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FOREWARD

This manual is intended to detail the fictional “In-Character” aspects of SG-Operations fan-group. As such, the fictional Unit History, Mission Statement, Chain of Command, and various units will be discussed. Also included is a brief description of the various spaceships in use by the SGC and SG-SOCOM. A description of the Stargate, DHD, Stargate Glyphs and Destinations are also detailed here-in.

ACKNOWLEDGEMENT OF CONTENT

The contents of this manual are “Not for Profit”. It is intended for the pleasure of the reader. Most of the information contained in this manual was taken from various sources on the Internet. The various Wikipedia pages were the most commonly cited. All pictures within this manual remain the property of the copyright holder.

ABBREVIATIONS USED IN THIS MANUAL

The following abbreviations are defined as follows:

<table>
<thead>
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<th>Definition</th>
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<tr>
<td>SGC</td>
<td>Stargate Command</td>
</tr>
<tr>
<td>SG-SOCOM</td>
<td>Stargate Special Operations Command</td>
</tr>
<tr>
<td>SG-SOC</td>
<td>Stargate Special Operations Command</td>
</tr>
<tr>
<td>SG SF</td>
<td>Stargate Special Forces</td>
</tr>
<tr>
<td>USSOCOM</td>
<td>United States Special Operations Command</td>
</tr>
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<td>BC-304</td>
<td>Battle Cruiser 304</td>
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<td>X-303</td>
<td>Experimental 303</td>
</tr>
<tr>
<td>F-302</td>
<td>Space &amp; Air Strike Fighter</td>
</tr>
<tr>
<td>DHD</td>
<td>Dial Home Device</td>
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<tr>
<td>ZPM</td>
<td>Zero Point Module</td>
</tr>
<tr>
<td>SOW</td>
<td>Space Operations Wing</td>
</tr>
<tr>
<td>SFS</td>
<td>Space Fighter Squadron</td>
</tr>
<tr>
<td>SOS</td>
<td>Special Operations Squadron</td>
</tr>
<tr>
<td>STS</td>
<td>Special Tactics Squadron</td>
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WELCOME TO THE SG-OPERATIONS FAN-GROUP

Thank you for interest in joining STARGATE OPERATIONS, the Home Base of Stargate Fandom. Our teams and squadrons are expanding in scope and growing in numbers. We gladly accept inquiries from prospective members, both standard SG related, as well as, those interested in the various alien races. Please look through this manual, our website, with its resources, links, and FAQs. Membership is free and limited, and we are glad to share with you and talk about what it takes to enter this exciting group of Stargate fans. With our team/sqdn events, local gatherings, convention involvement, message groups and forums, and online role playing game... STÄRGÄTE OPERÄTIONES is an active and fun-loving group to be involved in.

We hope that you find this manual and our website informative and are drawn to our specialized and conceptualized fan group. If we can help you in costume building, selecting the right prop weapon or source, etc... feel free to contact us. We are always glad to share with fellow fans.

Take a look through this manual, our website and our forums. Welcome to SG fandom and thank you for joining STARGATE OPERATIONS, the Home Base of Stargate Fandom on this epic adventure!

SO YOU’RE NEW AND HAVE A FEW QUESTIONS:

1. What is the Stargate Operations: The Home Base of SGC & SG-SOCOM?

   The Stargate Operations is a fan-group dedicated to ALL forms of SG Fandom. Our costumes articulate both standard SG related costumes, including the Tau'ri Stargate personnel and the different alien races from the series and movies, as well as, a Stargate Special Operations Command themed elite unit with diversified roles and missions. In the world of Stargate costuming our group stands out, as we do not follow the conventional... making our very own identity. New members have several Teams & Squadrons within the SG Operations to choose from, and new units are being developed as we grow internationally. There is room here for alien and civilian support costumers, and even NID too! We participate in various forms, besides costuming, to celebrate our interests in Stargate fandom. We offer a unique SG-Operations online role playing game, team events/local gatherings, attending conventions, airsoft events, prop workshops, cookouts/camping events and so much more. Our SG-Operations - Forums helps keep our members in touch with each other and informed with the latest news in SG Fandom. SG OPERATIONS is an active and fun-loving group to be involved in.

2. Who are the members of the Stargate Operations?

   We are a group of Stargate fans who express ourselves in costuming, fandom, collecting, props, team building, role-playing, online and in person communications, SG nights and weekends, and attendance at Sci-Fi conventions. People here are from all walks of life, sharing in a fun relationship based on our mutual love of science-fiction and costuming. There are fans and costumers representing Stargate, Starwars (501st and Rebel Legions), Star Trek, Firefly, Farscape, Battlestar Galactica, Starblazers, Lord of the Rings, Renaissance era, Pirating, and more.

3. How does someone join the Stargate Operations?
First, you have to have a passion for Stargate. You do not have to be an expert on the movie or series, but you do have to express a sincere interest and basic working knowledge or desire to learn more. Second, complete our Membership Application form and send us an e-mail sharing your name, the state or country you live in, your interest in SG fandom and joining our particular group, and any costuming experiences you have had. Third, you must be over the age of 18. Persons with dual memberships are welcome, whether you are in the Sci-Fi Heroes, etc. Send us an email! The CO will contact you, which may lead to acceptance. Then your first official task would become joining the SG-Operations - Forums and introducing yourself.

4. Are there any requirements one must meet for joining the group?

We require full members to be at least 18 years of age, which is obvious due to the nature of the costumes and prop weapons and strictly due to liability issues. Joining the SG-Operations - Forums is a good idea so that communications are possible. While some may enjoy building costumes and props, others find it a daunting prospect, as such participation on the SG-Operations forums is the most crucial aspect of being a member of the fan group... not whether you build a costume or not!!! The more active you are, the better your experience. Being a Stargate fan group, new members are encouraged (but not required) to begin building a SG themed costume. The goal is to have a basic costume within the first year of membership. Costumes can be military, civilian, or alien in nature, as well as from basic to complex. Stargate Operations is growing and new members are welcome, no matter their state or country. You might find yourself as the costuming unit DL (designated leader) where you live! It is a lot of fun with few commitments. We reserve the right to deny membership to anyone and to revoke said membership at any time if deemed appropriate by the CO and XO of Stargate Operations.

Dual Memberships - UPDATED 07/05/10 - We continue to support and accept the idea of dual memberships with other SG Fan Groups. We look forward to a stronger fandom, through communication and interaction between the groups, the entire fandom benefits. We welcome members of any sister fan groups to post freely about their group's efforts and events, and look forward to have such consideration extended back to our group's members while on their sites. We're also open to each group assigning a liaison officer to officially answer questions and/or to direct members to for additional information. Reciprocal site links for any SG fan group are encouraged and will be posted on our website.

If you are the only person in your area, we're happy to grant you an "Outpost" so that you can identify with the overall group and serve as the catalyst to form a Team. With at least four members, a Team can be formed with approval of leadership. A new Team can grow quickly, based on the member's involvement and participation at events. Recruiting friends and fellow SG fans is a lot of fun and makes for awesome experiences on the local level. We're glad to assist you in networking!

We do allow those under the age of 18 to join and participate with SG Operations, provided that at least one parent or legal guardian is present with them at events and is willing to sign our Waiver Forms to provide written consent for their child's participation. In all such cases, the child is the parent or legal guardian's responsibility.

If you are a SG fan, though not interested in costuming, but still want to be part of our group... there is still a place for you, too!
HISTORY OF SG-OPERATIONS

OVERVIEW

STARGATE OPERATIONS, the Home Base of Stargate Fandom is a fan group dedicated to ALL forms of SG Fandom. We participate in various forms, besides costuming, to celebrate our interests in Stargate fandom. We offer a unique SG-Operations online role playing game, team events/local gatherings, attend conventions, airsoft and paintball events, prop workshops, cookouts/camping events and so much more. Our SG-Operations - Forums helps keep our members in touch with each other and informed with the latest news in SG Fandom. New members have several Teams & Squadrons within SG Operations to choose from, and new units are being developed as we grow internationally. There is room here for alien and civilian support members, and even NID too! Our costumes articulate both standard SG related costumes (both human & alien), as well as, a Stargate Special Operations Command themed elite unit with diversified roles and missions. In the world of SG/Atlantis/Universe costuming our group stands out, as we do not follow the conventional... making our very own identity. SG OPERATIONS is an active and fun-loving group to be involved in.

HISTORY OF SG OPERATIONS FAN GROUP

SG Operations began prior to 2003, during the heyday of SG-1 and has since undergone many changes as it has grown and expanded. Originally formed as "SG Special Forces", as part of the now defunct SGC.net fan/costume group, "SG Special Forces" was a US Army based Special Forces team. As the group grew, it separated from SGC.net and continued to grow as an independent costume group. In 2005, the group was renamed "SG-SOCOM" in order to better represent and include the various teams and squadrons that now comprised the fan group. During this period, the fan group's focus was still largely aimed at costuming and represented a Special Forces theme and did not embrace the more canon aspects of SG fandom... which was a drawback for many in fandom who wanted to participate as members of the more traditional SG Teams. Recognizing this perceived limitation and having outgrown a strictly Special Forces focus, the fan group looked for ways to expand and incorporate non-Special Forces themes and interests, as the fan group had grown beyond its origins.

With that in mind, 2007 saw many changes for the fan group as we made a conscious effort to transition from a "costume oriented" group to a true "fan group", which was more inclusive. While many still pursue and enjoy their costuming passions, we also sought to recognize those in the fandom, who have interests beyond costuming. As such, we re-worked the fan group's website and forums to better support the shift in focus for the group. Another change, was the shift from "SG-SOCOM" to our current name, SG-Operations.
Since those changes were made, we've steadily grown and increased our membership, launched several more traditional SG Teams, as well as, strengthening our relationships with several sister organizations. We actively seek to include ALL aspects of Stargate fandom, especially those who have non-Tau'ri interests, as they too have a home within the SG-Operations fan group.

In a continued effort to promote our fandom and grow beyond our original Mid-Atlantic origins, we launched our Regional Sectors in 2010 as part of an effort to help coordinate our various members and groups from around the world. Accordingly, SG-Operations was re-organized into Regional Sectors, to assist our members in locating and interacting with fellow SG-Operations members in their own local areas. Our goal was to successfully build and maintain teams and squadrons in each of our new Sectors, with each reporting to a Sector Coordinator. We also launched a forum-based Non-Regional group called the USS Iliad, which is based on a BC-304 class Daedalus class battlecruiser.

So whatever your interests, there is a place and a home for everyone within SG-Operations: The Home Base of Stargate Fandom. To get the most out of your experience in SG-Operations, check in with your regional or non-regional Sector Coordinator and discover how you can participate in our various forms of activities ranging from: costuming, RPG, team events/local gatherings, attending conventions, airsoft and paintball events, prop workshops, cookouts/camping events and so much more. Each of these areas, are actively discussed in our SG-Operations - Forums in order to help keep our members in touch and informed with the latest news in SG Fandom. SG OPERATIONS: The Home Base of Stargate Fandom is an active and fun-loving group to be a member of.
## COMMAND STAFF OF SG-OPERATIONS

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<th>Fan Group Command</th>
<th>Commander</th>
<th>Role/Function</th>
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<tr>
<td>UNIT X.O.</td>
<td>Lt. Col. Lisa Jackson</td>
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The following post commanders comprise the COMMAND STAFF:

- **S1 – Personnel:** Maj. Adrian Havens - Recruitment & Membership
- **S2 – Intelligence:** Maj. TBD - Coordinate w/ other Fan Groups
- **S3 – Operations & Training:** All team/squad leaders - Team/Squadron Management
- **S4 – Logistics:** Maj. TBD - Event Planning
- **S5 – Civil-Military Ops:** Maj. Yuriy Snyder - Event Security
- **S6 – Communications:** Maj. Joey Bruner - Public Relations, Forums & RPG

### REGIONAL TEAMS & SQUADRONS

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<th>Commander</th>
<th>Sector</th>
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<td>TBD</td>
<td>Alpha Sector</td>
</tr>
<tr>
<td>SG-5</td>
<td>Capt. Steve Blackwell</td>
<td>Gamma Sector</td>
</tr>
<tr>
<td>SG-7</td>
<td>Lt. Col. Ken Collins</td>
<td>Omega Sector</td>
</tr>
<tr>
<td>SG-13</td>
<td>Lt. Michael Tolleson</td>
<td>Gamma Sector</td>
</tr>
<tr>
<td>SG-21</td>
<td>Capt. Michael Moreau</td>
<td>Gamma Sector</td>
</tr>
<tr>
<td>SG-22</td>
<td>Lt. Jg Kevin M. Byrnes</td>
<td>Beta Sector</td>
</tr>
<tr>
<td>SG-23</td>
<td>TBD</td>
<td>Beta Sector</td>
</tr>
<tr>
<td>SG-Hellfire</td>
<td>Lt. Col. Andy Moscato</td>
<td>Alpha Sector</td>
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<tr>
<td>SG-Mercenaries</td>
<td>Maj. C.J. Smith</td>
<td>Omega Sector</td>
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<tr>
<td>SG-Prometheus</td>
<td>Lt. Col. Robb Wells</td>
<td>Omega Sector</td>
</tr>
<tr>
<td>SG-Shadow Hunters</td>
<td>Maj. Gideon Deschain</td>
<td>Omega Sector</td>
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<tr>
<td>SG-TRU</td>
<td>Col. Charles Fannon</td>
<td>Zeta Sector</td>
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<tr>
<td>UN SG-Ops</td>
<td>Capt. Anthony Tesoriero</td>
<td>Nu Sector</td>
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<tr>
<td>10th SFS</td>
<td>Maj. C.A. MacKenzie</td>
<td>Alpha Sector</td>
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### NON-REGIONAL TEAMS & SQUADRONS

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<th>Commander</th>
<th>Sector</th>
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<tbody>
<tr>
<td>USS-Iliad</td>
<td>Capt. Elaine Ackerson</td>
<td>Non-Regional Sector</td>
</tr>
</tbody>
</table>
SG-OPERATIONS - CHAIN OF COMMAND

CO of SG-Operations - Far Group -

SG-Operations XO

S1 - PERSONNEL
S2 - INTELLIGENCE
S3 - OPERATIONS & TRAINING
S4 - LOGISTICS
S5 - CIVIL-MILITARY OPS
S6 - COMMUNICATIONS
S7 - SECTOR COMMANDS

ALL TEAMS COs/XOs
ALL SQUADRONS COs/XOs
NON-REGIONAL GROUP CO/XO
10th SFS - Tau/Furies
LSS ILAD SGC
ALL SECTOR COORDINATORS

SG-2 SGC
SG-5 SGC
SG-7 SG-SOCOM
SG-13 SGC
SG-21 SGC
SG-22 SGC
SG-21 SGC
SG-MERCENARIES NID
SG-PROMETHEUS SG-SOCOM
SG-SHADOW HUNTERS SG-SOCOM
SG-TRU SG-SOCOM
UN-SG-OPS SGC
HISTORY OF THE STARGATE COMMAND

OVERVIEW

The SGC is located one thousand meters beneath the Cheyenne Mountain. This protects it from most forms of attack, including indirect nuclear detonations, and allows containment of biological or chemical hazards generated by gate travel (the base may be 'locked down'). However, it was shown in an alternate universe (seen via the use of an alien device in the episode "There But For the Grace of God") to be unable to withstand a direct Goa'uld attack.

The primary function of the base is to secure the Stargate (by locking it under 1000 meters of rock inside a secure military base) and protect the Earth. Simultaneously, it exists to coordinate exploration and diplomatic relationships through the Stargate; i.e. it is the core of the Stargate Program, the mission of which is to procure technology that can defend Earth, and make off-world allies.

The SGC serves as one location for researching alien technology with larger or longer term research projects being conducted at Area 51 off-site in Nevada. On more than one occasion, SGC personnel have had to recapture alien technology that has escaped into the outside world. Many cover stories have been generated to keep the general populace, even high-ranking government officials, unaware of the goings on within the SGC.

HISTORY OF THE SGC

The Stargate, originally found in 1928 in Giza, Egypt, was stored in various locations by the United States Air Force—including Washington, DC—before it was installed in the Creek Mountain facility. While the Stargate had been previously studied (most notably in the 1940s as a potential weapon), no one was able to make it reliably function until Egyptologist and Archaeologist Daniel Jackson was introduced to Project Giza, predecessor to the SGC in the early 1990's. Jackson intuited the strange symbols around the perimeter of the Stargate device were actually representations of constellations rather than hieroglyphs, and the device could 'dial' another Stargate by 'locking' seven (or, much later, up to eight) of its chevrons onto these symbols, like a combination lock. This 'dialing' activates a wormhole between the dialer's Stargate and one of thousands of other Stargates across the cosmos, allowing for near-instantaneous travel to other planets.

Subsequently, Major General West ordered USAF Colonel Jack O'Neill and a team of military personnel accompanied by Daniel Jackson were sent from the Creek Mountain Facility through the Stargate to Abydos, where they encountered Ra. Ra was a Goa'uld, an alien race that uses Stargates to transport slaves and goods throughout the galaxy.

The name and location of the Stargate changed between the movie and the Stargate SG1 TV series. It was changed from the Creek Mountain Facility to Cheyenne Mountain. This is just
one of many inconsistencies between SG1 and the movie. It is long pointed out in SG1 that the current SGC facility in Cheyenne Mountain is the same facility used in the movie. In the period between the movie and SG1, the Stargate Program was mothballed since the Air Force inaccurately believed the only connecting point for the Stargate (the Abydos gate) was inaccessible.

The Stargate and any related programs remained dormant until 1997, when the Goa'uld Apophis dialed the Earth Stargate and kidnapped one of the Air Force Security Forces personnel assigned to guard it. When it was confirmed that Apophis had not arrived via the Abydos Stargate but instead a planet called Chulak, it was realized that the Stargate was capable of connecting with multiple destinations. Colonel O'Neill, since retired, was recalled to active duty and assigned to head the rescue mission where he convinced Teal'c, Apophis' First Prime, to defect from the service of the Goa'uld.

Realizing the Goa'uld threat, Stargate Command (SGC) was formed with a contingent of SG teams, of which the primary team, SG-1, consisted of Jack O'Neill, Daniel Jackson, Samantha Carter and Teal'c. Their standing orders, along with the SGC, were to acquire weapons or technology that could help Earth in the fight against the Goa'uld, including establishing alliances.

From that point forward, the SGC began exploring hundreds of worlds, and after encountering a few advanced races, researching and developing many alien/human-hybrid devices, such as fighter-jets capable of spaceflight, and Earth-designed battlecruisers, late in Season 6.

About a year and a half after the first activation of the Stargate and the mission to Abydos (about half a year after the creation of the SGC and the SG teams), a second Stargate was found on Earth, in Antarctica. This Stargate was sealed until Season 4, when it was unsealed after the original Giza gate had crashed into the Pacific Ocean aboard the Asgard vessel Beliskner. Russia, performing deep-sea research in the area, discovered the Giza gate and began using it in conjunction with the DHD they had captured from Germany after World War II. Eventually, the Antarctic gate was destroyed by a device controlled by Anubis, and the Giza gate was returned to the United States from Russia for rent and an agreement to share plans for the F-302 space fighter-interceptor and BC-303 interstellar battlecruiser (by this point, however, the DHD was destroyed rescuing Teal'C.) This agreement also called for the formation of a Russian SG team at the SGC. Renewal of this agreement in Season 9 led to Russia acquiring a Daedalus class battlecruiser, the Korolev.

**SGC FACILITIES & TECHNOLOGY**

**LEVELS**

The SGC extends many levels beneath the ground, officially called sub-levels. Summary:

- Level 1- Entrance, air conditioning/purification system, elevator (1-12), cargo elevator (1-12)
- Level 2- NORAD (North American Aerospace Defense Command) The nearest secure phone above the SGC commander's office is there. ("A Matter of Time")
- Level 3- Accounting department
- Level 4- International Oversight Advisory (IOA) sub offices, secondary mess hall
- Level 5- Homeworld Security sub offices, main storage part A
- Level 6- Main storage part B
- Level 7- Main storage part C, specialized and non-perishable foodstuffs storage
- Level 8- Internal power generation plant, internal reactor
- Level 9- Internal power distribution grid
- Level 10- Secondary air flow system, water purification and storage tanks part A
- Level 11- Elevator to surface (1-11), security checkpoint, water purification and storage tanks part B, electrical substation (1-11)
- Level 12- On base housing for mission/critical personnel cargo elevator (1-12) & (12-28)
- Level 13- On base housing for mission/critical personnel
- Level 14- On base housing for mission/critical personnel
- Level 15- On base housing for SGC civilian personnel
- Level 16- Secondary command bunker/security station, holding/isolation cells, small mess hall
- Level 17- Meeting room, firing range. This level is currently undeveloped, set aside for future use. As necessary, Level 17 may be used as a storage facility, makeshift triage centre or indoor firing range. When the Asgard Thor brokered a treaty between Earth and the Goa'uld System Lords, represented by Cronus, Nirrti and Lord Yu, portions of this level were converted into a meeting room for the delicate negotiations.
- Level 18- SGC Department Of Research And Development, civilian science labs, Dr. Daniel Jackson's Lab
- Level 19- Science Labs: Lt. Col Samantha Carter, Dr. Jay Felger, Dr. Bill Lee, observation rooms, diagnostic imaging, secondary base armory, emergency hazmat station
- Level 20- Base Manufacturing Station
- Level 21- Infirmary, isolation/quarantine rooms, intensive care, gym/physical rehabilitation, surgical facilities, medical labs, CMO (Chief Medical Officer) offices,
- Level 22- Main mess hall, officers mess hall/commissary, foreign/off-world delegates quarters, main kitchen
- Level 23- Emergency battery power, secondary and emergency engineering and power grids. Level 23's power resources were utilized by aliens to operate their transformation technology during a foothold [alien incursion of the SGC] situation (3.14 "Foothold").
- Level 24- Main archive storage, UAV, MALP and FRED drone bays, maintenance garages, SGC mainframe computer.
- Level 25- On-base housing for senior Staff/VIP/SG teams, SG teams staging and locker areas
- Level 26- Additional senior housing, storage
- Level 27- Briefing room, senior staff offices
- Level 28- Embarkation room, Stargate control room, MALP room, armory, SGC self-destruct

The Embarkation Room, also called the Gate Room, houses the Stargate and Control Room (command deck). The Gate is dialed from a Control Room above using the Dialing Computer,
from where Commanders are also able to use a microphone to give orders (usually "Move out!").

There is a long ramp in the middle of the Gateroom leading up to the Stargate, allowing vehicles (such as the MALP robot probe) to enter the Stargate. As a relic of the days when the complex was a missile silo, the ceiling opens and the Stargate may be lifted in and out of the Embarkation Room.

**IRIS TECHNOLOGY**

Hostile aliens such as the Goa'uld are usually prevented from entering the SGC through the Stargate by use of 'the Iris'. This is a device that creates a barrier a few micrometers in front of the 'event horizon' of the Stargate, keeping any matter from fully rematerializing, thus preventing the passage of dangerous objects and/or entities. The iris also prevents the formation of the 'sideways flush' usually seen when the wormhole is first established. It can be opened for the return of an SG team, but is closed if there is an alien attack.

In the event that either the Iris is penetrated or must be kept open because an SG team is returning under enemy fire, standard procedure dictates that a heavily armed defense team must be present, with their weapons ready, in order to provide defense in case of hostiles coming through the Stargate.

**SELF DESTRUCT**

If the SGC is threatened with invasion, the facility has a self-destruct mechanism which has been activated more than once. It requires at least two high-ranking officers to initiate or deactivate (although the computer system may be manipulated so as to avoid this requirement.). Alien takeover of the SGC is referred to as a "foothold" situation (see the episode "Foothold"). However, according to Col. Carter, the self-destruct is not powerful enough to destroy the Stargate (Requiring a Mark V warhead) and has only a minimal chance of disconnecting an active wormhole. It would bury the gate under 1000 meters of rock so it would stop the any more incoming travelers. Even with these shortcomings, it remains the best backup plan in available in the event of a hostile alien takeover of the SGC.

**ALTERNATIVE SITES**

- **Alpha Site** - The last line of defense for the SGC is an off-world base, called the "Alpha Site", which was initially set up as a settlement to evacuate a select number of the academic elite of the United States to in case of Goa'uld invasion. It was later established as a back-up in case anything were to happen to the SGC. The Alpha Site was also known as the "Beta Site" in the alternate universe mentioned in the episode "There But For the Grace of God". After the first and second Alpha Sites were destroyed, the replacement was built into a mountain much like the SGC.

- **Gamma Site** - The Gamma Site was an off-world research base equipped with F-302 fighters but was destroyed via self-destruct after the events unfolding in the
episode "The Scourge". However the Gamma Site was mentioned in "The Pegasus Project," so it appears to have been rebuilt or relocated.

- Omega Site - The Omega site, similar to the third Alpha Site, is set up like a larger version of the SGC at Cheyenne Mountain, and was also built inside a mountain complex. However, this complex is meant to be able to sustain full off-world operations of the SGC in the event that the Earth should fall into enemy hands or its forces destroyed. The Omega Site, also boasts a full complement of defensive installations, as well as, repair and manufacturing capabilities to ensure its own defenses and ability to function independently should the need arise.

POLITICS

Attempted shutdowns and takeovers of the SGC.

On many occasions the very existence or control of the SGC has been in threat. Senator Robert Kinsey has often made strong efforts to close down the entire Stargate Program, (succeeding in the episode "Politics", only for it to be reopened), arguing that the existence of the Stargate is far too great a threat to Earth. Richard Woolsey, an inspector, recommended the closure of the SGC to the President of the United States, arguing that SG-1 were a reckless team that more than once had caused the Earth great threat. Kinsey later on tried various methods of putting himself in power of the SGC, mainly through links with rogue NID leaders, who have tried to sabotage the base on many occasions, once even succeeding in stealing the Stargate itself.

On a few occasions, aliens have managed to permeate the Iris. The Tollan possess technology capable of allowing people to pass through matter, but were never considered a threat owing to their friendship with Earth. At least once, the base was compromised by aliens with unforeseen abilities (for instance in the episode "Foothold"). Anubis, a powerful System Lord with access to Ancient technology, has tried to destroy the SGC via various methods, including the detonation of the Stargate itself. All attempts to subsume or destroy the SGC to date have failed.

COMMANDERS

In chronological order, the leaders of the SGC:

- Major General West (1994-1996 - "Present Day" in Stargate is 1994) Then known as the "Stargate Project".
- Major General George S. Hammond (1997-2004) — Promoted to head of what is (jokingly) called the "Department of Homeworld Security".
- Major General Bauer (briefly replaced General Hammond in 2000)
- Dr. Elizabeth Weir, the SGC's first civilian commander (2004)
- Major General Hank Landry (2005-present)
DEPARTMENT OF HOMEWORLD SECURITY

The top-secret Department of Homeworld Security controls the Stargate Program (Stargate Command, including its associated research facility at Area 51 and the Alpha, Beta and Gamma sites), which were originally directly overseen by the President and the Joint Chiefs of Staff. The Department of Homeworld Security also controls the F-302/BC-304 program and coordinates the oversight of the Ancient outpost in Antarctica, while the International Oversight Advisory (IOA) holds direct (political) authority over the Antarctic base and the Atlantis expedition. The Department of Homeworld Security was established by President Henry Hayes after the events of "Lost City", with Lieutenant General George Hammond as its first leader. When Hammond retired from USAF active service and moves on to another position, Major General Jack O'Neill took over command.

INTERNATIONAL AGREEMENTS

The United States, by virtue of its control of the Stargate, is largely responsible for Earth’s interstellar policy in the Stargate franchise. More nations gradually come to take part in its use. Following the events of season 3's "Nemesis", Russia briefly establish their own Stargate program based in Siberia, which is terminated and merged with the United States program running out of Cheyenne Mountain shortly after season 4's "Watergate". The United States and Russia inform the other three permanent members of the UN Security Council (the United Kingdom, France, and the People's Republic of China) in season 6's "Disclosure", in the hopes of pooling their combined military resources to defend Earth against Anubis's fleet. The US President also informs long-time ally Canada about Stargate Command's fleet engagement plans in "Lost City".

After the defeat of Anubis's fleet and the subsequent discovery of the Ancient outpost in Antarctica, an international committee is established to oversee it and the Atlantis expedition. The five permanent members of the UN Security Council and the signatory members of the Antarctic Treaty (including Jamaica, Philippines, Portugal, Croatia and Spain) sign the Gate Alliance Treaty, which specifies that all acquired alien technology will be shared between the member nations, in exchange for assistance in keeping the program secret. However, in the following three years, the US military interprets the treaty to only apply to non-military technology, which the Chinese delegate mentions as a sore point in "The Scourge". Still, not all nations have been informed about the existence of the Stargate.

INTERNATIONAL OVERSIGHT ADVISORY (IOA)

The IOA (or International Oversight Advisory) is a civilian oversight committee, created after the United States and Russia revealed the existence of the Stargate Program to the other permanent members of the UN Security Council in season 6's "Disclosure". The IOA has also been referred to as the "International Oversight Committee" on the show, until producer Joseph Mallozzi realized during the writing of "The Ties That Bind" that the acronym IOC is already used by the International Olympic Committee. The IOA is in control over the Atlantis Expedition and also of funding, and approves any missions involving Atlantis or Earth's battle cruisers. Although not having direct authority over Stargate Command, which as a command of the United States Air Force is controlled by the United States Department of Defense, the IOA assigns a representative to the SGC in exchange for further funding in "The Ties That Bind".
The writers originally wanted to set up an IOA watchdog character on SG-1 and possibly have Richard Woolsey on the base all the time, but season 9 already had so many new characters that the writers did not develop this idea.

The most prominent IOA member is Richard Woolsey as a US representative. Two other American IOA members are James Marrick (Currie Graham), shown in Stargate: The Ark of Truth, and Coolidge (Rob LaBelle), shown in "Midway". Representatives of other nations are shown in season 9's "The Scourge" – Russel Chapman of the United Kingdom (played by Andy Maton), Jean Lapierre of France (Mark Oliver), Chen Xiaoyi of China (Tamlyn Tomita), and Col. Chekov of Russia (Gary Chalk). When these representatives review operations at the SGC and Atlantis, members of both the SGC and the Atlantis expedition display a rather low opinion of the IOA. According to Dr. Elizabeth Weir in "No Man's Land", the IOA's inability to make final decisions is only a strategic maneuver to not take responsibility, therefore having a scapegoat (such as Weir herself) in case things go wrong. In Stargate Universe, Camile Wray is the highest-ranking surviving member of the IOA onboard the Destiny and acts the ship's de facto civilian leader. In "Life", the IOA leadership on Earth stated their support for Wray to command the Destiny instead of Colonel Everett Young.

STARSHIP PROGRAM

Earth's efforts to construct starships of its own using reverse-engineered alien technology begin in the season 4 episode "Tangent", with the less-than-successful X-301. In season 6, the X-302 (later F-302), the first spaceworthy Earth fighter, is introduced, along with Earth's first space battlecruiser, the Prometheus. Squadrons of F-302s are eventually stationed on Earth, Atlantis, the SGC's alternative sites, and its battlecruisers. In season 2 of Stargate Atlantis, the Daedalus-class battlecruiser is introduced, incorporating advancements that were tested on the Prometheus. Thus far, six Daedalus-class battlecruisers have appeared in the series: the Daedalus, the Odyssey, the Korolev (destroyed in season 9), the Apollo, the Sun Tzu, and the Phoenix (only in an alternate timeline), renamed the George Hammond in the main timeline. Except for the Korolev and the Sun Tzu, which are operated by the Russians and Chinese respectively, all Earth combat spacecraft are operated by the United States Air Force. The United States Senate Appropriations Committee considers the construction of Daedalus-class ships to be its top priority in terms of planetary defense.
DIVISIONS OF SG-COMMAND

SG TEAMS

In the science-fiction universe of the Stargate SG-1 television series, the "SG" military-team designation denotes a team that is a part of the Stargate Program, while the number following the designation is to distinguish between separate Stargate teams. Certain teams have special duties within the Stargate Program.

The program is run from Stargate Command (also, "the SGC"), whose mission it is to guard and use the Stargate, an alien device discovered in Egypt on Earth, the function of which was later discovered as allowing instantaneous travel between similar devices scattered on planets throughout the cosmos. After the alien race known as the Goa'uld became a threat to Earth, the Stargate went into use to help protect Earth.

When Stargate Command was formed there were 9 SG teams created and at present there are at least 25, each expansion likely requested through Major Davis, as it was in "Into the Fire". The majority of the teams are US Air Force, with some US Marines, civilians and, recently, US Army. Other countries' militaries have been included as the existence of the Stargate was revealed to other countries (the first were the Russians, agreed to in "Redemption (Part 2)", first seen in "Metamorphosis"). A very few alien beings (Teal'c, Jonas Quinn, and Vala Mal Doran) have also been allowed to join. Listed below are the special designation teams noted thus far in the series.

“...However, the President of the United States happens to agrees with you. In the event your theories pan out, he has ordered the formation of nine teams, whose duties will be to perform reconnaissance, determine threats, and if possible to make peaceful contact with the peoples of these worlds. Now, these teams will operate on a covert, top-secret basis. No one will know of their existence except the President and the Joint Chiefs. Colonel O'Neill, your team will be designated SG-1.”

—Major General George Hammond, whilst creating the first SG teams, "Children of the Gods"

<table>
<thead>
<tr>
<th>Designation</th>
<th>Type</th>
<th>Members</th>
</tr>
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<tbody>
<tr>
<td>SG-1</td>
<td>Flagship</td>
<td>Originally led by Colonel Jack O'Neill, with Captain (later promoted to Major, then to Lieutenant Colonel) Samantha Carter and Doctor Daniel Jackson. Teal'c joined SG-1 shortly after. For a time, Jonas Quinn took the place of Dr. Jackson. Shortly led by USMC Col. Makepeace, while O'Neill infiltrated a rogue NID SG team and later arrests Makepeace in Shades of Grey</td>
</tr>
</tbody>
</table>
After Col. O'Neill's promotion to Brigadier General, the team was led by a promoted Lieutenant Colonel Samantha Carter.

Now led by Lt. Col. Cameron Mitchell. The latest member is Vala Mal Doran. See the article SG-1 for more information.

**SG-2**
- **Military**

**SG-3**
- **Marine Combat Unit**
  - Led by Col. Makepeace, with Lt. Johnson and others. Apparently command rotated as Majors Castleman and Warren, as well as Col. Makepeace were shown in command for the same period of time. Teal'c was once assigned to this unit, under Maj. Wade.

**SG-4**
- **Military**
  - Team was in standby for dispatching to escort back Cassandra to Hanka.

**SG-5**
- **Marine Combat Unit**
  - A team with a Lt. Barber that died when he walked into the unstable vortex of an opening wormhole after being exposed to an alien radiation. The rest of the team later died of withdrawal from the same radiation.

**SG-6**
- **Medical**
  - No team members ever named. Impersonated coming through the gate by the "Foothold" aliens and presumably MIA.

**SG-7**
- **Scientific Corps**
  - All killed on Hanka. No team members ever named.
Military Team is dispatched with SG-1 & SG-5 to provide backup for SG-13.

SG-8
Military
In Vala's fake memory, team was in mission with SG-3. Several members were injured.

SG-9
Military

Diplomatic Corps
Later led by attorney Maj. Stan Kovachek. Still later led by Maj. Benton, Tarkman and Winters, who all were killed in action. Lt. Grogan was the only survivor of that team.

SG-10
Military
Originally led by Maj. Henry "Hank" Boyd, entire team trapped by a black hole.

SG-11
Engineering Corps
Archaeological
Led by Maj. Hawkins, Loder, Sanchez and Dr. Robert Rothman, who all were killed in action.

Engineering Corps

SG-12
Military
No team members named but all were killed while at the SGC Alpha Site.

Military
Team mentioned in conjunction with mission to planet P9J-333.

Marine Combat Unit
Team brought a deceased Kull warrior to Stargate Command and were later dispatched with SG-1 & SG-3 to capture a Kull warrior alive.

Marine Combat Unit
Led by unnamed Major, with Lt. McKenzie, Conway and Stevens.

2 of team members escorted Vala Mal Doran to Earth. With Lt. Col. Cameron Mitchell, they picked up a prior of the Ori from P3X-421. They collected 2 Ba’al clones.

SG-13
Military
Led by Col. Dixon with Dr. Balinsky, Bosworth and Wellsā.

SG-14
Diplomatic
Led by Maj. Graham, with Cpt. Blasdale, Lt. Astor and Sergeant Louis. Graham and Astor became zatarcs and were later killed. Blasdale and Louis also died.

SG-15
Military
No team members ever named, but all were killed. Later led by a promoted Maj. Pierce from SG-2.

Military
Entire team was killed in the operation to rescue Vala Mal Doran from the Trust, along with three members of the local SWAT team.

SG-16
Exploration
Originally led by Lt. Col. Reynolds, who later promoted to Colonel & now leads SG-3.

SG-17
Archaeological
Originally led by Maj. Mansfield, with Lt. Elliot, entire team
SG-18 Unknown No team members ever named.
SG-19 Unknown No team members ever named.
SG-20 Unknown No team members ever named.
SG-21 Military Team dispatched to the former Alpha Site to search for survivors.
SG-22 Military Lead by Colonel Raimi with Balinsky. On the planet P9G-844 was backup for SG-1 when they were searching for the Sodan.
SG-23 Unknown No team members ever named.
SG-24 Unknown No team members ever named.
SG-25 Army Combat Unit No team members named, but present on planet P9J-333 during search for a creature that was eating the inhabitants; several members injured during the mission.

OTHER TEAM DESIGNATIONS

- SG-X — Not part of Stargate Command, but a group of human slaves under training by Jaffa in service to Apophis to infiltrate Earth.

- 1st SFW (Snakeskinners) — There is at least one wing of F-302 pilots based in the Milky Way, although they are not truly an SG team. While it is not made clear what SFW actually means, it is likely to stand for either "Space Fighter Wing" or "Stargate Fighter Wing".

STARGATE ATLANTIS

The spin-off series Stargate Atlantis also features several offworld exploration teams. At least three permanent teams have been mentioned;

- Sheppard's team. Led by Major John Sheppard, (later promoted to Lt. Colonel) John Sheppard, and originally consisting of Teyla Emmagan, Lt. Aiden Ford and Dr. Rodney McKay. After Ford escaped custody under the effect of the Wraith enzyme, former Satedan Army Specialist Ronon Dex was found on a planet Sheppard's team was visiting, and became part of the team.

- Stackhouse's team. Originally led by Sgt. Stackhouse. Since the arrival of a USMC contingent from Earth, Stackhouse may have been replaced as the team's leader.

- Bates' team. Originally led by Sgt. Bates. Since Bates was injured and presumably shipped back to Earth, its unknown whether someone else took command or if the team was disbanded.

- Maj. Lorne appears to have a team of his own now, as well.

- Maj. Leonard's team. Only one other team member was named: Largent. All of the team was taken out by Maj. Leonard because of the wraith hallucination device. Leonard later killed himself because he thought Col. Sheppard was a Kull Warrior.
• A team led by an unnamed Major's command; dispatched to a village to search & rescue Ronon.

• A team mentioned in the episode Coup D'état, was under the command of Edison.

• At least two Marine Combat Teams; one team led by Lt. Kagan with Sgt. Barroso and another unnamed Sergeant. The unnamed Sergeant was killed when he activated the DHD, which was booby trapped by Maj. Leonard. Sgt. Barroso and Lt. Kagan were gunned down by the Major; Barroso later died and Kagan barely survived. Another team, led by Lt. Negley, was killed by Michael's enhanced Iratus bugs.

There have also been several specialist teams put together for individual mission (for example, the anthropologist team in "Suspicion", and the Marine Combat Teams for search & rescue operation in "Runner"). There have been no official team designations mentioned thus far on the show, however director and creative consultant Peter DeLuise has called the teams 'Atlantis Reconnaissance, Team 1' through '3' (or AR-1, etc.), and writer and executive producer Joseph Mallozzi called the teams 'First Atlantis Reconnaissance Team', 'Second Atlantis Reconnaissance Team', etc. (though most fans assume he was making this statement in jest: it's doubtful that Dr. Weir will start assigning missions to F.A.R.T., S.A.R.T. and T.A.R.T.)

Also there are some Russian, German and British soldiers in Atlantis Base Security Team.

OTHER TEAM DESIGNATIONS

• 1st & 2nd TFW (Wraithwaxers) — There is at least one wing of F-302 pilots onboard the Daedalus & Apollo; although they are not truly an SG team. While it is not made clear what TFW actually means, it is likely to stand for "Tactical Fighter Wing", a term formerly used by the U.S. Air Force.
DIVISIONS OF SG-SOCOM

While the SGC reports directly to DHS, SG-SOCOM is under the command of USSOCOM, but tasked with supporting the functions of the SGC’s Special Operations requirements. The SG-SOC has broken down its combatant units into two distinct groups; Off-World Ops and Space & Air Ops. Once deployed its units will coordinate with the local SGC commander to accomplish the overall mission objectives and goals. Occasionally however, the SG-SOCOM will still explore new worlds and try to return with new technologies for research and future development for the defense of earth, when not acting in a support role for an ongoing SGC mission.

OFF-WORLD OPERATIONS

The Off-World Operations division is comprised of several elements; SG Hellfire, SG-7, SG-Mercenaries, SG-Prometheus, and SG-TRU. While these teams operate under the direct command of SG-SOCOM, they have no single branch of military service or home base. As such, the Off-World teams are comprised of soldiers from all the branches of the US Military. These elements strive to augment and provide a Special Operations component to the SG Teams already deployed by the SGC.

To aid this combatant command, Combat Medical strives to keep the brave soldiers in these units in peak physical condition. While the specialized SG Snipers serve with distinction among the various Off-Worlds Ops teams, helping to ensure a tactical advantage whenever possible.

SPACE & AIR OPERATIONS

The Space & Air Operations division is comprised of several independent Joint Forces Squadrons. The JF Squadrons have no single branch of military service or home base. As such, the JF Squadrons are comprised of aviators from all the branches of the US Military. However, the 10th SFS Sqdn is comprised of USAF pilots. The JF Squadrons will also provide firepower to support any ongoing SGSOC field operations and even support the SGC with trained operatives for recon/search & destroy missions. While these elements operate under the direct command of SG-SOCOM, they strive to augment and provide a Special Operations component to the F-302 squadrons, Prometheus and Daedalus class battlecruisers already deployed by the SGC, as well as, the new BC-314 Nemesis class Heavy Battlecruiser recently deployed by SG-SOCOM.
OVERVIEW

In an effort to promote our fandom and grow beyond our original Mid-Atlantic origins, 2010 saw the launch of new Regional Sectors to help coordinate our various members and groups from around the world. Therefore, SG-Operations will be comprised of many regional Sectors to assist our members in locating and interacting with fellow SG-Operations members. It is our goal to successfully build and maintain teams and squadrons in each of our sectors, with each reporting to a Sector Coordinator. For those wishing to participate without the need to join their own regional Sector, Team or Squadron, we have a forum-based non-regional Sector called the USS Iliad, which is based on a BC-304 class Daedalus class battlecruiser. Whatever your interests, there is a place and a home for everyone within SG-Operations: The Home Base of Stargate Fandom.

So to get the most out of your experience in SG-Operations, check in with your regional or non-regional Sector Coordinator and discover how you can participate in our various forms of activities ranging from: costuming, RPG, team events/local gatherings, attending conventions, airsoft and paintball events, prop workshops, cookouts/camping events and so much more. Each of these areas, are actively discussed in our SG-Operations - Forums in order to help keep our members in touch and informed with the latest news in SG Fandom. SG OPERATIONS: The Home Base of Stargate Fandom is an active and fun-loving group to be a member of.
SG-OPERATIONS’
TEAMS & SQUADRONS

COMMAND STAFF OF SG-OPERATIONS

FAN GROUP COMMAND:
UNIT C.O.
UNIT X.O.

COMMANDER:
MAJ. GEN. MATT SNYDER (AKA C.A. MacKenzie)
LT. COL. LISA JACKSON

ROLE/FUNCTION:
Recruitment & Membership
Coordinate w/ other Fan Groups
Team/Squadron Management
Event Planning
Event Security
Public Relations, Forums & RPG

The following post commanders comprise the COMMAND STAFF:

S1 – PERSONNEL:
MAJ. ADRIAN HAVENS
Recruitment & Membership

S2 – INTELLIGENCE:
MAJ. TBD
Coordinate w/ other Fan Groups

S3 – OPERATIONS & TRAINING:
ALL TEAM/SQD LEADERS
Team/Squadron Management

S4 – LOGISTICS:
MAJ. TBD
Event Planning

S5 – CIVIL-MILITARY OPS:
MAJ. YURIY SNYDER
Event Security

S6 – COMMUNICATIONS:
MAJ. JOEY BRUNER
Public Relations, Forums & RPG

REGIONAL TEAMS & SQUADRONS

SG-OPS COMMAND:
SG-2
SG-5
SG-7
SG-21
SG-22
SG-23
SG-Hellfire
SG-Mercenaries
SG-Prometheus
SG-Shadow Hunters
SG-TRU
UN SG-Ops
10th SFS

COMMANDER:
TBD
Capt. Steve Blackwell
Lt. Col. Ken Collins
Capt. Michael Moreau
Lt. JG KEVIN M. BYRNES
TBD
Lt. Col. Andy Moscato
Capt. C.J. Smith
Lt. Col. Robb Wells
Maj. Gideon Deschain
Col. Charles Fannon
Capt. Anthony Tesoriero
Maj. C.A. MacKenzie

SECTOR:
Alpha Sector
Gamma Sector
Omega Sector
Gamma Sector
Beta Sector
Beta Sector
Alpha Sector
Omega Sector
Omega Sector
Omega Sector
Zeta Sector
Nu Sector
Alpha Sector

NON-REGIONAL TEAMS & SQUADRONS

SG-OPS COMMAND:
USS-Iliad

COMMANDER:
Capt. Elaine Ackerson

SECTOR:
Non-Regional Sector

The following sections help detail each of the fan group’s various teams starting with those that represent the SGC and then SG-SOCOM, teams for our Alien groups are still being developed.
OVERVIEW

SG-2's operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG-2 OPERATIONAL PROFILE

SG-2 was formed at the same time as SG-1 upon the orders of the President of the United States in 1997. SG-2 is charged with duties that range from reconnaissance to the exploration of alien worlds and its people, if any. Both military and civilian team members have received the minimal Special Forces training necessary to handle potentially hostile situations.

SG-2 UNIT HISTORY

(This information is classified under the Homeworld Security Act of 2004.)

SG-2 has been an operational team in Stargate Command since 1997. The team, led by Major Charles Kawalski, provided support for SG-1 on both teams’ first mission offworld. Shortly after, Major Kawalski was killed in the line of duty and was replaced by Major Louis Ferretti.


Under the command of Major Joseph Penhall (2003-2005), SG-2 received numerous research missions which included the ruins of several Ancient retreats as well as studying the effects of “Origin” upon worlds visited by the Ori.

In 2005, SG-2 continued research on the Ori and “Origin” under the civilian leadership of Doctor Anya Appur (2005-2006). This had proven disastrous for the team in 2006 when an Ori vessel was detected in orbit of the planet (P4X-228) the team was stationed on. SG-2 did not benefit from non-military experience and two of the team members were lost as the result of an Ori attack. The SG-2 team was ordered to stand down until the team could be reformed.

In October 2006, Stargate Command reactivated SG-2, and it would resume off-world missions of both military and scientific in nature. The team was assigned to the Omega site but was recalled to Earth in early 2007. In the late summer of 2007, SG-2 began several joint-operations with the SG-SOCOM, as well as, continuing its other SGC assigned missions.
SG-5

SG-COMMAND:  COMMANDER:
UNIT C.O.        LT. STEVE BLACKWELL
UNIT X.O.        ENS. RYAN BLACKWELL

OVERVIEW

SG-5’s operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG-5 OPERATIONAL PROFILE

SG-5 was formed at the same time as SG-1 upon the orders of the President of the United States in 1997. SG-5 is a technical / scientific team used in support of various missions, such as, the relay of communications to the USS Daedalus when Major Altman was in command. SG-5’s primary role is follow-up missions to gather data and technology from sites already secured (especially if the technology is Asgard related.) SG-5’s secondary mission is to provide direct technical support to other units, to include medical and communications, whether said units are under fire or not.

SG-5 UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

TDB – CLASSIFIED
OVERVIEW

SG-13's operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG-13 OPERATIONAL PROFILE

The SG-13 was formed to assist the Stargate Command in its design function - rapid-response support of deployed Stargate teams, and other defensive or offensive missions on- or off-world, against land-, air-, or space-based threats. The SG-13 operates as a Covert Operational team assigned to the SGC. With training in desert, mountain, small squad tactics and explosives, this team provides vision, leadership, doctrinal guidance, resources and oversight to ensure component special operations forces are ready to meet the operational requirements of all task assigned. The SG-13 provides a versatile, responsive and offensively focused force with continuous Off-World presence. As members of the Stargate Command, all SG-13 personnel, pulled from all branches of the military, are expected to maintain an extremely high proficiency levels as ground-combat troops, in order to be able to effectively participate in attacks on or capture of spacecraft from enemy bases or fleets.

SG-13 UNIT HISTORY

(This information is classified under the Homeworld Security Act of 2004.)

SG -13 was originally tasked as a straight Air Force unit. It was changed after Col. Dixons retired. Then a few years later, they were re-tasked as a Covert Operations team. It was decided at the end 2010 that this was necessary to do this refit of several teams. The growing issues that the SGC and the IOA were having in both galaxies made this an important decision. So, General Landry was ordered to put together several teams to fill these roles. The team members were pulled from all branches of the military and required to have the ATA gene. They all had training in all the various military tactics.

The SGC went forward and contacted the Joint Chiefs to find the best of the best. All the best training from all the branches of the military were issued to these teams. The list is long and distinguished.

With all the training that these teams had, they were tasked with a wide variety of missions. This is what makes these teams more valuable and important to the SGC. These teams are rated to work missions in both the Milky Way, and Pegasus galaxies, and these teams were designed to be self initializing so they could accomplish broad mission goals with minimal support and/or oversight.
SG-21

SG-COMMAND: COMMANDER:
UNIT C.O. CAPT. MICHAEL MOREAU
UNIT X.O. 1st LT. JENNI MOREAU

OVERVIEW

SG-21's operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG-21 OPERATIONAL PROFILE

SG-21 is classified as a research and exploration team with emphasis on alien biology, history, and culture.

SG-21 UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

Originally formed in 2002 as a military unit consisting of Army Rangers SG-21 was out of commission from 2008-2010 following the loss of the entire team to hostile natives on Planet P3X594. SG-21 was reconstituted in 2010 from members of the Atlantis Expedition and re-tasked as a science and exploration team with the primary goal of enriching Earth's understanding of alien beings, their history, and their societal structures.

The team now continues the SGC's goal of exploring the Milky Way galaxy.
SG-22

SG-COMMAND: COMMANDER:
UNIT C.O. LT.JG KEVIN M. BYRNES
UNIT X.O. ENS. MIKE FIEDEROWICZ

OVERVIEW

SG-22's operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG-22 OPERATIONAL PROFILE

SG-22 was formed to provide the SGC with the capabilities of a SEAL team, shipboard and as a ground unit. Provide direct action, reconnaissance, asset rescue/recovery, covert operation capabilities, and training for interstellar allied forces. Support shipboard security personnel in defense from hostile boarding parties.

SG-22 UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

“CLASSIFIED”

The team is to primarily consist of members from the US NSW Command in order to retain primary mission capabilities. Additional team members may include Earth based assets and off-world allies, who have been cleared to perform missions by the SGC. The team may be broken up into platoons/fire teams (in accordance with SEAL Team structure) that may operate individually in order to perform multiple missions as required.
SG-23

SG-COMMAND:   COMMANDER:
UNIT C.O.       TBD  
UNIT X.O.       TBD

OVERVIEW

SG-13's operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG-23 OPERATIONAL PROFILE

SG-23 was formed as a cross service special services team, specializing in hostage rescue and hostile environment operations. At current SG-23 Personnel are currently training on experimental "Low Orbit Insertion Operations" where the use of Ring or Beaming Technologies are inadvisable or unavailable.

SG-23 UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

Due in part to the kidnapping of Colonel David Telford by the Lucien Alliance and the ongoing threat posed to Stargate Diplomatic Teams in the Pegasus Galaxy by the Genii as well as other various threats to Stargate personnel. It was decided in May of 2010 by Stargate Commanding Officer, Brigadier General Jack O'Neal that the Stargate Command required its own mobile “anti-terrorism” team, fashioned similar to Delta Force. After much deliberation by the IOA, Pentagon and the Senate Stargate Oversight Committee the SG-23 was re-tasked and would its personnel made up from men and women from all four of the major US military divisions. Through SG-SOCOM's CO, General O'Neal tapped SG-SOCOM 1st Lt. Dennis Bain to initially head the re-formed SG-23 team. The SG-23 Unit would be cross-trained in various counter-terrorism techniques, as well as, trained in Paratrooper operations.
UN SG-OPERATIONS

SG-COMMAND: COMMANDER:
UNIT C.O. CAPT. ANTHONY TESORIERO
UNIT X.O. 1st LT. JING "SERENITY" XIA

OVERVIEW

United Nations Stargate Operations (UNSGO or UN SG-Ops) operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

UN SG-OPs OPERATIONAL PROFILE

The primary mission of the UNSGO is to provide garrison peace keeping forces, security and humanitarian aid between Tau'ri worlds and other SG off-world projects. Other mission objectives are yet to be defined and will be decided on a case by case basis.

UNSGO forces are selected from the top 2% of troops from UN member countries. UNSGO personnel have specialized training in one or more of the following areas: security/defense, linguistics, medical, diplomacy/negotiations and settlement develop/stabilization.

UN SG-OPs UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

The UN Security Council held a meeting in 2003 with Stargate Command concerning the reactions from the neighboring countries to the Stargate program. At which point the flood gates were opened to member countries interest, support, as well as criticism over a chiefly US control Stargate program.

In 2010 the IOA (International Oversight Advisory) in conjunction with the United Nations Security Council (UNSC) and Stargate Command (SGC), agreed to develop a United Nations Stargate Operations team, as a new program to satisfy the demands by other UN member countries to contribute and participate in the Stargate program. The first UNSGO team would be primarily staffed by the Chinese military, but under the command of a US military officer. Accordingly, Capt. Tesoriero was selected to lead this new team largely due to his prior experience in the Stargate Program and with its off-world activities.
USS “ILIAD”

SG-COMMAND:     COMMANDER:

UNIT C.O.        CAPT. ELAINE ACKERSON
UNIT X.O.        1ST LT. IAN HUSSEL

MISSION STATEMENT

Defend earth from possible hostile invasion. Explore new worlds and return new technologies for research and development.

Having said the above, the mission of the BC-304 Iliad is to support the SGC and SG-SOC in the defense of earth. The Iliad will also explore new worlds and try to return with new technologies for research and future development for the defense of earth. The Iliad is under the command of SGC and sometimes tasked with supporting the functions of the SGSOC's special operations requirements. Once deployed its units will coordinate with the local SGC and/or SGSOC commanders to accomplish the overall mission objectives and goals.

ILIAD's OPERATIONAL PROFILE

The heavy battle cruiser BC-304 Iliad, which is operated and manned by the SGC personnel, will provide a stable platform for battle training, battle planning, transportation to and from the combat zone(s), communications and command and control for ongoing field operations. Together with its two F-302 Squadrons, the Iliad will also support rescue operations and provide medical support for the injured and wounded. The Iliad will also provide firepower to support any ongoing SGC field operations and even support the SGSOC's operations with trained operatives for recon/search & destroy missions.

LETTER OF COMMISSION

ILIAD's UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

"CLASSIFIED"....

UNIT FLIGHT CRAFT

BC-304 Daedalus-class Battlecruiser:
SG 7 (OMEGA)

SG-SOCOM COMMAND: COMMANDER:
UNIT C.O. LT.COL KEN COLLINS
UNIT X.O. CAPT. ANYA LOGAN

OVERVIEW
SG-7 Omega's operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG-7 OPERATIONAL PROFILE

The SG-7 was formed to assist the Stargate Special Operations Command in its design function - rapid-response support of deployed Stargate teams, and other defensive or offensive missions on- or off-world, against land-, air-, or space-based threats. The SG-7 operates as an USAF Special Forces team assigned to the SGC's newest off-world site, SGC-Omega. With training in desert, mountain, small squad tactics and explosives, this team provides vision, leadership, doctrinal guidance, resources and oversight to ensure component special operations forces are ready to meet the operational requirements of combatant commanders Off-World. The SG-7 provides a versatile, responsive and offensively focused force with continuous Off-World presence. As members of the Stargate Special Operations Command, all SG-7 personnel are expected to maintain an extremely high proficiency levels as ground-combat troops, in order to be able to effectively participate in attacks on or capture of spacecraft from enemy bases or fleets.

SG-7 UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

The SG-7 originally began as a USAF unit assigned to secure the Antarctica outpost after its discovery by SG-1. During its mission, the unit developed an intimate understanding of the true nature and importance of the Ancient Outpost and the overall mission of the entire SGC. Seeking to ensure the protection of their homeworld, their CO requested a transfer for the entire unit to the SGC command. Though initially denied, they were eventually transferred to the SG-SOCOM command, after all teams member successfully completed USAF Special Ops training. Since then, they have been a critically important component within SG-SOCOM, adding their knowledge and expertise to help fulfill their new command's mission. Their performance and dedication are largely responsible for their posting to the new Omega site, as their prior experience with the highly charged political atmosphere at Antarctica proved that they were ideal candidates for the SG-SOCOM's first permanent assignment to an Off-World site.
SG HELLFIRE

SG-SOCOM COMMAND: COMMANDER:
UNIT C.O. LTC. ANDY MOSCATO
UNIT X.O. 2nd LT. ROBERT BROWN

OVERVIEW

SG Hellfire's operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG HELLFIRE OPERATIONAL PROFILE

The SG Hellfire was formed to assist the Stargate Special Operations Command in its design function - rapid-response support of deployed Stargate teams, and other defensive or offensive missions on- or off-world, against land-, air-, or space-based threats. The SG Hellfire operates as an Army Special Forces team. With training in desert, mountain, small squad tactics and explosives, this team provides vision, leadership, doctrinal guidance, resources and oversight to ensure component special operations forces are ready to meet the operational requirements of combatant commanders Off-World. The SG Hellfire provides a versatile, responsive and offensively focused force with continuous Off-World presence. As members of the Stargate Special Operations Command, all SG Hellfire personnel are expected to maintain an extremely high proficiency levels as ground-combat troops, in order to be able to effectively participate in attacks on or capture of naval or spacecraft from enemy naval bases or carrier vessels.

SG HELLFIRE UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

With the growing threat of a Wraith invasion, it was decided that a new Army Special Forces team was needed. So in July of 2007 the team of SG Hellfire was created. It's 7 member team is composed of some of the brightest and best soldiers ever to join up with SG-SOCOM. Even though their routine mission is to explore new worlds and acquire new technology, their primary objective is to take on the missions that are said to be impossible. They strive to always be "The best of the best!"
SG MERCENARIES

NID / SG-SOCOM COMMAND: COMMANDER:

UNIT C.O. MAJ. C.J. SMITH
UNIT X.O. CAPT. AARON MCNEAL

OVERVIEW
SG Mercenaries' operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG MERCENARIES OPERATIONAL PROFILE

The SG Mercenaries are tasked with establishing an off-world base of operations in order to gather Intel and work to prevent future attacks on the Homeworld. Though, this team is not a member of the US Military, they do report to Stargate Special Operations Command, though enjoy a certain freedom of independent operations as they report directly to the N.I.D. and bypass the normal constraints of the government bureaucracy. All SG Mercenaries personnel are expected to maintain an extremely high proficiency levels as ground-combat troops, in order to be able to effectively participate in attacks on or capture of naval or spacecraft from enemy naval bases or carrier vessels.

SG MERCENARIES UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

July 23, 2011 0947 Hrs. Southern Florida

A Tel'tak cargo ship, with 5 Jaffa in the service of Lord Hu crashed into a wooded area a few miles from Southern Security Solutions LLC, a U.S. based private military company (PMC). Fearing a small plane crash, the command staff of Southern Security sent a team out to locate the crash and lend aid. Upon arriving on site the team was engaged by the Jaffa, a firefight ensued and in the end the Jaffa were overpowered. S.S.S. secured the scene and notified the local and federal authorities. A man named Richard Woolsey, a member of the N.I.D., was sent to take command of the crash site and hire S.S.S. on the spot to oversee the security of the crash site and transport the Tel'tak a secure base.

Upon filing his report with with the N.I.D., the I.O.A. got wind and demanded they "enlist" the team of civilian security contractors. When repairs were finished to the cargo ship and with the blessing of the I.O.A. a small covert team was assembled. Once established, this team was given access to the N.I.D.'s black budget, and tasked to establish an off-world base of operations in order to gather Intel and work to prevent future attacks on the Homeworld. Maj. C.J. Smith was given command of the unit, there upon he appointed Capt. Aaron McNeal as second in command. The other two members of the team are 1st Sgt. Rob (Rabbit) and Sgt. Shorty.
SG PROMETHEUS

SG-SOCOM COMMAND:  COMMANDER:
UNIT C.O.             LTC. ROBB WELLS
UNIT X.O.             MAJ. SEAN WELLS

OVERVIEW
SG Prometheus's operational profile & history, as well as a basic uniform(s) and equipment list for those volunteering to join this team.

SG-PROMETHEUS OPERATIONAL PROFILE

The SG Prometheus was formed to assist the Stargate Special Operations Command in its design function - rapid-response support of deployed Stargate teams, and other defensive or offensive missions on- or off-world, against land-, air-, or space-based threats. The SG Prometheus operates as an joint forces Special Forces team. With training in naval, desert, mountain, small squad tactics and explosives, this team provides vision, leadership, doctrinal guidance, resources and oversight to ensure component special operations forces are ready to meet the operational requirements of combatant commanders Off-World. To support SGC field teams in completing their assignments, provide additional shipboard security, accomplish SG-SOCOM sanctioned missions and provide a rapidly deployable ground asset by ship or stargate, SG Prometheus provides a versatile, responsive and offensively focused force with continuous shipboard and Off-World presence. As members of the Stargate Special Operations Command, all SG Prometheus personnel are expected to maintain an extremely high proficiency levels as ground-combat troops, in order to be able to effectively participate in attacks on or capture of naval or spacecraft from enemy naval bases or carrier vessels.

In the real world as an airsoft team, our goals are to promote the sport of airsoft, guide and coach new and younger players in the sport and bring more people into the Stargate universe (in an airsoft environment of course).

SG-PROMETHEUS UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

The concept of a shipboard unit, like Prometheus was first proposed during the construction of BC-303. The concept was based on the U.S. Navy's experience with the Fleet Marine Force posting combat troops on capitol ships. After the theft of the U.S.S. Prometheus (BC-303) by rogue agents of the NID, the National Command Authority authorized Stargate Command to form an elite unit of Special Operations troops trained in shipboard security operations, special operations (as defined by Stargate Command) and off-world ground combat. In his authorization document, the President stated his intent that "this unit be to Stargate Command what the SEALs are to the Navy."

After establishing a training facility at Broom Lake, Nevada and drawing personnel from all branches of the US special operation community, training in BC-303 type cruiser security
operations began. The new unit was also introduced to the alien weapons and technology that had been brought back to Earth by SGC field teams. Being neither a pure combat unit, or ships crew, it was decided that the new unit would fall under operation control of Stargate Special Operations Command.

With the decision made that each new ship would have one of the new units assigned to it, an ID format was created associating each team with its home ship. Thus upon its activation the first team became:

- Stargate-Special Operation Command- Operational Detachment-Prometheus, or SGSOCOD-P. A mouthful either way to say the least. Members of the unit refer to themselves simply as "Team Prometheus."

During their deployment aboard BC-303, Team Prometheus participated in several ground missions in support of field teams, search and secure of derelict space craft, and one internal security mission.

After the destruction of the USS Prometheus, the surviving members of the team were returned to Earth to begin training on the BC-304 type cruiser. However while they were deployed on the BC-303, the teams "in the pipeline" were already trained on the BC-304 systems and operations, and were already assigned to the Daedalus, Odyssey, Apollo and George Hammond. The ship the team was slated to report to was given to the Russian Federation in exchange for control of the Alpha Gate. Since this turn of events left the team with no ship to report to, the SG-SOCOM made the decision to retain this valuable asset intact and employ it for SOC sanctioned missions, allowing the organization to retain the designation of SG-Prometheus.
SG SHADOW HUNTERS

SG-SOCOM COMMAND: COMMANDER:
UNIT C.O. MAJ. GIDEON DESCHAIN
UNIT X.O. CAPT. ELIZABETH BRYANS

OVERVIEW
SG Shadow Hunters operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG SHADOW HUNTERS OPERATIONAL PROFILE

SG Shadow Hunters was formed to assist the Stargate Special Operations Command in its design function conducting Unconventional warfare and support of deployed Stargate teams, and other defensive or offensive missions on- or off-world, against land-, air-, or space-based threats. SG Shadow Hunters operates as an multiple agency team made up of members from all branches of the military and other intelligence organizations. SG Shadow Hunters conducts a broad spectrum of covert military and paramilitary operations, normally of long duration, predominantly conducted through, with, or by indigenous or surrogate forces who are organized, trained, equipped, supported, and directed in varying degrees by an external source. It includes, but is not limited to, guerrilla warfare, subversion, sabotage, intelligence activities, and unconventional assisted recovery. The members of SG Shadow Hunters are trained in the following special reconnaissance, psychological operations, information operations, Counter-terrorism, Combat search and rescue and direct action. The team is often off world for long periods of time often with no form of back up.

SG Shadow Hunters also conducts long term reconnaissance for scientific use. This includes long term anthropology, linguistics, and psychiatric studies of races that the IOA and department of Homeworld security have deemed to primitive for first contact.

SG SHADOW HUNTERS UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

TBD - CLASSIFIED
SG TRU

SG-SOCOM COMMAND: COMMANDER:

UNIT C.O. COL. CHARLES FANNON
UNIT X.O. LT. COL. JOE KEELER

OVERVIEW

SG TRU’s operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this team.

SG TRU OPERATIONAL PROFILE

The SG TRU was formed to assist the Stargate Special Operations Command in its design function - rapid-response support of deployed Stargate teams, and other defensive or offensive missions on- or off-world, against land-, air-, or space-based threats. The SG TRU operates as an USAF Special Forces team, though its current commander is from the Canadian Special Forces. With training in desert, mountain, small squad tactics and explosives, this team provides vision, leadership, doctrinal guidance, resources and oversight to ensure component special operations forces are ready to meet the operational requirements of combatant commanders Off-World. The SG TRU provides a versatile, responsive and offensively focused force with continuous Off-World presence. As members of the Stargate Special Operations Command, all SG TRU personnel are expected to maintain an extremely high proficiency levels as ground-combat troops, in order to be able to effectively participate in attacks on or capture of spacecraft from enemy bases or fleets.

SG TRU UNIT HISTORY
(This information is classified under the Homeworld Security Act of 2004.)

Pending Further Development and Disclosures.... The SG TRU leads the way! They are our pathfinders and some members are most dedicated in their airsoft combat skills. This Team is really coming together and it is made up of real go-getters!
10th SFS - TAU’RI FURIES

SG-SOCOM COMMAND:  COMMANDER:
UNIT C.O.  MAJ. C. A. MACKENZIE
UNIT X.O.  CAPT. TATIANA LARINA

OVERVIEW

Tau’ri Furies’ operational profile & history, as well as, a basic uniform(s) and equipment list for those volunteering to join this squadron.

10th OPERATIONAL PROFILE

The 10th was formed to assist the Stargate Special Operations Command in its design function - rapid-response support of deployed Stargate teams, and other defensive or offensive missions on- or off-world, against land-, air-, or space-based threats. The 10th operates as an Air Force fixed-wing squadron. We train pilots on both a modified version of the F-302 space-superiority fighter, as well as, all available alien spacecraft. As members of the Stargate Special Operations Command, all Tau’ri Furies personnel are expected to maintain at least basic proficiency levels as ground-combat troops, in order to be able to effectively participate in attacks on or capture of air or spacecraft from enemy airfields or carrier vessels.

10th SFS UNIT HISTORY

(This information is classified under the Homeworld Security Act of 2004.)

While the Tau’ri Furies were formed as part of the SGSOC, its history draws upon a dedicated corp of USAF fighter pilots. Seeking to ensure that the best trained and qualified pilots currently serving in the USAF would be assigned to Atlantis Project, the 10th drew members from the graduating classes of 2004’s Red Flag and Blue Flag exercises. The F302 pilots trained for over a year in secret, patiently awaiting the activation and assignment of their new squadron.

Having previously flown the F117 Stealth Fighter the “Avenging Angel,” the 10th’s first C.O. choose to honor that lineage and thus named the newly formed squadron the “Tau’ri Furies.” Thus the 10th still enjoys a special camaraderie with the famed 416th TFS. Since its activation the 10th has rotated some of its pilots aboard the Prometheus, Daedalus, and Odyssey for Space Ops and combat training. When the call came for assistance in Antarctica to defend SG1, several of the 10th’s pilots were able to gain combat experience against the Goa’uld Death Gilders. Since then the 10th has continued to serve in secret, even while many of their contemporaries continue to seek abroad in the Iraq, Afghanistan or in US CAPs. With the launch of the Hephaestus, the 10th is proud to serve with distinction ensuring the protection of the Tau’ri.

UNIT FLIGHT CRAFT

F-302 Space-Superiority Fighter:
SG-OPERATIONS’ UNIFORMS

UNIFORMS OF SG-COMMAND

SG-2, SG-5, SG-13, SG-21, SG-22 & SG-23

FIELD & GARRISON UNIFORM:

- If not on field duty, personnel are authorized to wear the standard OD or Navy Blue BDU uniform of SG-Command, with or without tac vest and shoulder arm(s)
- Black T-shirt
- Black boots
- Headgear for this uniform shall be standard fatigue cap or "boonies hat"
- Patches: Stargate Project patch - left shoulder
  Team & Branch patches - right shoulder
- Personal sidearm which is authorized include; M9 Beretta & Colt HiCapa in drop-holster
- Shoulder arms which are authorized include; MP5, FN P90, M4A1, M16A2, M733.

USS "ILIAD"

FLIGHTSUITS:

- The standard flight uniform of the Iliad crew is the Sage or Navy Blue flightsuit with service-appropriate patches
- Black T-shirt
- Black boots
- Headgear - Helmet (if on active flight duty; pilots not in their craft are authorized to go uncovered, or to wear garrison cap or beret if not on the flight line)
- Patches: Stargate Project patch - left shoulder
  Team & Branch patches - right shoulder
- Black nomex flight gloves (if on active flight duty)
- Personal sidearm of choice in shoulder holster. Alternately, a pistol belt with drop-holster may be used
- Shoulder arms are authorized but not required.

USS "ILIAD"

GARRISON UNIFORM:

- If not on flight duty, Iliad's personnel are authorized to wear the standard Sage or Navy Blue BDU uniform of the SG-Command, with or without tac vest and shoulder arm(s)
- Black T-shirt
- Black boots
- Headgear for this uniform shall be standard fatigue cap, beret or "boonies hat" or tac helmet if acting in a non-flight-line capacity
- Patches: Stargate Project patch - left shoulder
  Team & Branch patches - right shoulder
- Personal sidearm of choice in shoulder holster. Alternately, a pistol belt with drop-holster may be used
- Shoulder arms are authorized but not required.
UNIFORMS OF SG-SOCOM

SG-7 “Omega”, SG HELLFIRE, SG MERCENARIES, SG PROMETHEUS, SG SHADOW HUNTERS & SG TRU

OFF-WORLD OPS - FIELD & GARRISON UNIFORM:

- If not on field duty, SG-SOCOM personnel are authorized to wear the standard woodland camo or standard black BDU/TRU uniform of the SG-SOCOM, ABU, ACU, MARPAT, and SG Mercenaries personnel are authorized to wear the standard black BDU uniform of the SSS contractor, ** both with or without tac vest and shoulder arm(s)
- Black T-shirt
- Black boots
- Headgear for this uniform shall be standard fatigue cap, beret or "boonies hat"
- Patches: Stargate Project patch - left shoulder
  Off-World Ops & Branch patches - right shoulder
- Personal sidearm of choice in drop-holster (SG Recon - silencer a bonus)
- Shoulder arms which are authorized include, MP5, FN P90, M4A1, M16A2, M733.

10th SFS & BC-314 “NEMESIS”

SPACE & AIR OPS - FLIGHTSUITS:

- The standard flight uniform is the Sage or Black flightsuit with service-appropriate patches
- Black T-shirt
- Black boots
- Headgear - Helmet (if on active flight duty; pilots not in their craft are authorized to go uncovered, or to wear garrison cap or beret if not on the flight line)
- Patches: Stargate Project patch - left shoulder
  Space & Air Ops & Branch patches - right shoulder
- Black nomex flight gloves (if on active flight duty)
- Personal sidearm of choice in shoulder holster. Alternately, a pistol belt with drop-holster may be used
- Shoulder arms are authorized but not required.

10th SFS & BC-314 “NEMESIS”

SPACE & AIR OPS - GARRISON UNIFORM:

- If not on flight duty, personnel are authorized to wear the standard sky blue camo or standard black BDU/TRU uniform of the SG-SOCOM, ABU or the ACU, with or without tac vest and shoulder arm(s)
- Black T-shirt
- Black boots
- Headgear for this uniform shall be standard fatigue cap, beret or "boonies hat" or tac helmet if acting in a non-flight-line capacity
- Patches: Stargate Project patch - left shoulder
  Space & Air & Branch patches - right shoulder
- Personal sidearm of choice in shoulder holster. Alternately, a pistol belt with drop-holster may be used
- Shoulder arms are authorized but not required.
SG-OPERATIONS’ PROMOTION GUIDELINES:

Forum ranks will be handled for each person and will be your Stargate Operations rank. This is to eliminate confusion and clearly show who the leaders are and who to go to if you have questions. Once a new member completes 10 posts and/or completes a SG costume and provides pics to the ComStaff, SG-Operations promotes members to the rank of E-3 (PFC/SrA). Beyond that, SG-Operations promotion is based upon group participation and activity levels within our fan group. For those that do not costume, SG-Operations base promotions on participation, both on the forums, behind the scenes and at events. Typically, the Team/Sqdn leaders promote people within their own units. Also, ranks awarded by participation in other SG fan groups are not recognized or transferred upon becoming a member of SG-Operations, as ALL promotions with SG-Operations must be awarded for participation and activity within SG-Operations. There is one main exception to this rule, entire units or fan groups joining SG-Operations. In these circumstances we have tried to recognize the participation of those members by bringing them in one rank below their rank in their original unit/group.

The ranks on the forum pertain to two things:

1) Actual rank held within the fan group, either for command of a Team/Sqdn or for promotion from within said units.

2) Submission of 10 forum posts and/or pics of yourself in a SG themed costume to get a promotion to PFC/SrA. Again this is a rank within the fan club.

The rank system used on the forum is not meant to correspond to a chosen persona's rank. You may notice that some members have 2 different ranks listed, one in there Signature and another listed under their Avatar. One latter, is their SG-Operations rank, which you'll find in the sidebar along with their username. The second is the rank of the members Team/Sqdn/RP persona, this is the rank they may hold within their chosen Team/Sqdn. Sometimes these may be different, the important thing to remember is that their SG-Operations rank holds precedence within the fan group. Also, several of our members are also non-human and fall into the same category. Accordingly, SG-Operations can add ranks images for groups, such as NID, CIA, DIA, Jaffa, Tok'ra, Ori, etc where we can actually ID a group or race logo/image.

So to recap, to get your first promotion to E-3 (PFC/SrA) within the fan group, all you need to do is complete 10 posts and/or submit a completed pic of you in your costume (SG themed costume, going by a 10' rule) to the ComStaff and/or Team/Sqdn CO... Otherwise, its up to your Team/Sqdn's CO to promote within his/her own team/sqdn using the Promotions guidelines in the SG Operations Manual.
SG-OPERATIONS’
PROMOTION GUIDELINES:

ENLISTED PERSONNEL

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<tr>
<th>NON-COMM OFFICERS</th>
<th>TIME IN GRADE</th>
<th>ISSUING AUTHORITY</th>
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<tr>
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<tr>
<td>E-6</td>
<td>9 months as an E-5</td>
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<tbody>
<tr>
<td>E-7</td>
<td>1 year as an E-6</td>
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</tr>
<tr>
<td>E-8</td>
<td>2 years as an E-7</td>
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</tr>
<tr>
<td>E-9</td>
<td>2 years as an E-8</td>
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</table>

NOTES:

1. Enlisted members that completed 10 posts on the forums and/or have completed a “Stargate”-based costume will be assigned or promoted to the grade of E-3.

2. Existing team/squadrons that join SG-Operations as a group, will have the Team/Sqdn members brought into the group at one rank below the rank held in their previous organization in an effort to recognize their time and services in their original group.

3. These are guidelines ONLY and level of activity, time in grade and common sense should be utilized by all issuing authorities when determining if a promotion is warranted for an individual. Remember, just because one exceeds the time-in-grade requirements, it does NOT mean they automatically get promoted!
SG-OPERATIONS’
PROMOTION GUIDELINES:
COMMISSIONED OFFICER

<table>
<thead>
<tr>
<th>JUNIOR OFFICERS</th>
<th>TIME IN GRADE</th>
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<tr>
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<td>Upon commissioning</td>
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<td>O-2</td>
<td>9 months as an O-1</td>
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<tr>
<td>O-3</td>
<td>1 year as an O-2</td>
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<tr>
<th>SENIOR OFFICERS</th>
<th>TIME IN GRADE</th>
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<tbody>
<tr>
<td>O-4</td>
<td>1 year as an O-3</td>
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</tr>
<tr>
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<td>2 years as an O-4</td>
<td>SG-Operations ComStaff</td>
</tr>
<tr>
<td>O-6</td>
<td>2 years as an O-5</td>
<td>SG-Operations ComStaff</td>
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<th>GENERAL OFFICERS</th>
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<tr>
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<td>2 years as an O-6</td>
<td>SG-Operations, C.O.</td>
</tr>
<tr>
<td>O-8</td>
<td>3 years as an O-7</td>
<td>SG-Operations, C.O.</td>
</tr>
<tr>
<td>O-9</td>
<td>3 years as an O-8</td>
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</tr>
<tr>
<td>O-10</td>
<td>3 years as an O-9</td>
<td>SG-Operations, C.O.</td>
</tr>
</tbody>
</table>

NOTES:

1. Team/Squadron Leaders may only promote their officers up to one rank below the Leader’s rank. Example: A Captain (O-3) may only promote officers up to the rank of First Lieutenant (O-2). Team/Squadron Leaders at the grade of O-4 and above can RECOMMEND fellow officers for promotions beyond O-3 to the SG-Operations Command Staff, who are the issuing authority for said promotions.

2. New teams/squadrons formed in SG-Operations will have the Team/Squadron Leader promoted to the grade of O-3 and the Assistant Team Leader promoted to the grade of either O-1 or O-2. If they are already commissioned officers, their grades will remain the same and will follow normal promotion guidelines.

3. Existing team/squadrons that join SG-Operations as a group, will have the Team/Sqdn Leader/Asst Leader brought into the group at one rank below the rank held in their previous organization in a effort to recognize their time and services in their original group.

4. These are guidelines ONLY and level of activity, time in grade and common sense should be utilized by all issuing authorities when determining if a promotion is warranted for an individual. Remember, just because one exceeds the time-in-grade requirements, it does NOT mean they automatically get promoted!
STARGATE OPERATIONS TRAINING AWARD
TYPE: Service Award
ISSUING AUTHORITY: SG-Operations Command Staff
FREQUENCY: Upon joining the SG-Operations online forum

This award is issued to all members of SG-Operations upon joining the online forum.

TEAM/SQUADRON RECON AWARD
TYPE: Service Award
ISSUING AUTHORITY: SG-Operations Team/Squadron Commanding Officers
FREQUENCY: Once per year

Upon approval of the SG-Operations Command Staff, team/squadron commanding officers may issue this award to their members for attending a convention in STARGATE costume and help man a team/squadron recruitment table for a minimum of four hours. The four-hour minimum time spent at a team/squadron recruitment table can be spread throughout the convention weekend in lieu of recruiting four hours all at once.

OFFWORLD OPERATIONS AWARD
TYPE: Service Award
ISSUING AUTHORITY: SG-Operations Command Staff
FREQUENCY: Twice per year maximum

This award is issued to members who attend a convention in STARGATE costume and help man an SG-Operations recruitment table for a minimum of four hours. The four-hour minimum time spent at an SG-Operations recruitment table can be spread throughout the convention weekend in lieu of recruiting four hours all at once. Members may receive this award twice per year at two separate conventions.
LONGEVITY MEDAL
TYPE: Service Award
ISSUING AUTHORITY: SG-Operations Command Staff
FREQUENCY: Once every two years

This award is issued to members who complete two continuous years of ‘service’ in SG-Operations. The award issuing date is determined based upon the anniversary of when the member in question joined the SG-Operations online forum. The Longevity Medal will be issued every two years of continuous service from the date a member joins said online forum.

COMMUNICATIONS SERVICE AWARD
TYPE: Service Award
ISSUING AUTHORITY: SG-Operations Command Staff
FREQUENCY: As needed

For participation on the SG-Operations online forum, a member is issued this award for every 1,000 posts he/she makes. Posts should be more than one sentence in length...

COMMANDING OFFICER’S COMMENDATION
TYPE: Achievement Award
ISSUING AUTHORITY: SG-Operations Team/Sqdn C.O.
FREQUENCY: As needed (one award per member per year maximum)

Upon approval of the SG-Operations Command Staff, team/squadron commanding officers may issue this award to their members for demonstrating dedication, service and an exemplary activity level within their team.

MERITORIOUS UNIT CITATION
TYPE: Achievement Award
ISSUING AUTHORITY: SG-Operations C.O.
FREQUENCY: One per unit per year

This award is issued to a team/squadron that has demonstrated meritorious service, dedication and an exemplary activity level within SG-Operations.
STARGATE OPERATIONS SERVICE COMMENDATION
TYPE: Achievement Award
ISSUING AUTHORITY: SG-Operations C.O.
FREQUENCY: As needed (one award per member per year maximum)

This award is issued to members in recognition of exceptional service to SG-Operations by demonstrating consistently outstanding performance over a period of time while serving in an official capacity.

TEAM/SQUADRON CROSS
TYPE: Achievement Award
ISSUING AUTHORITY: SG-Operations Commanding Officer
FREQUENCY: One award issued to one team/squadron per year

This award is issued to the “Team/Squadron of the Year” in recognition of exceptional service to SG-Operations throughout the calendar year.

DISTINGUISHED SERVICE CROSS
TYPE: Achievement Award
ISSUING AUTHORITY: SG-Operations Commanding Officer
FREQUENCY: One award issued to one member per year

This award is issued to the “Member of the Year” in recognition of exceptional service to SG-Operations throughout the calendar year.
STARGATE COMMAND’S SPACESHIPS
BC-304 - DAEDALUS CLASS BATTLE CRUISER

The Daedalus Schematics

Aboard the Daedalus
The Daedalus-class battlecruiser is a fictional starship in the science fiction television series Stargate SG-1 and Stargate Atlantis. Also referred to as a Deep Space Carrier and a 304, the Daedalus class is the second generation of Earth battlecruisers and is designed to combat enemy ships, such as the Goa'uld Ha'tak-class mothership. It succeeds the Prometheus as the main vessel operated by the United States Air Force and its allies on the two series.

Four Daedalus battlecruisers have been built and three are in active service, including the Daedalus, the USS Odyssey and the USS Apollo. The Russian Air Force-operated Korolev was destroyed during the Battle of P3Y-229.

**TECHNOLOGY**

The Daedalus class is equipped with much of the same advanced alien technology as the Prometheus, only all integrated into the original design prior to construction, as opposed to being "tacked on after the fact", as Lt. Col. Samantha Carter puts it, as was the case with the Prometheus.

**ASGARD**

The Daedalus class contains a great deal of Asgard technology, notably its intergalactic hyperdrive, shields and beaming technology. The Odyssey is also equipped with energy weapons, an Asgard computer core, and other technologies, which Samantha Carter describes as "truly amazing". In addition, the Daedalus itself uses an Asgard engineer named Hermiod, who is assigned to oversee integrated technology, until the Asgard race commits suicide due to a genetic disorder.

**GOA'ULD/ANCIENT**

The Daedalus class ships also have the same ring transporters as Goa'uld vessels, which are known ultimately to be an Ancient creation. These rings are compatible with rings onboard Ori motherships as well as traditional Goa'uld emplacements. When temporarily genetically enhanced by Lantian technology, Rodney McKay wrote a formula on how to enhance the shields on the Daedalus, it is unknown if it was ever used.

**TACTICAL SYSTEMS**

The Daedalus class carries numerous Mark III and Mark VIII tactical nuclear warheads and a number of railguns. Generally speaking, the primary armament used by the Daedalus-class vessels is the missile complement which is fired using vertical launching systems, with all missile emplacements appearing at the bow of the ship; only the Odyssey has been seen with ventral hull emplacements. Unlike conventional vertical launch systems, it is possible to access the loaded missiles from inside the ship, to swap their warheads, or entire missiles.
Atlantis season three's "No Man's Land", Colonel Caldwell orders the safety protocols to be disabled so that it is possible for them to fire all their Mk. III nuclear missiles the moment they exit hyperspace to increase the chance of a missile achieving a direct hit and not being intercepted by the Wraith Darts.

In addition to a thick armor hull that is capable of withstanding brief but intense fire from a Wraith Hive-Ship, the Daedalus class vessels are fitted with advanced Asgard shielding that can defend the ship from incoming hostile fire.

There is no Asgard weaponry fitted to any Daedalus-class vessels prior to the Stargate SG-1 finale episode, "Unending", with the Asgard previously going so far as to safeguard their beaming technology by preventing its use as a weapons delivery system.

During the series finale, however, the Odyssey is heavily upgraded with the latest Asgard technology, including an Asgard computer core and energy weapons capable of successfully destroying an Ori mothership with several direct hits.

**DESIGN**

As seen in Stargate Atlantis, the Daedalus has notable physical differences from the Prometheus. It is sleeker and lacks the large aft tower. The Daedalus-class also has four additional engine emplacements on each side, making the rearmost part of the ship wider than that of the Prometheus. There is a large square structure on the ship's bow the purpose of which is unknown. F-302 bays are located on both sides of the ship, below and out from the main hull along the rear.

The Daedalus' shields are also capable of standing up to multiple Wraith Hive-Ships or Goa'uld motherships in combat.

**HANGER BAY**

The Daedalus class has a hangar bay on either side, but all the F-302s are in the starboard hangar. The Daedalus is capable of carrying up to 16 F-302s, but so far it has only been seen carrying eight so that the other hangar can be used for various needs. The hangars come with doors and shields to prevent decompression and expulsion into space.

**SHIPS OF THE LINE**

The USAF operated Daedalus (Hull-marked 02) first appears in the Stargate Atlantis episode "The Siege, Part 3", commanded by Colonel Steven Caldwell. The Daedalus plays an instrumental role in defending Atlantis, and subsequently serves as an intergalactic ferry between Earth and Atlantis.
USS Odyssey first appears in the Stargate SG-1 episode "Off the Grid", and becomes Earth's primary-defense when the Prometheus is destroyed in "Ethon". Odyssey is commanded by Colonel Paul Emerson from "Off the Grid" till "Company of Thieves" when he is killed in the line of duty. The Stargate SG-1 episode "Family Ties" reveals Odyssey's succeeding commander is Colonel Davidson.

The Russian Daedalus class vessel Korolev appears in the season nine finale, "Camelot", under the command of Colonel Chekov. The Korolev is destroyed in battle by two Ori mothership's.

 Appearing in the Stargate Atlantis season three finale, "First Strike", the Apollo, commanded by Colonel Abe Ellis, is used in a preemptive attack against the Asurans.

The map color behind the Colonel's chair and the lighting on each of the ships appears to be color coded. The Prometheus is white, the Daedalus is green, the Odyssey is orange, the Korolev is purple and the Apollo is Blue/Indigo.

<table>
<thead>
<tr>
<th>Name</th>
<th>Hull number</th>
<th>Base of Operation</th>
<th>Status</th>
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<tr>
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<td>02</td>
<td>Atlantis Base / USA</td>
<td>Active</td>
<td>Col. Steven Caldwell</td>
</tr>
<tr>
<td>Odyssey</td>
<td>03</td>
<td>USA</td>
<td>Active</td>
<td>Col. Paul Emerson <em>(Deceased)</em></td>
</tr>
<tr>
<td>Korolev</td>
<td>04</td>
<td>Russia</td>
<td>Destroyed</td>
<td>Col. Chekov</td>
</tr>
<tr>
<td>Apollo</td>
<td>05</td>
<td>USA</td>
<td>Active</td>
<td>Col. Abe Ellis</td>
</tr>
</tbody>
</table>

**DAEDALUS**

The Daedalus is the first starship to be produced of the Daedalus class of battlecruisers, and carries an Asgard engineer (Hermiod) to oversee the ship’s Asgard technology until Humans are entrusted to handle it on their own. It is believed that each ship takes about one year to construct and at least four Daedalus battlecruisers have been built with two being constructed in a year (the Korolev is rushed into service months before schedule). This may be a result of the funding change that Military Appropriations enacted at the beginning of season nine of SG-1, where 70% of the SGC funding is transferred to 304 production.

First mentioned in the Stargate SG-1 episode "Moebius, Part 1" and in the Stargate Atlantis episode "The Siege, Part 2", Daedalus makes its first appearance on Atlantis in the episode "The Siege, Part 3" at the beginning of season two. Since then, it has become one of the regular components of the series, primarily serving as a carrier between the Pegasus and Milky Way galaxies.
Daedalus is also mentioned in several Stargate SG-1 episodes, including "Avalon Part 1", "Ethon", "Company of Thieves", "Camelot" and "The Shroud" (where the ship is engaged in a joint operation with the Odyssey to destroy a Pegasus Stargate using a Mark IX tactical warhead for the purpose of disengaging the Ori Supergate).

APPEARANCE IN THE SHOW

The Daedalus was first mentioned on Stargate SG-1 in episode 8.19, "Moebius, Part 1", and on Stargate Atlantis in episode 1.20, "The Siege, Part 2". She made her first appearance in Stargate Atlantis episode 2.01 "The Siege, Part 3".

HISTORY

The Daedalus is launched from Earth after the Zero Point Module is found in Egypt and is used to send a force of Marines to Atlantis with it. It takes the Daedalus only four days to reach the Pegasus Galaxy and Atlantis with the ZPM powering the ship's Asgard hyperdrive, and while installed, the ZPM provides a significant increase in shield power. This ZPM is removed and used to power Atlantis's shield. Without the Ancient power source capable of powering the Asgard hyperdrive at full power, it takes Daedalus approximately three weeks to travel between Earth and Atlantis.

Hermiod, the ship's Asgard technical adviser, is able to temporarily run the hyper drive at much greater level so as to increase hyperspace speed enough to make it into communications range in time to warn Atlantis of a Trust plot to destroy the city. This action places Daedalus at great risk of burning out the ship's engines.

In addition to serving as an effective transport, the Daedalus has experienced marked success in its function as a battleship. With the main threat in the Pegasus Galaxy being the Wraith, the Daedalus is usually pitted against Wraith Hive-Ships, which severely outclass the smaller ship in size, fire-power and fighter craft carrying capacity. The overall size of the vessels make them difficult to destroy with anything less than nuclear missiles, which are carried in only limited numbers and are easily intercepted by sacrificial Wraith darts long before reaching the Hive-ship. However, the advanced Asgard shielding aboard the Daedalus has allowed it to stay in a battle long after a Hive-Ship would have succumbed, and Daedalus has held its own in battle against the Wraith (sometimes against multiple Hive-Ships) and has scored numerous kills against the larger vessels, three of which were obtained by directly beaming nuclear devices aboard the ships.

ODYSSEY

The second USAF production spacecraft of the Daedalus class Battlecruiser is called the Odyssey registry PB3865 Deep Space Carrier. Its design, weapons, and technological capabilities are identical to the Daedalus.
After the destruction of the Prometheus in "Ethon", the Odyssey became the primary vessel in Earth's defensive fleet.

**INITIAL MISSION**

During the shakedown cruise of the Odyssey, the commander of the vessel, Colonel Emerson, was sent by General Landry to rescue SG-1, who were captured by the Lucian Alliance on P6G-452. SG-1 had been captured after the Stargate on the planet was taken by Baal, preventing them from dialing home.

The ship traveled to the P6G-452 in hyperspace, and using implanted identification chips that were placed in all SGC personnel, the Odyssey was able to lock onto and beam them aboard. The ship was then immediately contacted by General Landry to go and reclaim the Stargates from Ba'al's mothership. SG-1 beamed aboard after Ba'al's ship was disabled and planted tracer beacons on all the Stargates and DHDs, while in the middle of fending off Ba'al's Jaffa. The Lucian Alliance showed up in a small fleet of Ha'tak vessels and ignored the Odyssey's hails, and they attacked Ba'al's ship. The Odyssey began to fire on the Lucian ships with rail guns in order to prevent them from destroying Ba'al's ship while SG-1 was aboard. The Odyssey then managed to beam all but one Stargate and DHD before the Lucian ships destroyed Ba'al's. That particular Stargate was being used by SG-1 to gate back to Earth, but Colonel Emerson and the Odyssey had to assume the worst and retreated after the shields were nearly drained and after doing no damage to the Lucian fleet.

During the Odyssey's first mission, its shields were untested and were not operating at 100%.

By the time of "Camelot", the Odyssey was among several other Jaffa/Asgard/Human/Tok'ta ships to form a fleet tasked with destroying the Ori supergate. Along with the Russian cruiser, Korolev, the ship engaged in combat with the Ori once the first wave of the enemy fleet breached the supergate. The ship suffered heavy damage, but was one of the few ships to survive the battle. Her crew was able to repair most systems in time to rescue the members of SG-1 and Bra'tac before Bra'tac's Ha'tak was rammed into an Ori battlecruiser in orbit of Chulak.

**THE PEGASUS PROJECT**

In "The Pegasus Project", the Odyssey was dispatched to the Pegasus galaxy in an attempt to create a stable wormhole between Pegasus and the Ori Supergate in the Milky Way galaxy, to prevent the Ori from sending more ships through it. Attempts by the Asgard to dial out of the gate had already failed; the Supergate could only be dialed into from another Galaxy, and there was insufficient energy produced by a standard Stargate to establish a connection. The Odyssey positioned a Stargate near a black hole in Pegasus and, using the black hole as the Stargate's power source, established a connection with a Stargate that had been placed in close proximity to the Supergate. Once established, the Odyssey beamed shaped nuclear charges in front of the Stargate in an attempt to force the outgoing wormhole to jump to the Supergate, thus forming a connection to it. With a black hole powering the Stargate, the connection could be maintained indefinitely.

The Odyssey performed several unsuccessful attempts to jump the wormhole to the Supergate before a Wraith Hive-Ship detected the nuclear detonations and attacked the Odyssey.
Performing a slingshot maneuver around the black hole's gravity well, the Odyssey beamed its remaining nuclear warheads into the Hive Ship that was pursuing them just as it passed by the Stargate. When the weapons were detonated, the resulting detonation of both warheads plus the Hive Ship sent enough energy through the Stargate to cause the wormhole to jump to the Supergate. In addition, the massive unstable vortex produced by the activation of the Supergate engulfed an Ori battlecruiser, destroying it.

**LUCIAN ALLIANCE HIJACKING**

With the possibility of another Ori Supergate in the Milky Way Galaxy, the Odyssey departs Earth to investigate in the Stargate SG-1 episode, "Company of Thieves". On arrival, however, they are ambushed by several Ha'tak-class vessels and are forced into a minefield, which, because their shields are weakened by a nearby neutron star, render the ship disabled. Soon boarded and seized, it is stated that their assailants are members of the Lucian Alliance who have been sent to destroy or capture the vessel. Demanding that Colonel Carter repair the damage and disable the distress beacon revealing their location, the members of the Alliance kill Colonel Emerson when he orders her to not assist them in any way.

Acting as though she is repairing the ship, Carter attempts to stall the hijackers until an escape attempt can be made, an opportunity which affords itself when Daniel and Vala are likewise captured and brought to the Odyssey. After retaking the ship and killing the leader of hijackers in the process, the crew returns the Odyssey to Earth for repairs. While the repairs are underway, the Odyssey is fitted with a ZPM recovered after Atlantis had been retaken from the Asurans, after their occupation.

**Sangraal**

The Odyssey is part of a plan to deliver Merlin's weapon to the Ori galaxy for the purposes of destroying the Ori outright. Daniel Jackson used his Prior abilities to take control of the ship and transport the crew safely to the surface. After bringing Jack O'Neill on board the Odyssey, they set course for P3Y-229 while the Daedalus enters a parallel position over the Pegasus Galaxy Stargate that is maintaining the Supergate connection.

During the course of the trip, Jackson modified the ship's systems to generate a cloaking field, claiming "Having a ZPM helps". After the weapon is sent through the Supergate on an Ori ship and SG-1 had been evacuated with Asgard transporters, Jackson returns to his original form. Carter had a great deal of difficulty deactivating the cloaking device.

**Other Operations**

Following the successful retrieval of Daniel Jackson from the Ori and the deployment of the Sangraal, command of the Odyssey is given to Colonel Davidson. Under his command, the Odyssey transports SG-1 to a planet being used by a group of rogue Jaffa under the command of Arkad as a base so that SG-1 could prevent Teal'c from killing Arkad. Later, the Odyssey deploys ground-strike weaponry against a number of naqahdah filled cargo ships destined to be used against Earth by the rogue Jaffa in Arkad's army.

Odyssey is instrumental in the capture of Adria from a mothership under the command of Ba'al. The Odyssey utilizes the cloaking technology Daniel Jackson and Merlin installed in the vessel during the events of "The Shroud" and is used to hold Adria and prevent her escape.
using Anti-Prior technology. The Tok'ra are summoned to the Odyssey's location to perform a symbiote extraction of Ba''al from Adria. Following the extraction process, Adria breaks free of the restraints and locks Odyssey's infirmary, giving her enough time to ascend.

**The Asgard Legacy**

The Odyssey visits the Asgard home planet Orilla in the Stargate SG-1 finale episode "Unending" at the behest of the Asgard. Thor explains that the Asgard are giving the Tau'ri all of the knowledge of the Asgard, as a disease they have contracted is causing their bodies to degrade rapidly; consequently, the Asgard will soon become extinct. As the Asgard finish the upgrades to the Odyssey, several Ori motherships exit hyperspace nearby. The Asgard return to Orilla and as their last act destroy the planet, leaving the Odyssey as their legacy. Soon after the planet's destruction, the Odyssey has no choice but to fight, and, after a number of hits with its new Asgard weaponry, successfully destroys an Ori mothership.

**KOROLEV**

The Korolev was a BC-304 given to Russia by the USA in exchange for continued use of the Russian Stargate, and was commanded by Colonel Chekov. Just prior to the Battle of P3Y-229, Korolev was rushed to duty in order to defend against an invasion fleet of Ori battlecruisers. The ship was only partially finished, with a year of construction remaining; however, her major systems were complete and she was fully space worthy.

Korolev carried a compliment of F-302's, having also acquired their plans in the Russian Stargate exchange. She was equipped with Asgard beaming technology, as demonstrated on Dr. Jackson and Col. Mitchell.

In the Russian language sequences of "Camelot", the ship's name was spoken correctly as Karalyov, commemorating Russian rocket scientist Sergey Korolyov. In the English language sequences, it was pronounced as it is written in English, which is incorrect. This could be ascribed to the American characters not knowing the correct pronunciation, except that Daniel Jackson, who speaks excellent Russian, also makes this mistake; however, this could have been intentional so as to avoid confusion.

The Korolev was destroyed by two concurrent hits from Ori ships. Only 6 of her crew were saved by beaming to the Odyssey; it is unknown who survived. Dr. Jackson escaped by ringing aboard one of the Ori ships and Col. Mitchell made it to a F-302.
APOLLO

Assault on Asuran homeworld

The USS Apollo is a 304 commanded by Colonel Abe Ellis, and is later tasked to the second tactical wing. It arrives at Atlantis with a weapons platform, code named Horizon, which contains six Mark IX "Gatebuster" warheads and 4 decoy warheads. In conjunction with the Atlantis team, Colonel Ellis and the Apollo successfully deploy the Horizon weapons platform against the Asuran homeworld, targeting key military sites where new warships are being constructed. They are successful in destroying all the Asuran vessels, along with most secondary targets.

Following the attack on the Asuran homeworld, Apollo returns to Lantean orbit. There it attempts to destroy a stripped down Asuran satellite-ship that arrives in orbit over the city containing a Stargate through which an energy beam is sent from the Asuran homeworld. The beam is momentarily turned on the Apollo immediately after it attempts to engage. The vessel's shields are heavily drained by the Asuran energy weapon. After that point Colonel Ellis pulls his ship back but remains in the vicinity of Atlantis. Apollo fires a number of missiles, but these prove ineffective against the satellite-ship's shields.

With no way for Apollo or Atlantis to disable the satellite-ship, a plan is devised by Doctor McKay and Colonel Sheppard to bring an asteroid from the area around Lantea, which they had previously assumed was left from a second, since destroyed, moon, into the path of the Asuran weapon long enough to allow Atlantis to fly to another world. F-302's, launched from Apollo's fighter bays under the command of Major Lorne, latch onto the asteroid and maneuver it from the system's debris field into the energy weapon's path. Apollo transports all non-essential personnel off the city just before the attempt to fly Atlantis to another world begins.

The search for Atlantis

Apollo waits until Atlantis enters hyperspace, then leaves Lantea to rendezvous at a prearranged planet. When Atlantis is not present upon their arrival, Colonel Ellis takes Apollo to the nearest Stargate to dial Midway Station, where Colonel Samantha Carter and Doctor Lee are supervising its final readiness operations.

With no current way of tracking Atlantis, Ellis requests that Carter and Lee travel to Pegasus and assist in the upgrade of Apollo's sensor systems so they can determine the position of the city. The upgrade involved pillaging parts from several primary systems including subspace communications. However the sensor upgrades allowed the Apollo to search the route between Atlantis and its new home in less than 50 hyperspace jumps.

The Apollo successfully locates Atlantis in space and returns to Asuras to provide covering fire for a retreating Puddle Jumper carrying McKay, Sheppard and Ronon along with a stolen ZPM.
After they successfully withdraw, the Apollo returns to M35-117 and remains in orbit to assist the city as needed.

**Bomb bay**

The Apollo is equipped with a bomb bay with an attached observation and control deck. From this bay, it can deliver such payloads as the Horizon Weapons System.

**BATTLE OF P3Y-229**

In the Season 9 finale, "Camelot", the Odyssey and Korolev were both a part of a combined Tau'ri, Jaffa, Asgard, Tok'ra and Lucian Alliance fleet sent to intercept and stop the Ori fleet from arriving through a Supergate constructed around P3Y-229. The Lucian Alliance ships are shown to arrive late into the battle. The Asgard vessel was an O'Neill class battleship piloted by the Asgard Kvasir. En route, the Korolev was ordered to collect SG-1 and report immediately to the Supergate. Their standing orders were to destroy the Supergate by any means necessary.

The episode shows both the Odyssey and Korolev faring better than the Jaffa vessels in the opening moment of the engagement; apparently, their Asgard-designed shields were far better at withstanding the opening attacks from the Ori vessels. Although the episode didn't show the Asgard vessel being destroyed, it was seen fighting the Ori ships and taking numerous hits which appeared to be absorbed by its advanced shielding. However, as the engagement continued, both Earth vessels lost main power systems and main engines, rendering them sitting ducks to the Ori weapons.

Nearing the conclusion of the battle, with most of the vessels opposing the Ori destroyed, both Odyssey and Korolev remained largely intact (though incapable of continued combat), until a number of Ori vessels concentrated their fire on the Korolev, cutting the vessel's hull in half before the ship exploded.

At least one F-302 of the Korolev survived its destruction and was retrieved by the Odyssey following the conclusion of the engagement. Only six members of the Korolev's crew were beamed aboard the Odyssey. Daniel Jackson used a set of the Korolev's rings to escape onto an Ori ship and Colonel Mitchell used an F-302 to escape the Korolev. Colonel Chekov's fate is unknown.
BC-303 - PROMETHEUS CLASS BATTLE CRUISER
BC-303 – PROMETHEUS CLASS BATTLE CRUISER

The Prometheus was a fictional spacecraft in the science fiction television show, Stargate SG-1. The BC-303 is the production model of the X-303 (see below). The original X-303 featured in the show was named Prometheus. The Daedalus is the sister ship of the Prometheus but due to design changes the Daedalus is no longer of the same class of ship. Prometheus was the only BC-303 class ship to enter service.

UNITED STATES AIR FORCE VESSEL
PROMETHEUS

The Prometheus, otherwise known as the BC-303 (formerly X-303), was Earth's first capital starship. Although small compared to a Goa'uld Ha'tak mothership, it was a large battlecruiser nonetheless. It dwarfed its two predecessors, the X-301 Interceptor and the X-302, which accommodated only two people each. Despite some difference of opinion (Colonel O'Neill wanted to name the ship Enterprise, on the grounds that Prometheus was "a Greek tragedy"), it was finally named Prometheus, after the Titan Prometheus of Greek mythology. Prometheus was intended to serve as the prototype for a new fleet of space-faring vessels.

Although Prometheus was the first commissioned ship of her class, the BC-303 series has already been rendered obsolete. With adaptations of Asgard and other alien technology the future Prometheus class ships eventually became supplanted by the BC-304 Daedalus class; their upgrades and modifications represented an entirely new class of ship based on the Prometheus design. The Prometheus is the sole BC-303 built.

The BC-303 was designed to carry up to eight F-302s for long-range duty, which can be launched and received through a launch bay even when the ship is in flight. Both the F-302 and BC-303 were capable of hyperspace travel, primarily because of advances in hyperspace technology due to the discovery of naqadah on Jonas Quinn's homeworld.

Prometheus used Asgard technology in its hyperdrive engine and shields, as well as transport beams and their attendant sensors. (There may have been other uses of Asgard technology installed). This technology was fitted by the Asgard in return for Earth's help in fighting the Replicators. It also relied on some Goa'uld technology. Also present were a set of transport rings, an Ancient design based on the Stargates. Most of the weapons systems aboard the Prometheus were of Earth design.

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**General Characteristics**

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<tr>
<th>Registry</th>
<th>X-303</th>
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<tbody>
<tr>
<td>Fighters</td>
<td>8 F-302 Fighters</td>
</tr>
<tr>
<td>Armaments</td>
<td>Railguns, Missiles, Phalanx CIWS</td>
</tr>
<tr>
<td>Defense</td>
<td>Asgard Shields, Trinium Hull</td>
</tr>
<tr>
<td>Propulsion</td>
<td>Asgard Hyperdrive</td>
</tr>
<tr>
<td>Power</td>
<td>Naqahdah Generators</td>
</tr>
</tbody>
</table>
The vessel was equipped with hyperspace engines, and could also operate in a planet's atmosphere and land on the surface. Research and development for the hyperdrive—powered by naqahdriah—cost the U.S. over $2 billion. Prometheus' main purpose was to serve as a platform for the defense of Earth. The ship could achieve orbit in less than 30 seconds, and utilizing the sub-light engines, could travel at 110,000 miles per second. The corridors of the vessel are constructed of trinium alloys. The ships crew complement was over 115.

As part of an agreement regarding the use of the Russian Stargate following the loss of the American Stargate, Russia has received (in addition to a considerable periodic cash payment) the plans for both the X-302 and the X-303 as well as a completed and fully operational BC-304, the Korolev.

SERVICE

The ship was operated by the U.S. Air Force, and its crew consisted of Air Force personnel. Operationally, Prometheus, like her following sister ships, was under the Pentagon's Department of Homeworld Security.

Three officers have been shown in command of Prometheus: Col. William Ronson ( Seasons 6 and 7), Major General George Hammond (both parts of "The Lost City" and "Prometheus Unbound") and Col. Lionel Pendergast (Seasons 8 and 9).

INITIAL MISSION

Prometheus was hijacked before completion by rogue NID agents demanding the release of Colonel Frank Simmons and the Goa'uld infested Adrian Conrad, while holding hostage then-Major Carter, Jonas Quinn, and a news reporter. The US Military complied with the demands, but then the ship was launched - Simmons intended to use it to travel to a world supposedly containing a cache of Ancient weapons. Before it made its hyperspace jump, Colonel O'Neill and Teal'c boarded the ship using Goa'uld Death Gliders and regained control of it, but not before it jumped to hyperspace. Due to design flaws in the hyperdrive (See: Original Human/Goa'uld Hyperdrive) the ship emerged from hyperspace at an unknown location but was found by the Asgard, who enlisted the help of SG-1 and their ship to help them trap the Replicators within a time dilation bubble. The Asgard thanked Earth by fitting advanced systems onboard the X-303.

SHAKEDOWN CRUISE

The ship was subsequently finished and began a shakedown cruise. A problem while in hyperspace damaged the hyperdrive, and a subsequent attempt to jump resulted in the Naqahdriah reactor overloading. The crew were forced to eject the reactor into space where it exploded, stranding the ship over an alien world.

Prometheus remained stranded until she was fitted with the hyperdrive taken from a captured Al'kesh bomber. Unfortunately this meant that the ship was underpowered, since the Al'kesh reactor couldn't generate the power needed to fully operate Prometheus. She set out for Earth, but was attacked by an unknown alien ship en route and suffered damage while hiding from it inside a corrosive nebula. The damage was reparable, however.
ANUBIS' ATTACK ON EARTH

Prometheus served in the defense of Earth from attack by Anubis's forces, and was almost destroyed before the Ancient weapons found in the Antarctic outpost were activated.

THE TRIP TO ATLANTIS AND VALA MAL DORAN’S THEFT

The Prometheus was heading for Atlantis, when a pirate named Vala Mal Doran, in Kull Warrior armor, kidnapped the crew (excluding Dr. Jackson) and stranded them on a disabled Al'kesh. She intended to give the Prometheus to the Lucian Alliance in exchange for weapons-grade naquadah. Daniel managed to capture Vala, while the stranded crew repaired the Al'kesh and gave chase, ultimately thwarting Vala's plans, though she still escaped.

LAST MISSION

Prometheus attempted to intervene after one of two nations, the Rand Protectorate, locked in a generations-old Cold War (“Ethon”) began building Ori-designed satellite weapons technology. Shots by Prometheus to disable the satellite proved ineffective, and the advanced weapons on board the satellite were able to cut right through Prometheus's shields. Because the satellite took several minutes to reload before firing, Prometheus was able to send its compliment of F-302's into space as well as buy time for some of its crew to beam down using Asgard beaming technology. It took three shots from the satellite to fully destroy the ship.

Out of the 115 crew members aboard during the mission, only 76 survived; its commander, Col. Lionel Pendergast, was killed in the third and final energy blast that destroyed the Prometheus. Its wing of F-302's successfully made planetfall in Caledonian territory, along with the survivors of the Prometheus. Its final mission was unsuccessful as subsequent peace talks failed, and a major war was launched, leaving the Stargate on that planet inaccessible and presumed buried under rubble.

TECHNOLOGY

HYPERDRIVE

ORIGINAL HUMAN / GOA’ULD HYPERDRIVE

The X-303 was the first Hyperspace ready, Earth-human-built capital spacecraft. Its main engine was reverse engineered from Goa'uld technology and powered by an unstable variant of Naquahdah called "Naqahdriah" found on the planet Langara by SG-1. Jonas Quinn provided a small amount of Naqahdriah when he defected to the Tau'ri, and this Naqahdriah was at the heart of the Prometheus' hyperdrive core.

However, the technical difficulties in extracting a stable energy flow from Naqahdriah meant that while the hyperdrive worked, the unstable hyperspace window produced made accurately
plotting a course impossible (a problem shared by the hyperdrive on the F-302). Before it was completed, the ship was hijacked by rogue members of the NID and used to travel to a planet with a supposed cache of Ancient weapons. The hyperdrive on the Prometheus was adjusted by the Goa'uld who had taken Adrian Conrad as its host in exchange for its freedom. After dropping out of Hyperspace, the ship found itself not in orbit of the planet in question, but at an unknown position in interstellar space. Fortunately for SG-1 (who had infiltrated the ship before it made the hyperspace jump and had since regained control of it), the Asgard detected the hyperspace event and rescued the ship.

A buffer system was later incorporated into the hyperdrive which successfully stabilized the power output enough for accurate hyperspace travel. While testing the upgraded drive on its shakedown cruise, Prometheus passed through an intense gravity wave from a collapsing star - this caused a power surge in the Naqahdriah reactor so large that it destroyed the buffer. With no way to repair the buffer, the ship attempted a short range hyperspace jump to a nearby planet that was believed to have a buried Stargate. The jump, while successful, proved too much strain on the reactor without the buffer, and it overloaded. The reactor and hyperdrive module was jettisoned over the planet (Tagrea) where it exploded, thus stranding the vessel on the inhabited planet until a new reactor could be fashioned for the ship.

GUA'ULD AL'KESH CORE

The second hyperdrive core installed in the Prometheus was salvaged from a Goa'uld Al'kesh that Colonel O'Neill and Teal'c stole from Baal's Jaffa. This engine core was not designed for a vessel of Prometheus' size, and required that it be operated in short hops, to prevent the core from overloading.

ASGARD HYPERDRIVE

Following the return of the Prometheus to Earth, the Asgard refitted the Prometheus engines, for the third time in the ship's service life.

WEAPONS

INSTALLED WEAPONRY

The BC-303 used conventional missiles as weapons, as well as Vulcan/Phalanx CIWS as point defense weapons. Additional advanced weaponry such as point-defense railguns and one main railgun were also installed on Prometheus. The Prometheus was given some Asgard technology, primarily for shields and teleportation as well as a weapon of some sort (possibly removed since).

ASGARD WEAPONRY

A year after the initial launch of the Prometheus at the hands of the Rogue N.I.D., Thor, Supreme Commander of the Asgard Fleet, arrived at Earth and informed the delegates of an international conference that he had arrived to install Asgard-designed weapons and shields on the Prometheus as a reward for SG-1 helping trap the Replicators in a time dilation field. It is unknown whether the weapons Thor was referring to were energy/particle based weapon systems similar to those on Asgard ships, or whether they were technical augmentations to Prometheus' existing human-made arsenal.
F-302 – STRIKE FIGHTER
F-302 STRIKE FIGHTER

The F-302 Fighter is a fictional spacecraft in the science fiction television show, Stargate SG-1. It is the production model of the X-302 prototype and the first production series craft using reverse-engineered knowledge of alien technology.

F-302 OVERVIEW

Like its counterpart, the Goa'uld Death Glider, the F-302 is an unshielded, two-seat strike craft. Since Earth's technology is still less advanced than that of the Goa'uld, the F-302 is slower and less maneuverable than a glider, even though (or perhaps because) it possesses three different sets of sublight engines. However, one F-302 was still able to evade and defeat several squadrons of gliders. It is even bigger than a Glider. Some development work on the F-302 was shifted to the private sector such as the multi engine control systems, which were designed by Colson Aviation.

The X-302 prototype also possessed a fourth engine, a hyperspace window generator (or more colloquially, a hyperdrive), which was the smallest of its kind due to its use of naqahdriah instead of the more-stable but less-powerful naqahdah. Unfortunately, the 302's hyperdrive engine currently does not work as intended, due to instability caused by the naqahdriah. The hyperdrive is only capable of short range tactical jumps. Production models are known to still be equipped with hyperdrives. Furthermore, its inertial dampener is only ninety percent effective when pulling negative G's. Also, the F-302's have a magnetic clamping landing gear system which allows them to clamp onto the hulls of ships.

Since Earth's efforts to create a directed energy weapon have so far proven unsuccessful, the F-302 is armed solely with a payload of modified air-to-air missiles. These modified AIM-120 AMRAAMs have a warhead enhanced with naqahdah and a shield modulator, which in theory allows the missile to bypass shields. The shield modulator proved ineffective against the Ori shields on the satellite weapon in the episode "Ethon". F-302s are also apparently armed with a pair of projectile cannons (though of an unspecified caliber and type), as seen in the Stargate Atlantis Season Two episode "The Intruder".

The F-302's first combat mission took place in the Stargate SG-1 episode "Fallen", when it was flown by Colonel O'Neill and Major Carter in a strike against Anubis mothership. In the episode "Lost City", several squadrons of F-302s commanded by Lt. Col. Cameron Mitchell escorted the Prometheus to Antarctica, where they defended the cargo ship piloted by SG-1 against an attack wave of Al'kesh and Gliders.

It was discovered in "Ethon" that when an F-302 explodes, it causes an electromagnetic pulse created from the concussive force interfering artificial gravity created by its inertial dampeners.

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<td>Propulsion</td>
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</tbody>
</table>
### Base | Number of F-302 Fighters |
--- | --- |
Earth | Unknown |
Atlantis | Believed to be at least 8 |
Alpha Site | At least 3 |
Daedalus | 16 |
Odyssey | 16 |
Apollo | 16 |

| Base | Number of F-302 Fighters | Reason for Abandonment |
--- | --- | --- |
Prometheus | 8 | Destroyed by an Ori satellite weapon |
Korelev | 16 | Destroyed by an Ori battlecruiser |
Gamma Site | At least 3 | Destroyed by self-destruct after being overrun by alien creatures |

No F-302s survived the Gamma Site's self-destruct.

### PROTOTYPES & EXPERIMENTAL

**X-302**

The X-302 Experimental Fighter was the prototype of the F-302. It resembled the X-301, but was built entirely from Earth-constructed components, using reverse-engineered knowledge of alien technology.

First seen in "Redemption", the X-302 has four sets of engines: two traditional jet engines, two aerospike engines, one rocket motor, and a naqahdриah-based hyperspace window generator. Its conventional engines are assisted by an inertial dampening system that allows the craft to achieve orbit. The first prototype was used to save the Earth from Anubis's plot to detonate the Earth Stargate with an Ancient weapon system. Although it was lost in the process and its hyperdrive turned out to be too unstable to use safely, the X-302 was considered a success and went into production as the F-302.

**X-301**

The X-301 Experimental Fighter is a fictional spacecraft in the science fiction television show, Stargate SG-1. The X-301 fighter visually resembles a cross between a Goa'uld Death Glider and a Nighthawk Stealth Fighter (F-117).
Only seen in the episode "Tangent", the X-301 was Earth's first attempt to reverse engineer Goa'uld technology. The initial design of the craft used some components directly from two Death Gliders which almost proved fatal to its passengers when a preprogrammed booby trap sent the craft into outer space during a test flight. It did, however, pave the way for the development of the X-302 and X-303.

Unlike the later X-302, the X-301 was little more than a captured Goa'uld Death Glider that had been retrofitted to accommodate human technology. Earth engineers were unable to understand many of its systems (particularly the energy weapons), forcing them to remove or replace whatever they could not make functional. As such, the X-301 was equipped with a pair of naqahdah-enhanced AIM-120 AMRAAM air-to-air missiles modified with shield frequency modulators, which Major Carter believed could take out a Goa'uld mothership. Unfortunately, the technicians analyzing the Death Glider failed to discover a hidden 'recall device' which the System Lord Apophis had installed in his Death Gliders following Teal'c's betrayal. After Colonel O'Neill and Teal'c were rescued from the runaway craft during its first test flight, further work on the X-301 prototype was abandoned in favor of the X-302. While the fate of the X-301 craft is unknown, it was most likely left in space.
PUDDLE JUMPER

In the Stargate science fiction universe, the Puddle Jumper is a small craft capable of space travel created by the Ancients. Several of these ships were discovered in the Atlantis hangar, which is located above the control room in the central tower, and accesses the Stargate through a retractable door in the room's floor. The hangar bay is also a maintenance facility for up to twelve of the craft. There are six bays on the main floor of the two-story structure. The name "puddle jumper" is a pun on the ship's ability to travel through Stargate event horizons, which visually resemble pools of water. It was named by Major John Sheppard, an Air Force pilot, in the Stargate Atlantis pilot "Rising". The nomenclature of the ship was protested by Dr. Rodney McKay, who preferred the name "Gateship One", (which was coined by Lt. Aiden Ford) but Sheppard's name appears to have been favored.

It should be noted that "puddle jumper" is also a term for small commuter floatplanes. Given the size and practicality of the Atlantis spacecraft, Major Sheppard (an experienced pilot) found a serendipitous double meaning when describing the craft. It's also been said that they are named for an Air Force General.

DESIGN

The Puddle Jumper is a small cylindrical ship smaller than a Tel'tak but large enough to transport a small strike force. Like the Tel'tak, it is split into two sections: the hull and cargo hold, with a bulkhead door to separate them. This door is capable of retaining atmosphere against the vacuum of space or holding back the pressure of deep ocean water. The vessel is tube-shaped with an angled front and rear allowing it to slide perfectly through open Stargates. Entry and exit to the Puddle Jumper is provided through the use of the cargo bay door on the rear. The cargo bay door can be lowered and raised in normal operation or can be jettisoned by use of the emergency release located in the rear section of the cargo bay. The cargo area also serves for additional seating within the Jumper for more than the flight crew. It's safe to assume that the Jumpers have limited power source due to the power depletion of Jumper Six in the episode "Grace Under Pressure". The power source of a Jumper is unknown, but it is presumably rechargeable because Atlantis has taken the other jumpers from its sister city which were powerless.

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<td>Defense</td>
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It is also unknown how many Jumpers the Atlantis team own, although we do know that they own at least 10 if not more, despite a number of them being destroyed during the course of the series. Additional Puddle Jumpers have been acquired by Sheppard during the second-season episode "The Tower" along with the explicitly mentioned Drone Weapons. They also managed to acquire one from the Asuran city ship in the episode "Progeny".

**CONTROL CONSOLE DIFFERENCES**

Throughout the series of Stargate Atlantis, there have been 3 different designs of front control consoles for the jumpers:

The original front from season 1 featured many colored panels and knobs which would glow when the jumper was started up by a person with the ATA Gene.

The second jumper front featured a rigid gray panel without any type of lights, this front was featured in the beginning of the 2nd season of the series, the reason for the change was not explained in the show but it is most likely a design change made by the creators of the series. The light colored buttons and dials were replaced with gray sliders and other controls.

It should be noted that not only the jumpers sported the different design, control panels onboard the Orion and the control panels at the center of Project Arcturus were similar. It is odd that the design was suddenly changed, because they do not look like Ancient design and in fact look more like the Earth-based technology. It is implied by Dr. McKay that these control panels were "the Ancients latest stuff, latest being 10,000 years old."

**PROPULSION SYSTEM**

Puddle Jumpers have two retractable thruster pods that power the craft to sublight speeds allowing interplanetary travel, and has an inertial dampening system to shield its passengers from sudden accelerations and stops. This system can also alter the weight of the Puddle Jumper. While the thruster pods are responsible for propelling the craft, the pods must be closed to allow the ship to fit through the Stargate. Limited thrust is apparently possible with retracted pods, as seen on several occasions in the Atlantis control room. Though it has not been confirmed, it is likely that the Jumper operates on an auto-pilot for this maneuver, explaining how Lieutenant Aiden Ford was able to use one to escape Atlantis in the first episode of season two, in spite of his lack of the ATA gene. It is possible to fly a Puddle Jumper with just one functioning thruster pod.

**WEAPONS & OTHER SYSTEMS**

Two weapons pods, located in front of the engine pods, house at least eight Ancient Drone Weapons, and must be extended to use the weapons. There are also control crystals throughout the jumper in places behind the benches and seats, in cubbies, and most likely on
the control panels that even a Wraith can use (as seen in episode 1.14, "The Defiant One"). Also, as seen in "Hot Zone" the jumpers can be used as bombers. Major Sheppard put a Naqahdah Generator on the bottom of the jumper and dropped it in space over Atlantis.

It is believed that a puddle jumper can be powered by using ancient drones as its propulsion; although it would not be maneuverable or fast it would require very little power. It has also been theorized that the Puddle Jumpers can be "remote controlled" by the Ancient chair platform in Atlantis. Dr. Rodney McKay stated that the Drones would be the required method of propulsion in order to control the Puddle Jumper while under control of the Ancient chair platform.

**EARTH BASED EQUIPMENT**

In addition to the drone weapons and the other Ancient Technology in the jumper, there is a large amount of Earth equipment in the jumper; for starters the team equips all of their jumpers with plenty of food, medicine, weapons and other supplies that is suspended over the seats in the rear compartment by rubber netting and behind the seats in the forward compartment. On board the jumpers, there is a healthy supply of weapons, ammunition and tactical vests to fight a war, including P-90's, M4 carbine rifles, and Pistols. In addition, there are at least two AT4 rocket launchers on either side of the rear hatch in the back of the jumper. There is also enough equipment in the jumper; including laptops, and tools to fix the jumper incase of a break down.

**NEURAL INTERFACE**

Puddle Jumpers have a neural interface that essentially reads the pilot's thoughts and controls the ship based on those commands, assisted by two control joysticks built into the ship's "dashboard". Like a great deal of Ancient technology found in the Pegasus and Milky Way galaxies, the Puddle Jumper requires the user to have the ATA gene to initialize. After that, many of the Jumper's systems can be used by anyone. However, since piloting requires the mental interface, only one with the ATA gene can actually fly the craft.

There are also two control panels at the rear of the jumper, one on each side that appear to be used by people that do not have the ATA gene. For Example, Dr. Zelenka who we know does not have the Gene has been seen using the equipment.

**PUDDLE JUMPER DHD**

The Puddle Jumper DHDs are very similar to the Atlantis DHD without Atlantis' extra control-crystal. The ship's DHD is used for travel through an orbital Stargate, possibly in conjunction with a Stargate Power Node, since orbital Stargates have no constant DHD. The Jumper DHDs seem to be tailored (either automatically or by design) to the galaxy they are in since the Puddle Jumpers from Atlantis have the Pegasus set of chevrons, where as the Time Jumper (a Jumper equipped with a time travel device) found by SG-1 in the episode "It's Good to Be King" had the Milky Way set with the earth point of origin.
SHIELDS & CLOAKING

Puddle Jumpers utilize an advanced cloaking generator. A puddle jumper has no true shields at all, suggesting that it is an exploration and trading ship. However, on one occasion (“The Defiant One”), a Wraith tampered with a Jumper’s controls thereby somehow generating a shield around it, causing Major John Sheppard to run into the vessel. Also, the cloaking generator can be “reversed” to act as a shield, but this drains the Jumper’s power far too rapidly making it almost useless in a combat situation. The generator can only perform one function or the other because the shield and cloak are generated the same way, just at a different frequency, therefore it is impossible to have both at the same time.

However, as revealed by The Return Part 2. A puddle jumper can still perform maneuvers at full speed, while utilizing a shield. The shields also have enough power to deflect drone impacts.

SUBMERSIBLE PROPERTIES

The Puddle Jumper can also be used as underwater submersible using the drive pods as the means of propulsion. A damaged Jumper dove to a little over twelve hundred feet without a shield before the front window cracked. Using the jumper as an under water vessel requires a copious amount of power. A damaged Jumper has a minimum of three to four hours before its power source becomes completely depleted. The heat the jumper puts out can be adjusted and the inertial dampeners deactivated to preserve power.

The Jumper has enough power to sustain on average 30 minutes of the inversed cloaking shield. It also has the ability to increase the area which the shield protects, at least enough to encompass another jumper though at a significantly increased power drain. We assume that if a Jumper is connected to a ZPM or naquadah generator or other sufficient power source, the shield could be powered constantly. It is also likely that if the jumper’s shields were removed from the main system and not connected to the power supply, it could protect the ship. An example of this is the Personal Shield.

- Note- shielding in the stargate universe: So far noted in the series, there have been two prominent types of shields in the stargate universe: Asgard shields and Ancient shields. The Asgard shields simply work as another layer of protection, and unless connected to a ZPM the shield diminishes until the hull is the only protection. An example of this is during The Siege, Part III, on board the Daedalus in battle with a lone Hive ship and numerous cruisers, Dr. Novak is seen in the engineering room and the shield status is on display behind her, it reads just below 90% While later in the episode, while in battle with 10 hive ships and countless cruisers the shields fall from 100% to 40% and 20% in minutes. This is because the hives were at point blank range and there were more of them. As for Ancient shields, they so far have not been breached by anything, but require lots of power, therefore, they are only on Ancient City Ships and Aurora class
ships and not puddle jumpers. But if the jumper was connected to a large power source such as a ZPM or Naquadah Generator the shield would be sufficiently powered.

TIME JUMPER

Originally, one of the Puddle Jumpers had an experimental time travel device installed. The Ancient who built the time machine was named Janus. In the Stargate Atlantis episode "Before I Sleep" it was revealed that in an alternate timeline the Pegasus team discovered this Puddle Jumper in Atlantis when they first arrived. That version of Atlantis quickly suffered destruction when the shield failed without the city surfacing first, and Dr. Weir became the only survivor when she used the Time Jumper to escape and accidentally traveled back 10,000 years to the time of Atlantis' original evacuation. Due to concerns about altering history further it was ordered to be dismantled by the Ancients before departing for Earth. However, found later by SG-1 in "It's Good to Be King", raising the possibility that this jumper was modified by Janus, the creator of the original time traveling jumper, as the Ancients most likely had more jumpers in the Milky Way galaxy after abandoning Pegasus and Janus last action in Atlantis was to collect all his research material on time travel, before returning to Earth. Atlantians evacuated through their Stargate. This Jumper was later used to go back to ancient Egypt for a ZPM in the Stargate SG-1 two-part episode "Moebius".
THE STARGATE AND THE DHD
## THE STARGATE GLYPHS

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<th>Glyph 3</th>
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THE STARGATE ADDRESSES

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| **P34-353J** | Desert Tok'ra base  
*The Tok'ra*  
38-9-28-15-35-3 |
|---------------|--------------------------------------------------|
| **OTHALA**    | Asgard home world  
*The Fifth Race*  
11-27-23-16-33-3-9 |
| **PB5-926**   | Desert world  
*Serpent's Song*  
12-36-23-18-7-27 |
| **P2X-555**   | Intended destination  
1969  
28-8-16-33-13-31 |
| **P3X-118**   | Alien homeworld  
*Foothold*  
9-26-34-37-17-21 |
| **EDORA**     | P5C-768  
*A Hundred Days*  
| **OFF-WORLD BASE** | NID off-world operation  
*Shades of Grey*  
38-28-15-35-3-19 |
| **KHEB**      | Location of the Harsesis  
*Maternal Instinct*  
26-35-6-8-23-14 |
| **EURONDA** | Destroyed by war  
*The Other Side*  
30-27-9-7-18-16 |
|---|---|
| **TOLLANA** | Dialed to break the loop  
*Window of Opportunity*  
4-29-8-22-18-25 |
| **MARTIN'S WORLD** | Destroyed by Goa'uld  
*Point of No Return*  
24-12-32-7-11-34 |
| **P9C-372** | Entity's homeworld  
*Entity*  
25-8-18-29-4-22 |
| **JUNA** | P3X-729  
*Double Jeopardy*  
29-8-18-22-4-25 |
| **K'TAU** | Freyr's protected world  
*Red Sky*  
18-2-30-12-26-33 |
| **P3W-451** | Black hole planet  
*2001*  
19-8-4-37-26-16 |
| **P3X-116** | Battle against Tanith  
*48 Hours*  
21-13-26-17-??-?? |
THE POINTS OF ORIGIN

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SUPPLEMENT INSTRUCTIONS

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Instruction 08, Flightsuit Requirements for the SGC, pages 1-2