

Mission Briefing:

Intelligence has located a small Gou'ald listening post on P2X-9158, better known as Alpha Centauri. The post has a small staff of ten. This has been confirmed by low altitude reconnaissance flights over the planet by members of Talon Squadron.

This post must be neutralized.

Alpha Centauri is heavily forested, and the listening post is located in a large clearing 1.5 kilometers southeast of the gate.

We expect to encounter at least one patrol in the forest near the gate, and another one once we reach the listening post's defensive perimeter.

After any defending Gou'ald forces have been dealt with, we will proceed to plant Nergon 14 charges to level the compound so it cannot be used again.

Mission Status: Complete

Injuries to Personnel: None

For a mission comprised of a green assault team, they did remarkably well. Of course we didn't start on time, we never do. So after Nick got finished eating we started up.

Coup was still mourning over the fact that Nick wouldn't let him have an AT-AT, and of course compensated with as much explosives as he could carry.

Once through the gate, we found a large statue that we could not identify. Please remember this, I'll be referring back to it later.

After a bit of discussion about the statue, we located a Jaffa patrol heading toward the gate along a well-beaten path. After receiving permission, Coup and I planted mines and explosives along the path. Coup went a little overboard with his and the end result was a really nasty scene. I won't go into details.

After the great fireworks show, we headed off to the listening post. We made it about halfway when an unexpected glider buzzed us. After much deliberation on the subject, we decided Acid screwed up the intel. At this point, Piquo joined us.

We split into two teams; Nick, Coup, and Piquo would assault the suspected hangers while Aprilhite, Glantry, and I would create a diversion and attempt to eliminate the post's defenses.

After a heated battle, I tossed out 3 Nergon 14 charges and Coup had already rigged the hanger to blow with enough explosive to take out half the compound.

We retreated back to the trees and watched the place explode. I spoiled everyone's fun by shooting the last Jaffa, who was on fire. We went back and checked the place out, blew up the last few structures remaining, and booby-trapped the place just for fun.

While trying to figure out how best to blow it up, Coup and Glantry found something weird about the statue.

We investigated, then blew the outer layer of stone off the thing and found some sort of device. We sent back for a repulsorlift sled and when it arrived, we blew the statue's base out from under it, toppling it onto the sled.

We then all proceeded through the gate.