

Report: Operation Jericho - 08.07.02

Mission Classification: Zulu VIII - Rescue

Mission Briefing:

Three members of SG-2 have been captured by the Goa'uld. Lt. Timmons managed to escape and bring back information on their capture. From what he tells us, the rest of SG-2 is being held in a large Goa'uld fortress on P92-3X31.

The fortress is quite heavily armed and equipped with weapons emplacements, a full wing of death gliders, and a full legion of Jaffa. It is also equipped with a shield system to defend against orbital attack.

The gate is heavily defended, and would result in numerous casualties if we attempted to fight our way through.

Instead, we will drop out of hyperspace in a Lambda class shuttle and proceed down to a landing zone roughly 3 kilometers from the fortress.

The planet has a savanna-type climate with lots of tall grasses and open plains. Our intelligence also reports that the planet experiences many meteor showers, so our decent should go unnoticed.

Once on the ground, we will infiltrate the base, free SG-2, and return to the landing zone for evacuation.

Mission Status: Complete

Injuries to Personnel:

SG-2 Sergeant Andrews - KIA

SG-2 Major Johns - KIA

SG-2 Lieutenant Webber - Multiple bone fractures

General Viper - Minor cuts and abrasions to the legs

Well, we had quite a bit of trouble getting people to come on this one. Sorry folks, but I just couldn't make it Sunday.

Wedge managed to get on most every one's nerves even before the mission started. That must be a record!

We finally got off the ground and the shuttle took us up away from Farpoint and into hyperspace.

We came out of hyperspace and dropped down into the planet's atmosphere several kilometers from our LZ. We dropped into a dry riverbed and did some terrain following flying all the way to the LZ.

Being that it was a hot LZ, the shuttle waited just long enough for us to get clear of the engine wash and took off back up into space to hide behind the planet's moon.

Once again, Wedge starting doing the thing he does best - annoying everyone. Wedge and Nick had several arguments - remind me not to let those two on a mission together ever again - and it began to settle down when Nick shot Wedge out of a tree he had tried to climb up.

While Nick was busy trying to control Wedge, Atomic and I located a Jaffa crew-served heavy weapon. Sneaking up on it, we took out the Jaffa crew.

We proceeded further towards the base, with the usual Wedge problems, and we ended up being buzzed by a death glider.

Thorn found some lava tubes that headed towards the base, so we decided to take those for a while.

Once we got about half way there, atomic found some sort of booby trap, and we spent about 15 minutes trying to figure out the best way around it.

Turns out electronics would set it off, so we had to dump most of our gear in the tubes and continue on.

We made it into a large room that held the base shield generators. We had one heck of a time trying to figure a way out past a rather heavily armored door.

We blew it up and stormed the citadel proper, heading into the prison blocks.

Atomic headed to the armory and retrieved some Goa'uld explosives to blow the generator.

We found two out of three SG-2 members, but we couldn't find Major Johns. Deciding to send S&R after him later, as Lt. Webber informed us that he had escaped capture, we made our way back out the way we came in under heavy fire.

Sergeant Andrews took several staff blasts and had to be carried out.

Atomic set up a nice big explosion to blow the generator, and we got the hell out of Dodge City as fast as we could.

On the way out, I tripped over something. Looking back, I realized that it was a corpse. On closer inspection, I found that it was our missing SG-2 member. He was obviously dead, but Nick and I carried his body back to the LZ.

Nick had already initiated the beacon call to bring the ship back down to pick us up, and we boarded the shuttle under fire.

We made our way back up through the atmosphere with gliders hot on our tail.

Somehow, the explosion of the Goa'uld base managed to touch off the self-destruction of the planet.

Unfortunately, we had cleared the gravity well by that time and we went into hyperspace before we could see it.

When we got back we docked with the *Nemhain* to get Sgt. Andrews some medical help.

The Master Sergeant died in the ship's sickbay from internal injuries to his major organs.