

Report: Operation Julio - 26-07-2002

Mission Classification: Sierra IV - Search & Rescue

Briefing:

One of the Fett's has been kidnapped by Goa'uld while on a mission to P3X-129. Intel has identified the compound that she is being held at. It is a 3 story palace named Julio that the Goa'uld have taken over. The palace is very heavily guarded. It is 2 clicks from the stargate. Once through the Gate there will be a maximum of 5 Goa'uld guards, heavily armed. Intel gained information that she is being kept unconscious by some type of drug. She is being contained on the 3rd level.

Once through the gate we will make our way to the palace and then infiltrate the Palace, free the Fett, and return the stargate.

Additions/Modifications:

Our first objective is to designate who will be on the shuttle team, ground team, and who (if any) will be pilots.

The ground team will consist of one or two snipers and a spotter and will go through the gate, preceded by a handful of tear gas grenades. They will neutralize any gate defenses and find a nice sniper perch that overlooks the palace.

The shuttle will take off from Farpoint at the same time and head for the planet. They will remain hidden in orbit, behind a moon or in the nearby asteroid field.

The snipers will clear off any guards from the rooftop.

Once that is done, the spotter will call in the shuttle, which will land on the roof and begin the shuttle team's part of the mission.

They will cut through the roof using fusion cutters and rescue the target. Once this is done, a line and harness will be lowered to bring the Fett out. The team will re-board the shuttle and head back to Farpoint.

Meanwhile, the snipers will assist the E-Wings (if any) in providing anti-glider support for the shuttle

Mission Status: Complete

Injuries to Personnel:

Jenna - God knows what all (WIA)

Other minor bumps and bruises to additional personnel

Mission Report:

Started off rocky. We waited a little while, and when Acid didn't come back we started.

The shuttle team took off with Nick, Padme, Thorn, and Bookdawg aboard, while Glantry and comprised the ground team.

I dialed up the gate and Glantry tossed a few tear gas grenades through, then we went through and neutralized the gate defenses - five guards - and proceeded to our

pirch.

We encountered two Jaffa on the, which Glantry took care of easily enough.

The shuttle team was getting a bit bored and impatient, so as soon as I fired my first shot, Glantry called them in. I got off a handful of shots before the Jaffa located our position and attempted to take us out. Glantry provided covering fire while I assisted the shuttle team in taking out the roof guards.

It was then that we spotted the gliders, and Nick called in the E-Wings from orbit. I got one of the gliders, and collapsed the roof of the hanger so that no more could be launched. The E-Wings delt with the rest.

Thinking we were done, Glantry and I broke out the cigars, only to find out from Thorn that the target wasn't on the top floor like we had thought, but instead on the ground floor. So I hauled out my sniper blaster again and blew a hole in the wall that Glantry and I could enter thorough.

Once inside, we encountered the shuttle team, and a large group of Jaffa, which I took care of with a proton grenade.

Then we had to deal with the door. Another proton grenade duct taped to the locking mechanism delt with that, and the two Jaffa standing behind it, much to our supprise.

Finding Jenna, they had a grand old time trying to figure out what was going on, and finally decided to get her out.

Nick wasn't responding, so I rushed up to the roof and found out why. He was asleep in the shuttle's hold. So I brought the shuttle down, we loaded up, and we left.