's sand castle. On each side of the pyramid are several smaller rocks with two sticks on each of their tops. The sticks are facing the other rocks with sticks.

- **Investigation DC 10:** the rocks with sticks are meant to be opposing squadrons of Goa'uld Death Gliders in a battle.

A LEFTOVER MINE

Your team continues to walk the path...

PCs with a **Passive Perception of DC 16** notice 6 meters in front of them a reflective material buried in the ground on one side of the path.

If the players are actively looking around:

- **Perception DC 16:** The PC see a reflective metal buried in the ground. If failed

If players are actively tracking say they are specifically watching the path:

- **Survival or Investigation DC 12:** The human tracks walk around the object buried in the ground.

If the players notice the Tac' with any of the above skill checks or **Passive Perception DC 16**, they notice the object burried in the ground:

- **Success:** If the players notice the Tac' with any of the above skill checks or **Passive Perception DC 16**, they notice the object burried in the ground:

- **Investigation DC 14:** It is an old but still active Takunitagaminituron or "Tac" Goa'uld energy mine

- **Engineering DC 16:** To disarm the Tac'

- **Failure:** Either the PCs do not see the mine and step on it or they fail the disarm, either way the buried object is an old Takunitagaminituron mine and detonates. Every target within 5m of the Tac' suffers **5d6 electric damage (DC 18 Dexterity Save for half)**.

RESOLUTION

After learning more about P1S-832 secrets and dangers you see two young humans looking at you cautiously from a safe distance.

Go to **Act 2**.

ACT 2: THE PEOPLE

GM NEED TO KNOW INFORMATION

The tribe is barely surviving and will not last much longer without assistance off P1S-832.

GEARING UP

No change in gear.

WHAT THE PCs MAY DO

Ask questions of the two youth hunters. Look over the arena. Help the tribe. Convince the leader to leave P1S-832.

THE PROBLEM — The System Lords Yu and Sarvog will be arriving any time now.

RESOLUTION — Get the human survivors organized to leave.

ENCOUNTER 1: HELLO THERE!

Just as quick as you saw the two young humans, now you no longer do. It looks like they ducked back down into a crater.

As you approach you the young heads periodically pop out of hiding and quickly disappear again.

The two human youths are hunting hares. They are scared, hiding, and won't make any sudden movements.

- **Perception DC 12:** Can see the two youths are wearing remnants of Jaffa armor over their tattered clothing. Each is carrying a broken Ma'Tok staff.
- **Insight DC 12:** You think these might be the same people that created the replica stargates

MY NAME IS...

The youths are named 'Remembers-All' and 'Big-Fee'.

- **Persuasion DC 12:** Allows the players to calmly approach the two skittish children.

The slightly older of the two teenagers cautiously steps forward. "My name is 'Remembers-All', you don't look like Jaffa. Please follow us to our tribe. Our leader Last-Witness will want to speak with you, but we must move quickly. Last-Witness has said our gods will return soon, and she is never wrong about these things."

If questioned, 'Remembers-All' will do all the speaking as he is very curious about the SG team. 'Big-Fee' is shy and reserved and is perpetually covered in dirt. They do not speak, never looking a PC in the eyes. They don't have all the answers but will guide the team to speak with the tribal leader 'Last-Witness'.

WALK AND TALK

'Remembers-All' can answer a few of the team's questions while they walk.

- Their tribe is the last of all the tribes on this world. Only 28 people remain.
- They were brought to this world ages ago by their gods. The purpose was to bear witness the two gods' contests of might verses one another.
- The two gods return every 100 years to do battle
- The two gods are Svarog and Yu.
- They don't know how to use the Chappa'ai or stargate. Some tribe-members wish to leave while others are fearful of their gods' wrath.
- They built the replica stargates in hopes the gods do not return.

RESOLUTION

After walking and taking with the two youngsters move on to **Encounter 2**.

ENCOUNTER 2: ARE YOU NOT ENTERTAINED?

After traversing the cratered wasteland for about 1 kilometer you come across a flat, level part of the ground. Both of your guides stop and 'Big-Fee' sheepish says, "That is of the gods, we must walk around it." He points at a oval shaped floor approximate 30 meters diameter that appears to be made of granite. You see carved at opposite ends of each other are Goa'uld transporter rings.

- **Culture or Investigation DC 10:** They are only carved into the granite they are not actual

rings. PCs will remember that this area is used as gladiator style arena, with each team ringing down to the platforms to do battle. There are no craters nearby, the arena shows no damage.

After looking around 'Remembers-All' tells the team the tribe is close by now.

RESOLUTION

After the players have seen enough of ancient arena, move on to **Encounter 3**.

ENCOUNTER 3: IT'S NOT MUCH, BUT IT'S HOME

The two young hunters lead you to a large crater with freshwater filling the basin about ¼ kilometer from the arena. There are small caves that act as homes carved into the crater's rim.

A crowd of people come out to see who the young hunters have brought to their tribe.

A very old lady who is brought out to greet you on a chair-like-sled as it appears she is unable to walk.

"You do not appear to be Jaffa, but my eyesight isn't what use to be." she says with a smile.

"By bones have been aching for a few days now indicating our gods arrival any time now. Or maybe I was just sitting wrong."

"What do you wish of us?"

LAST-WITNESS

Last-Witness' is jovial, stubborn, and very protective of her tribe. She will answer the players' questions truthfully and to the best of her abilities. 'Last-Witness', of course, knows all of the answers 'Remembers-All' knows in **ACT 2, Encounter 1** if the players didn't ask them until now.

- The gods have been using this planet as their personal battlefield for countless stories she has been tasted to recall to the tribe.
- The gods have arrived and waged battle with each other countless ways. Legions of Jaffa, single combat, Ha'tak to Ha'tak, or sometimes a full-fledged clash.
- Their names are simple just like their lives. Given to what tasks or characteristic they have. Names

can change to fit what is needed in the tribe or what a person grows into.

- 'Last-Witness' fears this will be the last time her people can testify to the gods' battles. She does not expect them to survive.
- 'Last-Witness' will not leave the planet but allow her tribe to go. She fears if she leaves her gods they will punish the tribe no matter where they go.

If the PCs insist on 'Last-Witness' leaving the planet:

- **Persuasion DC 18:** will convince Last-Witness to travel to the Chappa'ai and see her tribe to safety but she will go no further.

Note: An additional Persuasion DC 18 is needed at that point in **ACT 3**.

If the players have successfully convinced 'Last-Witness' to travel she will require help as she cannot walk and her sled-chair does not move quickly. All of the people are weak and do not have the strength to carry her.

THE TRIBE

The tribe has dug caves for shelter.

- **Engineering DC 12:** upon inspection their shelter would not survive a future onslaught.

All of the people are malnourished to some extent. The water they have been drinking in the crater is stagnant. Any promise of food and water will motivate the tribe to pack up and leave.

In general however, the people do not need to be convinced to travel through the stargate. Some are afraid of their gods' wrath but do not wish to die and are happy to leave their squalor for a potentially better life.

RESOLUTION

After the players have developed a plan to travel back to the stargate read the following and them move to **Act 3**.

A booming voice erupts from the sky, "Your one true god Svarog has arrived!"

Followed by another voice, "That will be determined after combat were I, Yu, will prevail victoriously!"

The sky lights up with flashes far above the clouds.

Yu's Ha'tak has entered orbit and engaged with Svarog's. Both have launched their Death Gliders to engage each other.

ACT 3: THE JAFFA

GM NEED TO KNOW INFORMATION

While the Jaffa are fighting each other only Svarog orders his soldiers to attack the team. The human survivors are not able to fight the Jaffa, only run to safety.

GEARING UP

No change in gear, but the team is now burdened with the tribe and an elderly lady (if the team was able to convince her to come).

WHAT THE PCs MAY DO

Keep the tribal people moving towards the stargate, keep them safe from Jaffa as the move thought the gate.

THE PROBLEM — The battle of Goa'uld vs Goa'uld has begun with the players caught in the middle.

RESOLUTION — Continue to move and escape thought the gate.

ENCOUNTER 1: DON'T LOOK BACK!

Death Gliders fill the sky overhead destroying one another. Stray plasma bolts and ships are crashing down all around you and tribe. However, getting to the arena is not difficult. The aerial warfare stays clear of it offering momentary safety.

THE SETUP

Your team cannot rest at the arena for long as enormous holographic images of Yu and Svarog fill the sky over the arena. The two images of the Goa'uld stare at one another briefly as the sound of a transport rings are activated. Two sets of rings drop down from the sky at opposite ends of the arena. Transported down are Jaffa with gold colored lines painted on each of their right side of face, the line crossing over their eye and cheek. 8 of Yu's Jaffa and 8 of Svarog's Jaffa.

JAFFA, KREE!

The players and tribe are to be placed away from the Jaffa at the edge of the area closer to the stargate. Before rolling for initiative read the following.

Once the Jaffa are transported to the arena, the hologram of Yu bows to Svarog out of etiquette. Yu's Jaffa follow suit.

Svarog in turn orders this Jaffa to immediately attack, dispatching several of Yu's Jaffa.

Svarog's hologram looks down at you all. With a pointed finger yells a single order. "Jaffa, Kree!" Four of Svarog's Jaffa move to attack and intercept you.

THE CHASE BEGINS

There seems to be only option, RUN! The team and the few remaining humans must get to the stargate. Stray plasma bolts and ships continue crashing down around you and the tribe.

For full Pursuit rules, see the *Core Rule book page 164*.

The Pursuit encounter will last **5 rounds** to the DHD and stargate. There will be **4 Svarog Jaffa** pursuing the Players. The Jaffa will be placed in the **Trailing range band** at the beginning of the pursuit. You do not need to keep track of the tribe members. They will be keeping pace with whoever is in the lead. They will act as obstacles for the PCs though.

QUICK GUIDE ON PURSUIT ENCOUNTER

Step 1: The pursuit begins with each character rolling for Initiative to determine their order of action. The GM determines each PCs range band.

Step 2: GM declares the Obstacle for the round.

Step 3: Then each character gets two actions (plus a bonus action). They may take these actions in any order they wish, but each action must be completed before the next is declared.

Repeat from Step 2 until half of the PCs have Evaded pursuit or a PC is halted.

Distance: There are three range bands, Close, Trailing and Far. Close is always the range band of the lead character. Trailing is within sight of the lead. Far is in danger of falling too far behind.

General Actions:

- **Gain Position** - Takes 2 Actions + Obstacle Check. Success results in moving forward one range band. Failure results in maintaining current range band.
- **Maintain Position** - Takes 1 Action + Obstacle Check. Success results in maintaining current range band. Failure results in falling back one range band.
- **Attack** - Takes 1 Action. Make an attack roll, resolved as normal within your range band. You may attack in other range bands but the attack suffers disadvantage.
- **Halt or Take the Lead** - Takes 2 Actions + currently in Close range band + Obstacle Check. Failure results in falling back one range band. Success results in the leader must make the Obstacle check with the DC equal to your results. If they do not succeed you have caught your target or taken the lead.
- **Evasive Maneuver** - Takes 1 Action. All attacks against you suffer disadvantage.
- **Seek** - Takes 1 Action + Perception DC 20. Success results on gaining advantage on next Maintain or Attack action during this turn.

Lead Actions: These are actions you can only take while in the Lead Position.

- **Maintain Lead** - Takes 1 Action. No check required, but if you fail to do it you lose the lead and the character with the highest initiative in the Close range band takes the lead. If being chased and you don't take this action you are halted.
- **Change Course** - Takes 1 Action + DC 20 Perception check. Success results in choosing the obstacle (but not the DC) of the next round's obstacle.
- **Evade** - Takes 1 Action + Obstacle Check OR Stealth Check of the same DC versus the Insight or Perception of any chasers in the close or trailing range band. All chasers that do not beat the lead's results fall back one range band. If all chasers are in the Far range band after this action, the leader has Evaded the pursuers.

Roll for Initiative.

EXAMPLE OBSTACLES

A pursuit occurs over a number of obstacles, as the characters overcome hazards, push themselves ever faster, or navigate through barriers. These obstacles are usually overcome by an Ability check, such as an Athletics check.

You may create your own obstacles in this pursuit.

- **Acrobatics DC 13:** Continue to run when an Al'kesh flies too close to the ground. Dodge, Duck, Dip, and avoid the various incoming plasma blasts.
- **Athletics DC 13:** Leap over a gap in the path created by a Death Glider plasma bolt. To continue running in the hot desert. Assist a fallen tribe member get back on their feet.
- **Culture or Insight DC 13:** PCs can anticipate a Jaffa attack to avoid it.
- **Persuasion DC 14:** Convince a frightened tribe member to continue to flee.
- **Athletics DC 14:** Several Tribe members have to hit the ground to avoid falling Deathglider debris. You must help them up so they don't fall behind.

RESOLUTION

End the pursuit when one of the following conditions are met:

- All of the Jaffa are defeated.
- All players survive the 5 rounds to the stargate but still have Jaffa chasing them.
- The PC in the Lead is Halted by a chaser. If this happens an adhoc skirmish combat will occur with the remaining *Svarog Jaffa* with them getting a surprise round.

ENCOUNTER 2: SAFEGUARD THE PEOPLE!

Once at the Stargate it will take one action for a PC to dial using the DHD.

It will take 3 rounds for all of the tribe members to escape through the stargate.

If the players didn't defeat all of the Jaffa that were chasing them during **Encounter 1**, they arrive and attack.

The PCs must hold off the Jaffa for 3 rounds in the combat encounter after the humans have safety gone

through the gate. Afterwards the team can follow.

If the PCs convinced Last-Witness to accompany them to the gate, she now requires additional persuasion to leave the planet via the stargate. This takes an action from a PC during combat:

- **Persuasion DC 18:** Last-Witness will go through the gate. Otherwise she will sit on the steps of the gate and close her eyes.

Keep the Initiate from the pursuit encounter or roll for a new Initiative.

GM Note: You may add additional Jaffa in this encounter if the pursuit encounter was too quick or easy for the players. 1 - 2 additional Jaffa per PC. They could arrive by ring transport or Tel'tak shuttle.

If the pursuit encounter was too difficult for the players you could have a Death Glider flown by one of Yu's Jaffa attack Svarog's Jaffa on the ground, allowing the team and humans to escape through the stargate.

RESOLUTION

Based on the PCs' actions, read one of the following out loud to the players.

CONCLUSION

SUCCESS:

You arrive back at Phoenix site with the survivors from P1S-832. The iris is closed after the last arrives through the gate. With multiple distinct thud sounds of unfortunate Jaffa hitting the iris on the other side. All are reminded of the power the Goa'uld have at their disposal and their longevity.

FAILURE:

The Jaffa overwhelm you and you are taken prisoner. You do not see who the Goa'uld victor is, but that hardly matters.

REWARDS

As you play episodes you gain Mission Points (MPs). Once a character accumulates enough MPs, the character gains a Level.

Players typically gain three MPs per episode unless they do not succeed at a portion of the episode.

- 1 MP is earned for returning through the stargate safe and sound
- 1 MP is earned for getting Last-Witness through the gate

LIVING SERIES UNLOCKS

In addition to Mission Points the characters also gained access to certain, previously locked items.

- +1 Gym Facility

Character rewards will be noted and reported via StargateTheRPG.com After Action Report after play. Notify the player that they must have a registered character via StargateTheRPG.com. This is necessary so that future GMs see that you gained access to these items and earned the Mission Points.

AFTER ACTION REPORT

It is critical to the progress of the Phoenix Living RPG Series that you as a GM report the results of your episode. These results are compiled from all instances of this episode. The majority outcomes will be the Phoenix Series official story for the "season."

GM POINTS

You as a GM can potentially gain notoriety and special unlocks by the accumulation of GM Points. GM Points are earned by reporting After Action Reports. You gain a GM Point for each Player that was run through the episode.

LEGAL PLAYER CHARACTERS

In order for a Player's Character to be legal for the Phoenix Living Series play they must follow the guidelines as detailed at StargateTheRPG.com/about/SGP.

This includes Registering your Character at StargateTheRPG.com > Play > Characters

Gatmasters, in order to get GM Points it is critical that you ensure your players have legal and registered character for Phoenix Living Series play.

EPISODE RUNS

In order to report your After Action Report, you must have created or had created for you a Episode Run via the StargateTheRPG.com website. This Episode Run will have a unique code that you can give to your players which will be in the form of a QR Code or Web Link.

Provide your players with this code so that they may add their character to the Episode Run.

After the Episode has been run, you as the Gatmaster can go to StargateTheRPG.com > Play > Episodes. Find the Episode you ran and update the After Action Report.

DEADLINE FOR AFTER ACTION REPORTS

If you are unable to report results immediately after the game has been played, please note down the major results and report them at a later time.

You have up to 1 week after the Episode Run has been scheduled to report the After Action Report.

Also, each episode has an amount of time that it can be reported in order to count towards the Phoenix Series storyline. This is typically 6 weeks after the initial release of the episode.

Don't worry though, even if you report your After Action Report after this canon deadline, you as a GM will still get your GM Points.

EPISODE RESULTS

The Phoenix Living RPG Series canon will be updated via forum post on the StargateTheRPG.com website. This post will be in the Phoenix Site - A Living RPG Series topic and will be listed under the episode title and number.

These results will be written in the form of a narrative that takes into account the majority actions of the player's characters that played the episode within the episode canon deadline.



APPENDIX 1:

LIFE FORMS / NPC STATS

Svarog Jaffa [CR 3]					
Medium humanoid					
Armor Class: 14					
Hit Points: 30					
Speed: 6m					
STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	14(+2)	8(-1)	10(+0)	14(+2)
Proficiency Modifier: +2					
Skills: Athletics +3, Intimidation +4, Pilot +4					
Saves: Strength +3, Constitution +4					
Feats & Abilities: Power Attack, Symbiote					
Power Attack: When you make a single melee attack during your turn with a weapon you are proficient with, you may take disadvantage on the attack roll to add +TD to the damage dealt.					
Symbiote: Jaffa may gain advantage on any physical (Strength, Dexterity, Constitution) save. A Jaffa may use this ability once per Strength modifier (minimum 1) per long rest.					
Ma'tok Melee. +3 to hit, reach 1m, one target. Hit 5 (1d8+1) bludgeoning damage					
Ma'tok Plasma Blast. +4 to hit, range 5/60m, one target, Hit 10 (3d6+2) fire damage. Recharge 1, Shockwave 1m.					

CREDITS

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