Stargate SG-1: Letter from Colonel Jack O'Neill, USAF

Letter from Colonel Jack O'Neill, USAF

When I was a boy, I'd look up at the night sky and see all those stars, and I'd wonder if there were other boys like me out there looking back across the endless night. Now I know--there are. The weird thing is, most of 'em are human, kidnapped from Earth centuries ago and dumped on a hundred worlds. They traveled through Stargates, incredible portals of alien technology that can move you across the galaxy in the blink of an eye. We don't know who built the Stargates. But we know who exploits them: the Goa'uld, parasitic little worms that use humans as host bodies and who placed kidnapped humans on world after world so they'd always have slaves close at hand. They're the worst enemy humanity has ever faced.

We, the members of Stargate Command, are charged with a noble duty. We travel through the Stargates, reconnecting with all of those lost souls taken from Earth's past, and fight the Goa'uld wherever we find them. Every place we go, we encounter the best and the worst that humanity--and the galaxy--has to offer. It's dangerous work, but it's also a heck of an opportunity. There are foes to face and mysteries to solve. We have to be smarter, faster, and tougher than everyone we meet. We define the front lines of the human adventure.

Suit up and get ready. You can meet anything when you step through the Stargate. But as has always been the case with human exploration of the unknown, the greatest threats are the ones present inside us all.

It's a big universe. Be careful out there.

--Colonel Jack O'Neill, USAF

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THE STARGATE: SG-1 ADVENTURE GAME

by John Tynes

First Edition

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(Presidential Seal logo)
THE WHITE HOUSE ° 1600 PENNSYLVANIA AVENUE ° WASHINGTON, D.C.
September 30, 1997

(TOP SECRET stamp) (CLASSIFICATION: AUBURN stamp)

PRESIDENTIAL ORDER 9975-TS

SUMMARY: Authorization and Mission Statement of USAF Stargate Command (SGC)

WHEREAS

The United States of America possesses xenogenic technology (ennumbered SG1000, code name STARGATE), recovered in 1928 from Giza, Egypt by the Langford Expedition, enabling the user to travel instantaneously to designated planets across the known galaxy containing matching units of SG1000, AND

The parasitic alien race known as the Goa'uld (REF 1000-789-25) poses a recognized threat to national security, AND

Elements of pre-industrial human cultures were kidnapped by the Goa'uld and used to colonize various planets for purposes of enslavement and parasitic infestation, AND

The presence of other alien races besides the Goa'uld has been both hypothesized and detected,

THEREFORE IS IT DECREED

That the United States Air Force is hereby authorized to create and maintain Stargate Command (SGC), a top-secret body authorized with the examination and exploitation of STARGATE technology for purposes of national security, the exploration of alien planets, the examination of remnant pre-industrial human cultures, and the defense of humanity across the universe. Headquarters are hereby established in former NORAD space at Cheyenne Mountain, Colorado. Chief officer for SGC is General Hammond of the USAF. All documents related to this executive order, including the executive order itself, are hereby to be classified TOP SECRET / CLASSIFICATION AUBURN.

ORDERED AND SIGNED BY

(Clinton signature graphic)
William Jefferson Clinton, President of the United States of America

(XXXX signature graphic)
XXXX, Chairman of the Joint Chiefs of Staff

(XXXX signature graphic)
XXXX, Chief of the United States Air Force

THIS DAY

September 30, 1998

Introduction

Welcome to Stargate Command (SGC). From your briefing, you will have some idea of the nature of the STARGATE program and the particular requirements needed for service in this operation. Owing to the unusual nature of the program and the peculiar threats that are endemic to it, SGC has authorized the creation of this simulation training program--herein known as the Stargate SG-1 Adventure Game or Stargate for short--for purposes of education and orientation. This simulation exists to familiarize you with the nature of the STARGATE program and to give you creative insights into the nature of the work you will be expected to perform once you complete your training.

SGC personnel are chosen to represent the best and the brightest that humanity has to offer. Owing to the sensitive nature of the program, it has been deemed necessary to evaluate accepted candidates with risk-intensive simulations not possible with ordinary training/evaluation exercises. This simulation has been devised by CIA front company West End Games (REF 1000-225-9873) and game designer John Tynes (REF MJ12-998-5822). Your participation in this simulation will be closely monitored, and your final evaluation will lead to either acceptance in the STARGATE program or (unlikely but possible) extreme sanction to protect the integrity of the STARGATE program.

The following briefing comes from General Hammond, director of the STARGATE program. Note that this document and all documents relating to the STARGATE program are classified TOP SECRET / CLASSIFICATION AUBURN. As a program directly serving national security, STARGATE has terminal authorization for purposes of data containment (REF PO 9975-TS).

"Welcome aboard. You have been chosen to represent humanity in our first true exploration of the cosmos. You will travel to alien planets, establish contact with local populations, and serve the best interests of humanity in general and the United States of America in particular.

"The STARGATE program began, more or less, with the excavation of alien artifact SG1000 from the sands of Giza, Egypt, in 1928. This peculiar circular artifact became the property of the United States government, but successful operation of the device was not officially achieved until 1994. At that time, it was ascertained that object SG1000 was a transportation device, ennabling transport of sentient beings and necessary equipment from Stargate to Stargate. It works like an airline without an airplane: you set the gate to your desired designation, enter the Stargate, and emerge from the other end.

"The Stargate is set up rather like a complicated telephone. It contains an inner dial with thirty-nine different symbols, as well as an outer dial with seven different chevrons. To operate the Stargate, you spin the inner dial until the first desired symbol--like the first digit in a telephone number--aligns with the first chevron. With that selected, you spin the inner dial again until the second symbol aligns with the second chevron. This process continues until the seventh symbol aligns with the seventh chevron, at which point the Stargate opens a hyperspatial transit wormhole. This results in over 77.5 billion different combinations—77.5 billion different possible destinations, in other words. Most of these destinations go nowhere and do not in any way activate the Stargate's transit powers. Only a relative handful of combinations lead to alien planets with Stargates of their own ready to receive travelers.

"We do not know who first built the Stargates. On Earth, the only known Stargate was constructed at Giza, Egypt, possibly around 8000 B.C. Sometime after the construction of the Stargates, however, a different alien race began to exploit their potential. This race, known as the Goa'uld, is a parasitic race of worms who use other races as host bodies, rather like sentient tapeworms. According to our intelligence, the Goa'uld kidnapped elements of pre-industrial human cultures and colonized them on a wide variety of alien planets, so that the Goa'uld would always have a source of host bodies close at hand. It appears that the Goa'uld pretended to be a variety of pre-industrial human gods, in order to subjugate and rule the various transplanted human populations they incubated across the galaxy. The Goa'uld placed their Earth Stargate amongst the Egyptians and posed as their gods--Ra, Apothis,

Hathor, etc.--in order to dominate the culture. At some point, roughly six thousand years ago, the Egyptians wisely caught on and buried the Stargate so that the self-proclaimed gods could no longer prey on the peoples of Earth.

"Despite the denial of Earth access, the Goa'uld survived. They already had transplanted and subjugated minor Earth populations across dozens of planets. Our intelligence suggests that no more than a few hundred members of the Goa'uld exist altogether, but that they are extraordinarily long-lived (owing to a succession of host bodies) and that they desire conquest and servitude above all. Some reports suggest that members of the Goa'uld can be hostile to each other (c.f. Ra versus Hathor, REF 1000-291-5529), opening an as-yet unrealized route of manipulation for SGC.

"Members of SGC are charged by the President with the exploration of alien planets accessible by the Stargates. Many of these planets contain vestigal remnants of ancient Earth cultures, transplanted there by the Goa'uld (posing as "gods") thousands of years ago and kept in a state of cultural paralysis and population control ever since. We have perhaps the most exciting and unusual duty ever charged a federal unit: to explore alien worlds, to reestablish contact with transplanted human populations, to oppose the Goa'uld threat wherever it appears, and to seek out evidence of alien races besides the Goa'uld. Our primary security goal is to oppose the Goa'uld and prevent them from re-establishing a foothold on Earth.

"Our primary non-security goal, for the time being, is gathering evidence of the alien race responsible for creating the Stargates and preparing to contact that race when a means of contact becomes available. It has become clear that the Goa'uld did not create the Stargates, but instead merely used an already existing form of transit. While we have to ensure that the Goa'uld do not threaten humanity, we also seek to establish communication with whatever alien race did create the Stargates. They're out there somewhere, and we owe it to them to say hello.

"The simulation program contained in this document is analogous to the strategic war games used by the military for many years. Owing to the nature of our mission, this simulation goes beyond the testing of strategic procedures. Although it does indeed incorporate strategic elements--since the program to date has had to deal with numerous tactical combat situations--it also encompasses the sphere of interpersonal relations and non-combat skills. The simulation is designed to prepare you for the wide variety of situations you may encounter as operatives in the STARGATE program, and also to hypothesize and examine the many possibilities yet to be encountered.

"You will create a fictional character, a member of SGC, with the wide variety of quality attributes the federal government seeks in its top personnel. You and your training group will perform numerous simulated exercises using the best tool known to humanity: the human mind.

"Work hard, think hard, and be creative. We're counting on you."

Chapter One: Characters

In this simulation, you will create and portray--as an actor would--a character who is a member of Stargate Command. Do not be concerned if you feel you have a lack of acting ability or no professional theatrical experience. We are testing the decisions you choose to make within the context of the simulation, not your ability to deliver a convincing line of dialogue. Relax, do your best, and think.

About the Attributes

Your character has three defining attributes: Muscle, Flex, and Savvy. These attributes describe the character's innate abilities and in turn serve as the basis for the character's skills--what he can do and how well he can do it.

Muscle measures a character's overall physical prowess, covering both strength and endurance. This governs his ability to lift heavy objects, to run a long distance, to withstand injury, and other general body functions.

Flex measures a character's coordination and reflexes. This governs his ability to do somersaults, fire a gun, drive a car, throw an accurate punch, and other functions involving speed and hand-eye coordination.

Savvy measures a character's intellect and knowledge, both from academic learning and direct experience, as well as his alertness and perception. This governs his ability to speak a language, pick a lock, understand quantum physics, win at poker, notice something sneaky going on, and generally get through life.

About the Dice

This simulation uses dice to simulate the randomness inherent in the application of human abilities. Will you succeed or will you fail? To some degree, the dice decide. The dice used in Stargate are of standard six-sided structure.

Characters in this simulation are rated on their various attributes and skills. Each rating carries a die code. The die code is the number of six-sided dice you roll during the simulation when you use the attribute or skill; higher numbers are better. One die is abbreviated as 1D, two dice is 2D, three dice is 3D, and so on. Attributes and skills can also have additions to them, such as 2D+1 or 3D+2. (Additions never go above +2.) The addition represents a non-random amount added to the total of the dice rolled.

An attribute or skill rated at 2D+1, for example, would be simulated by rolling two six-sided dice and then adding one point to the total: a 2D+1 roll of two and six, for example, would total to nine $(2 + 6 + 1 = 9)$.

For purposes of character creation, you need to understand the scale of human achievement represented by the dice. An ability rated at 2D is about human average for someone with basic training or life experience in that ability. An ability rated at 4D, on the other hand, represents a high degree of achievement--the level of a talented professional, for example. Higher ratings are certainly possible, and would be indicative of specialists and highly experienced individuals.

During the simulation, you will be rolling dice in an effort to match or exceed a specific difficulty number. This number varies depending on what you are attempting. The higher the number, the higher the degree of difficulty. The better your die code is, the more dice you get to roll and the more additions you get to add, which gives you a better chance of rolling a higher number--and therefore a better chance of matching or exceeding the difficulty number for the situation at hand.

Selecting a Template

Appendix II: Character Templates contains numerous profiles of possible character types. These are not completely realized characters as such. Instead, each template is a blueprint for creating a character. The variety of templates simulates the variety of personnel presently employed by SGC or hypothesized as possible SGC candidates, including federal employees (such as members of the military), private citizens (such as scholars and specialists), and even members of transplanted human cultures and xenogenics encountered through the Stargates.

The first step in this simulation is to select a template from Appendix II. Look through all the templates and choose one that appeals to you. It is not critical that you select a template that resembles your real-life training, skills, and profession; we want you to eventually play many different characters over the course of the simulation period so that you better understand not just your role, but the roles of your fellow SGC personnel in our program.

For purposes of this simulation, you and the other members of your training group will usually be working as SG-1, our first-contact team. SG-1 incorporates the widest variety of personnel types and deals with the most unusual situations. Our other SG teams are specialist teams; generally, they are the ones who follow the trail blazed by SG-1 into alien worlds.

If you need guidance in selecting a template, consult your SGC Supervisor. The Supervisor administers each simulation session, serving as a sort of referee or moderator for the simulation. You will interact extensively with your Supervisor, who will portray the roles of the many individuals you meet in the course of the simulation. At the moment, your Supervisor will be familiar with the planned simulation sessions that await you, and he can guide you in selecting an appropriate template.

Template selection is not necessarily a solitary endeavor. If possible, collaborate with the rest of your training group to ensure that there is little overlap in your template choices. An SG-1 team is composed of a variety of personnel and your group's selection of templates should reflect this.

XXX BEGIN GRAPHIC #002 XXX

A Sample Template

The following template is taken from Appendix II. The notes by each section explain what the various components of the template are. Read these notes before continuing in this chapter.

[insert any template here, with the notes below dropped in like word balloons in a comic strip]

Personal Information: Name, template type, gender, species, age, height, weight, and physical description. These are the sorts of things that other characters will learn about you on first meeting.

Attributes: Your character has three defining attributes: Muscle, Flex, and Savvy. These attributes describe the character's innate abilities.

Skills: Each attribute has a variety of related skills. These are abilities you learn, such as First Aid or Cartography.

Move: This rating shows how fast your character can move in five seconds. The number shown represents how many meters he can travel in that span of time. Most characters have a Move rating of ten.

Equipment: This lists the standard equipment you take with you on every SGC mission.

Background, Personality, Objectives: The template lists a basic explanation of how this type of character came to be, what he's like, and what his objectives are. You will customize and expand these categories to fit your particular character, or even disregard them entirely and make up your own.

A Quote: People say distinctive things. You can use the quote supplied, or make up your own. It's sort of a personal catch-phrase. Examples might include, "Hasta la vista, baby," or "Wherever you go, there you are," or "I've got a bad feeling about this."

XXX END GRAPHIC XXX

The Character Sheet

A blank character sheet is included in this simulation document which you may photocopy for your use. Your Supervisor may also have blank copies available for your training group.

The character sheet is a record of your character's abilities and experiences. Initially, you will record basic, defining information here such as your characters name, attributes, and so forth. Over the course of play, you will use the sheet to note changes and improvements in your character, as well as to make notes on your character's experiences with SGC.

Right now, you need to copy some information from the template you've chosen to your blank character sheet. You should copy the template type, the die codes of the three attributes (Muscle, Flex, and Savvy), the skills listed beneath each attribute, and finally your equipment list.

Other template items--such as background, personality, and so forth--will be customized and expanded as explained in the following sections. Do not copy them verbatim.

Detailing a Character

A character template is a starting point, but it's only a description of a type of character. There are numerous anthropologists working for SGC, for example--how do you make yours different from the rest?

Physical Description

What does your character look like? Appearance can say a lot about your character, so spend some time thinking about this.

Figure out hair color, eye color, and other physical qualities. Is your character in shape or overweight? Attractive or plain? List anything unusual about your character's appearance, like tattoos, facial scars, birthmarks, or anything else that springs to mind.

Think about your character's presence, body language, and mannerisms. Is he menacing? Shy? Outgoing and popular? Or does he walk with a limp, or have an accent? Does he have a nervous twitch when he lies? What kind of impression does your character give people on first meeting?

Attribute Snaps

When you create your character, your three attributes will each have different numerical values, depending on which template you selected. Once you've chosen a template, you'll describe each attribute as it relates to your particular character. We call these brief descriptions snaps.

Snaps explain how two characters with an identical attribute value are nonetheless different. They help you to portray your character, and they help your Supervisor to know what your character is especially good or bad at. Each snap should just be a short phrase, maybe five or ten words long at most. Here are some examples:

Muscle

"Not strong, but lots of staying power."
"A real bar-room brawler."
"Schwarzenagger's identical twin."
"Short and stocky."
"Tall and slim."

Flex

"Lightning-quick."
"Moves like a ballet dancer."
"Clumsy and bumbling."
"Fast hands, slow feet."
"Twitchy--jumps at shadows."

Savvy

"Book-smart and street-stupid."
"Strong, silent type."
"Knows more than he lets on."
"Hates reading, but knows the streets."
"Know-it-all Army brat."

Get It?

Snaps aren't bought with points or bound by any rules. They're here to help you with characterization--that is, to help you understand why your character is different from someone else's. Snaps give you, the other players, and the GM, a short and simple way to visualize your character and understand what he's like.

Background

This tells you a little bit about what your character did up until the simulation begins. The background is for you and the Supervisor only--you only have to tell the rest of your group as much about your character as you want to.

One of the major goals you should try to achieve in this stage is to establish how your character came to have the particular skills and abilities he now possesses, as well as how he came to be in the service of Stargate Command. Was he in the military? A professor? A scientist? Who contacted him for service in SGC? What was his first reaction when he was briefed on SGC's operations--skeptical, excited?

You can develop a much more detailed background if you want to, and you are encouraged to do so. What kind of odd jobs has your character held? Where has he traveled and who does he know? What was his childhood and adolescence like? Who were his parents, siblings, relatives, and friends--and how does he get along with them?

A well-developed background can give the Supervisor plenty of ideas for fine-tuning your simulation sessions, while allowing for new developments along the way. The more credible your character, the more successful the simulation.

Personality

This is how your character generally acts. He won't always act this way, but it's a good summary. You should spend a few minutes creating a personality that is interesting and challenging for you to portray.

Characters should have both good points and bad points. In the course of your SGC work--as in every field of human endeavor--your colleagues are likely to have personality quirks that you find annoying or puzzling. Portraying a character who has such quirks should help you to better grasp the interpersonal issues that are a function of every collective enterprise. Good teamwork is essential to the success of our mission, and that means finding a way to get along with your teammates.

Detail your character's personality. Is he perpetually worried? Too eager to fight? Does he have an almost neurotic need to assert authority?

Think about your character's sense of morality. Naturally, we expect the best of our personnel. But everyone has gray areas of morality where they may doubt their own judgment. To best serve your duty under SGC, we encourage you to work to resolve such issues--whether your own or fictional--so that you are better prepared to deal with them in the real-life situations you will face when your simulation training is complete.

Objectives

This is what your character hopes to accomplish. What motivates your character? Need (for money, power, or something else)? Love? A sense of honor? A desire for adventure and excitement?

Objectives can be immediate, short-term, or long-term. Some characters don't care much about anything past their next paycheck, while others have long-term goals, like writing a novel or becoming a top officer in their branch of the military. Goals can be noble or selfish, grandiose or modest, or whatever else you come up with.

Character objectives can also change during the simulation. The objectives you make notes on at this stage are just what your character is interested in now.

Connection With Other Characters

Obviously, all of the characters in your training group will be members of the same SGC team. But are there other connections? Perhaps two or more of you have served or worked together before. Perhaps you have strong loyalties, or stronger grudges.

Before the simulation begins, you should take a blank piece of paper and list the names of the other characters in your SGC unit. Allow a generous amount of blank space between each name. As the simulation begins and progresses, use that paper to jot down notes on your fellow characters--first impressions, observations, praise, and criticism.

Pick Skills

While the three attributes cover a character's inborn abilities in certain areas, there are many other things that define your character. That's where skills come in. Each skill is explained in the next chapter, Attributes and Skills. Refer to that chapter as needed during this stage of character creation.

When you create a new character, you have seven dice (7D) to spend on skills. You can add 1D or 2D to any of the skills shown on your template (but if the skill has a "+" symbol in front of it, refer to "Plus Skills," later in this

chapter). All of the skills listed beneath a given attribute have an initial rating equal to that attribute's die code. For example, the skill Swim appears under the Muscle attribute. If your template's Muscle rating was 3D, then your Swim skill would have an initial rating of 3D also. You could add 1D or 2D to that skill out of your total of 7D available, gaining a Swim rating of 4D or 5D.

Normally, you can only use skills listed on your template. If your Supervisor agrees, you may add other skills to your character during character creation that are not present on the template, reflecting the circumstances of your character's background. The anthropologist template, for example, does not include the skill Swim. If your anthropologist was on the swim team in college, your Supervisor could allow you to add Swim under the Muscle attribute.

If you don't add any dice to a given skill--and you don't have enough dice to improve them all--then that skill has a rating equal to the parent attribute. If your Muscle rating was 3D and you added no points to your Swim skill (which has Muscle as a parent attribute), then your Swim skill would simply be 3D.

Specializations

You can spend 1D of your character's beginning skill dice to get three specializations; add 1D to each specialization.

A number of skills listed in the next chapter have specializations--that is, specific areas of focus within a given skill that you can choose to specifically improve. You may create new specializations with the Supervisor's permission.

You use the specialization's rating only when you use the specific item or knowledge covered by the specialization; otherwise, you use the basic skill (or the parent attribute if you haven't improved the skill). For example, if you have the Swim skill you could choose to specialize in SCUBA Diving. SCUBA Diving would then have a rating of 1D higher than your basic Swim skill.

Specializations are really useful when a character is going to be using the same item over and over. For example, an Army character might choose to specialize in M-16 under the Firearms skill. Whenever that character used an M-16, he would have a better chance of success than when he used some other firearm.

Plus Skills

Skills preceded by a plus symbol (+) cannot be used unless their parent skill is at least 2D higher than the parent attribute. Plus skills always start at 1D, instead of the rating of their parent attribute, but if available may be improved during character creation.

For example, the plus skill of Acrobatics has the parent skill of Dodge, which in turn has the parent attribute of Flex. If a character's Dodge rating was 2D or more than the Flex rating, you would have the skill Acrobatics at an initial rating of 1D and could spend 1D or 2D on Acrobatics during character creation.

You can improve a parent skill in order to gain access to a plus skill. For example, let's say a new character has a Flex rating of 1D, which means that he also has a Dodge rating of 1D. Since Dodge and Flex are equal, however, the character can not use the Acrobatics plus skill. If you chose to spend 2D of your character-creation points on Dodge, it would be improved to 3D--2D higher than the parent attribute, Flex. Once this is done, the character immediately gains a 1D rating in Acrobatics for no additional cost. You could then expend another 1D or 2D on Acrobatics to raise it to 2D.

If the parent skill is not at least 2D higher than the parent attribute, you cannot use the plus skill.

Plus Skills and Parent Skills

When you have plus skills available to your character, they also serve as bonuses to the parent skill when you use it during the simulation.

For example, if you have the Acrobatics plus skill at a rating of 2D, and the parent Dodge skill at a rating of 3D, then any time you have to roll your Dodge skill during the simulation, you roll it at 5D (2D for Acrobatics + 3D for Dodge).

This represents the way in which training in a narrow plus skill has broader applications to the parent skill. In the case of Dodge/Acrobatics, for example, your increased knowledge of Acrobatics also helps you to Dodge better.

XXX BEGIN BOXED TEXT XXX

Optional: Creating A New Template

You're not limited to the templates supplied with this document. If your Supervisor allows it and approves the result, you can create your own template and use that to build your character. Your new template doesn't necessarily have to be a character type that any number of different characters could be created from--it can be very narrow in scope. "Creating a new template" essentially means building your character from the ground up, including customizing the attributes.

First, decide what type of person you want to play and write up his background and personality. (Refer back to "Selecting a Template" for some hints.)

Type

Your template needs a "type": a short title that describes your character. Look at the template types listed in Appendix II and use them as inspiration--and to make sure you aren't reinventing the wheel, so to speak.

Select a Species

Most templates are humans, but you can also choose to be a transplanted human or a xenogenic. Several transplanted humans and xenogenics (with simulation statistics) are described in the chapter Aliens.

Attribute Dice

Each species description has an "Attribute Dice" listing. Your template begins with an extra 3D for attribute dice. For example, humans have 6D attribute dice, to which you add your extra 3D for a total of 9D.

Determine Attributes

Each species description has a listing for each attribute. The left number is the minimum attribute die code; the right number is the maximum attribute die code.

Human
Attribute Dice: 6D (+3D for template creation)
MUSCLE: 2D/5D
FLEX: 2D/5D
SAVVY: 2D/5D
Move: 10/12

Split up your attribute dice among the three attributes, making sure that each attribute is no less than the minimum and no more than the maximum die code.

You can split a die (1D) into two or three additions (additions are +1 or +2, as described earlier). When you split a die, you can have either three +1 additions or one +1 and one +2 additions. You'll never see a +3--instead, the die code increases to the next full die. For example: 2D, 2D+1, 2D+2, then 3D, 3D+1, 3D+2, then 4D, and so on.

For example, if you were creating a human character then you could spend your 9D attribute dice as follows. 3D for Muscle, 2D+1 for Flex, and 3D+2 for Savvy. Or it could be 3D+1 for Muscle, 2D+1 for Flex, and 3D+1 for Savvy.

Move

Each species' Move ability has two numbers. The left number is the normal Move for an adult of the species; your character starts with this Move. The Move rating is how many meters your character can move in a round--movement rules are discussed in the chapter Movement and Chases.

The right number is the maximum Move a member of the species can have--the section "Character Advancement" tells you how you can increase your character's Move rate.

List Skills

List several skills under each attribute. There's no need to go overboard since a beginning character only has 7D for starting skills. (Your character can later learn a skill even if it's not listed on the template--only list the skills you want to be able to use right now.)

The Supervisor can eliminate any unusual or advanced skills from a template, so have a good explanation for how the character could know these types of skills.

Starting Equipment

Each template has a list of basic equipment issued by SGC, plus a few items relevant to his specialty. Every character should have the standard basic equipment as listed in Chapter Nine: Equipment and Vehicles. Beyond this, you will need to choose other equipment such as weapons, special equipment, and so forth that is appropriate to your new template.

When you're done, show your new template to the Supervisor for approval and adjustment. The Supervisor can change or cross out anything that is inappropriate. To finish the character, go back to "Finishing the Template."

XXX END BOXED TEXT XXX

Character Advancement

During the course of this simulation, your character will grow and change, just as you have. To simulate this growth, after each simulation session your Supervisor will grant you a variable number of character points. The better you did during the session, the more character points you will be awarded.

Character points represent the experience and training you gain during the simulation. You can spend character points like you spend money, improving your abilities over time.

Improving Skills

You can improve a skill by one addition (+1) between each simulation session, although you can improve multiple skills by one addition each (subject to the limit of the number of character points you have available to spend). The number of character points you spend to improve a given skill by one addition is equal to the number of dice

(ignoring additions) the skill is already at. If the skill already has an addition of +2, the next increase takes it to the next full D, with no additions.

For example, you could raise your character's Swim skill from 2D to 2D+1, your Dodge skill from 3D+1 to 3D+2, and your Firearms skill from 2D+2 to 3D. That would cost a total of seven character points: two for Swim (which was at 2D), three for Dodge (which was at 3D), and two for Firearms (which was at 2D).

Normally, you can only improve your character's skills between simulation sessions. At the Supervisor's discretion, you can also improve a skill if there is a significant lull in the events of the session--enough time to practice the skill and get better at it, in other words. You still have to already have the necessary character points to make the improvement before improvement begins.

Improving Specializations

To improve a specialization between simulation sessions, the character point cost is one-half the number of dice the parent skill is already at (ignoring additions), rounded up. If the parent skill is improved, the specialization doesn't also increase.

For example, your character might have a Firearms skill of 3D+2, and a specialization of Sharpshooting at 5D. To improve Sharpshooting, you spend two character points--half of 3D is 1.5, rounded up to two. If instead you improved your character's Firearms skill from 3D+2 to 4D, the Sharpshooting specialization does not change.

Improving Plus Skills

Plus-skill advancement works like specialization advancement, except that the character point cost is twice the parent skill's rating. In all other respects it is identical to specialization advancement.

For example, your character might have a Dodge skill of 5D, and a plus skill of Acrobatics at 2D. To improve Acrobatics, you spend ten character points--twice 5D is ten.

Learning New Skills & Specializations

Between simulation sessions, your character can learn a new skill or specialization--that is, one that has not previously been increased above the parent attribute or skill's rating--by paying enough character points to advance it one addition above the attribute. The cost for a new skill or specialization is identical to that of improving an existing skill or specialization. New skills and specializations begin at the same rating as the parent attribute or skill prior to improvement and are only increased by one addition. Further advancement of a new skill or specialization beyond the one addition has to wait until after a future simulation session.

For example, your character might have a Savvy attribute of 4D+2. You can learn the Persuasion skill and improve it by spending two character points (half of 4D is two), raising the new Persuasion skill from 4D+2 to 5D. If your character has already learned Persuasion and has it at 5D, you can learn the new Persuasion specialization of Bargain by spending three points (half of 5D is 2.5, rounded up to three), raising Bargain from 5D to 5D+1.

Learning New Plus Skills

Your character can learn a new plus skill between simulation sessions if the parent skill is already at least 2D higher than the parent attribute. Learning a new plus skill costs two character points. New plus skills are learned at a rating of 1D, and cannot be increased beyond 1D when they are first learned. Subsequent advancement has to occur after a future simulation session.

For example, if your character has a Flex attribute of 3D, and the Firearms skill at 5D+1, you could learn the Heavy Weapons plus skill by spending two character points. You would then have the Heavy Weapons plus skill at a rating of 1D, but could not improve it further under after your next simulation session.

Improving Attributes

You may improve your character's attributes by one addition at a time between simulation sessions. The character point cost to do this is the existing rating of the attribute multiplied by ten. When you improve your character's attribute by one addition, all skills under that attribute (including specializations but not including plus skills) also increase by one addition.

For example, you could improve your character's Flex attribute from 3D to 3D+1 by spending thirty character points--3D multiplied by ten is thirty. Your Firearms skill would increase from 5D+1 to 5D+2, and your Sharpshooting specialization (if you had it) would increase from 5D+2 to 6D. However, your Firearms plus skill Heavy Weapons would not increase.

There is a limit to how high an attribute can go--a person can only be so smart or so strong. Improvement is difficult. When you spend points to improve an attribute, the Supervisor makes a die roll based on the attribute's maximum for your species (for humans, this is 5D). You also make a roll, this one equal to your character's hoped-for new attribute level.

If your roll is equal to or less than the Supervisor's die roll, the character's attribute goes up as planned.

If your roll is higher, the attribute doesn't go up but you get back half of the character points you spent.

For example, if you were increasing your Flex attribute from 3D to 3D+1 as described earlier, you would spend the thirty character points required and then make a die roll of 3D+1. The Supervisor would make a roll of 5D, the maximum Flex attribute rating for your (human) character. You roll fifteen. If the Supervisor rolls fifteen or less, your Flex does go from 3D to 3D+1. If, however, the Supervisor rolls a sixteen or higher on 5D, your Flex remains at 3D and you get back fifteen out of the thirty character points you spent.

It does not matter if you or the Supervisor rolls first, or if you roll simultaneously. You can flip a coin, or just decide.

Improving Move

You may improve your character's Move score between simulation sessions by one meter at a time. The character point cost is the character's current Move rating before improvement. You may not improve your character's Move score above your species' maximum. (For humans, this is twelve.)

For example, you could improve your Move score from ten to eleven by spending ten character points.

Chapter Two: Attributes and Skills

This chapter describes the skills your character will use in the Stargate simulation, organized by the attributes that the skills fall under. Each skill will include three pieces of information.

Time Taken: This is how long it takes to do something with that skill. Many skills (especially combat skills) can be used in one round--the shortest time measurement in the simulation. More complex skills, like Computer Hacking, may take a couple of rounds, a minute, hours, or even days. These are general guidelines. The supervisor can always customize the time taken depending on the situation.

Specializations: You may choose one or more specializations for a skill. The kinds of specializations are explained, and several examples are provided. Information on purchasing and using specializations appears in the Characters chapter.

Description: The skill description tells you what the skill governs and gives a few sample difficulties and modifiers.

In addition, each skill may include one or more plus skills. These skills receive their own entry, but are alphabetized beneath their parent skill. Plus skills are described in detail in the Characters chapter.

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Skills Reference

The following is a master list of all skills in Stargate, grouped under their parent attribute. Specializations appear in parentheses next to the skill title. Plus skills are preceded by a "+:" and appear under their parent skill.

Muscle
Climb (Freehand Climbing, Mountain Climbing)
Jump
Lift
Run (Long Distance, Short Sprint)
Swim (SCUBA Diving)

Flex
Dodge (kind of attack)
+: Acrobatics
Firearms (kind of firearm)
+: Goa'uld Staff-Beam
+: Heavy Weapons (kind of heavy weapon)
+: Sharpshooting (kind of firearm)
Melee Combat (kind of weapon, Throw)
+: Blindfighting
+: Martial Arts
Transport

Savvy
Academics (Research)
Language
Mechanical Ops (kind of machinery)
+: Lockpick

Medicine (Diagnosis, First Aid, Identify Poison)
Military Ops (Cartography, Command, First Aid, Navigation, Tactics)
Persuasion
+: Con
SG-1 Ops (Stargate Theory & Operation)
+: Goa'uld Culture
+: Goa'uld Mech/Tech Ops
Special Ops (Hide, Shadow, Sneak, Survival, Track, Traps)
+: Demolitions
Talent
Technical Ops
+: Computer Hacking
+: Security Systems

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Muscle Skills

Muscle is a measure of your character's overall physical prowess. How strong is he? How long can he run? How much can he lift? The skills that fall under Muscle are general physical/athletic skills.

Climb

Time Taken: One round
Specializations: Freehand Climbing (scaling sheer rock faces with no equipment), Mountain Climbing (scaling sheer rock faces with equipment)
Description: This skill governs movement up, down, and across vertical surfaces, such as trees, the sides of buildings, cliffs, ladders (under duress) and other tricky vertical-movement situations.

Climb	Action Difficulty
Climb a ladder very quickly or during combat	1-5
Climb a tall tree	6-10
Climb up a steep, slippery mudbank	11-15
Climb the side of a building	16-20
Climb the sheer side of a cliff or mountain	21-25

Jump

Time Taken: One round
Specializations: None
Description: This skills covers leaps in horizontal and/or vertical directions. The difficulty is determined by the distance jumped: +5 for each meter horizontally and +10 for each meter vertically. If, for example, a character wanted to leap two meters forward and one meter upward, the total difficulty would be 20 (5 + 5 + 10 = 20).

Lift

Time Taken: One round
Specializations: None
Description: This is a character's ability to lift heavy objects. It's also the character's ability to carry something for a long time. The difficulty number depends on the weight of the object and how long it will be carried.

When a character first lifts a heavy object, he must make a Lift check; the difficulty number (by weight) is found on the first chart below. At each interval listed on the second chart below, the character has to make another check to

see if he can continue to carry the object or if he is so exhausted that he must put it down. If the character fails a roll, he must immediately put the object down.

Lift Weight	Difficulty
10 kilograms	1-5
50 kilograms	6-10
100 kilograms	11-15
200 kilograms	16-20
500 kilograms	21-25
750 kilograms	26-30

Lift Time	Difficulty
1-6 rounds (up to thirty seconds)	+0
7 rounds-3 minutes	+5
3 minutes-10 minutes	+10
10 minutes-30 minutes	+15
30 minutes-1 hour	+20

Run

Time Taken: One round or more
Specializations: Long Distance, Short Sprint
Description: This is the character's ability to run and keep his balance, especially in dangerous terrain. The difficulty number is based on the kind of terrain being crossed and how fast the character moves. See the Movement and Chases chapter for more information.

Swim

Time Taken: One round
Specializations: SCUBA Diving (the use of SCUBA breathing equipment for depths below thirty feet)
Description: This skill measures a character's ability to move efficiently and safely in water. Without this skill, a character in water runs a real risk of drowning.

Swim Action	Difficulty
Swim in clear, calm water	1-5
Swim in choppy water	6-10
Swim in rough waves	11-15
Swim during a heavy storm	16-20
Save another drowning character	21-25

Flex Skills

Flex is a measure of your character's hand-eye coordination and the speed of his reflexes. Can he throw a baseball accurately? Can he aim and fire a gun well? Can he drive a truck steadily while someone is leaping into it from an adjacent car?

Dodge

Time Taken: One round
Specializations: Kind of attack to be dodged, such as Firearms or Melee Combat
Description: This is a reaction skill used to avoid any attack, including bullets, kicks, thrown items, and so forth. Characters using the Dodge skill are doing whatever they can to avoid the attack: slipping around a corner for cover, diving behind furniture, dropping to the ground, or any other maneuver to avoid getting hit.

When you are attacked and choose to use the Dodge skill, you make a Dodge roll with no difficulty number. Whatever result you achieved becomes your attacker's difficulty number for this attack. Depending on the result of your roll, your attacker might have an easier or a harder time of successfully attacking you.

Acrobatics (Dodge plus skill)
Time Taken: One round
Specializations: None
Description: This plus skill is an enhancement to the Dodge skill that allows you to pull off especially tricky maneuvers, such as doing a drop-and-roll to surprise an opponent and come up swinging, or gymnastics moves common in professional competition or cartwheeling entertainment. Whereas Dodge is a purely reactive skill, used when someone is attacking you, Acrobatics can be used at any time to accomplish impressive feats of dexterity and to combine such feats with combat attacks of your own. Acrobatics can be used as an advanced/expanded form of Dodge, which means you can avoid an attack (hopefully) while also pulling off some useful strategic move.

Acrobatics Action	Difficulty
Drop-and-roll to surprise an opponent (+1D to Melee Combat attack)	1-5
Safely somersault across a room full of people shooting at you	6-10
Leap directly over an attacker's head and land at his back	11-15
Execute a stunning series of moves on the parallel bars	16-20
Run up a sheer wall and come down behind a pursuing opponent	21-25

Firearms

Time Taken: One round
Specializations: Type of firearm used, such as Pistol, Rifle, and Submachine Gun; alternately, a specific firearm such as Desert Eagle .50, Browning Hi-Power 9mm, etc. could be a specialization.
Description: The Firearms skill governs the use of any weapon that can be used to attack someone from a distance--a ranged weapon, in other words.

Although the term "firearms" refers specifically to gunpowder/bullet weapons, the Firearms skill is interpreted broadly to encompass weapons such as bow-and-arrow, wire-launched tasers, missiles, and anything else that operates on a general aim-trigger-attack mechanism. Weapons that are thrown rather than operated from a distance--such as grenades, shuriken, and throwing knives--are governed by the Melee Combat skill (and by the Throw specialization, if taken).

When a character shoots a ranged weapon, the difficulty number is based on the range to the target: the further away the target is, the higher the difficulty number. Each weapon has different ranges; weapons are described in the Weapons and Equipment chapter.

If your die roll matches or exceeds the difficulty number, your attack hits.

It's not always that simple, however. The target might use his Dodge skill to change your difficulty number, or might be partially protected by cover (he might be poking his head around a corner, for example). Situations such as these are explained in the Combat and Injuries chapter.

Goa'uld Zat'n'kel (Zat Gun) (Firearms plus skill)
Time Taken: One round
Specializations: None
Description: This plus skill is used to operate the Goa'uld Zat Gun, an energy weapon of considerable power and precision. Aiming and operating this weapon is similar to firing a normal pistol, but this skill is only taught by SGC to those already conversant with firearms (which is why this is a plus skill). Difficulty numbers, ranges, and so forth for the Goa'uld Zat Gun are given in the Weapons and Equipment chapter.

Goa'uld Staff--Beam (Firearms plus skill)
Time Taken: One round
Specializations: None

Description: This plus skill is used to operate the Goa'uld staff, an energy weapon of considerable power and precision. Aiming and operating this weapon is a very different process from that of normal firearms, and moreover this skill is only taught by SGC to those already conversant with firearms (which is why this is a plus skill). Difficulty numbers, ranges, and so forth for the Goa'uld staff are given in the Weapons and Equipment chapter.

The "Beam" designation on this skill indicates that it is only appropriate for use of the Goa'uld staff as a ranged firearm. The Melee Combat skill (and the Goa'uld Staff-Melee specialization) governs the use of the staff in hand-to-hand combat, where it generally operates like any other staff-type weapon.

Heavy Weapons (Firearms plus skill)
Time Taken: One round
Specializations: The specific class or type of weapon, such as Missiles, Heavy Machine Guns, Mortars, and so forth
Description: This plus skill is a military-only expansion of the Firearms skill to cover heavy weapons not encountered in civilian life. Heavy weapons include items such as missiles, heavy machine guns, mortars, and other such devices. Sample weapons are given in the Weapons and Equipment chapter.

Sharpshooting (Firearms plus skill)
Time Taken: Two rounds
Specializations: The specific type of weapon
Description: This plus skill governs long-range firearms attacks. In simple terms, the use of this skill allows the character to make a long-range attack at the short-range difficulty number; medium-range attacks are made at the short-range difficulty number with a +1D bonus to the roll; but it has no effect on short-range attacks. The use of a magnifying scope on the firearm confers additional benefits on any user: someone with a scope and the Sharpshooting skill is even more effective. This skill does not require a scope, however; the use of such equipment is a bonus to an already-impressive level of ability. Information on ranged attacks and scopes is provided in the Weapons and Equipment chapter.

Melee Combat

Time Taken: One round
Specializations: A type of weapon, such as Goa'uld Staff-Melee or Baseball Bat; Throw for weapons that are hurled at an opponent.
Description: This skill governs attacks with any sort of hand-to-hand weapon, such as knives, swords, clubs, throwing axes, or even impromptu weapons such as chairs or vases. Information on melee weapons is provided in the Weapons and Equipment chapter.

Blindfighting (Melee Combat plus skill)
Time Taken: One round
Specializations: None
Description: This plus skill is used for melee combat in which there is no light source (such as at night or in a dark room) or in which the character does not have the use of sight (he might be blind, or just blindfolded). Normally, blindfighting would carry a -2D penalty; use of the Blindfighting skill removes this penalty. To attack in a blindfighting situation, first make a Blindfighting skill check. If successful, the character can immediately attack without any penalty for blindfighting. (The use of the Blindfighting skill does not count as an additional action.)

Martial Arts (Melee Combat plus skill)
Time Taken: One round
Specializations: None
Description: This plus skill is a generic name for any number of different fighting styles, ranging from street brawling to highly specialized styles such as tae kwon do or judo. It governs melee combat in which no weapon is used--the character is strictly using his body to make all attacks.

Transport (X)
Time Taken: One round plus
Specializations: None
Description: This skill governs the use of vehicles. The term "vehicles" is broadly defined to include horses, cars, boats, planes, and so forth. When you purchase this skill, you must specify the type of transport that you are skilled

at (that's the "(X)" portion of the skill title, where "(X)" represents the type of transport you can operate), and each type must be purchased separately. A character with Transport (Horse) has no ability with Transport (Sailboat) unless that skill has been purchased as well. As long as you have this skill for a given vehicle, you don't have to make skill checks for ordinary operation of the vehicle. Skill checks are only required for when you either don't have the specific skill for the type of vehicle you're operating (in which case you make a Flex check at a high difficulty number) or when you do have the specific skill for the type of vehicle you're operating but you're pulling a difficult maneuver.

Transport Action	Difficulty
Turning a tight corner at a moderate speed	1-5
Turning a tight corner at a high speed	6-10
Following another vehicle around a corner at top speed	11-15
Following another vehicle at top speed through a cluttered street or forest	16-20
Driving through a minefield at top speed	21-25

Savvy Skills

Savvy is a measure of your character's intellect, knowledge, interpersonal abilities, alertness and perception. Can you speak French? Can you pick a lock? Can you persuade someone to help you? Can you organize an effective strategic strike? Can you spot the hidden sniper?

Academics (X)
Time Taken: Varies
Specializations: Research
Description: This skill governs different fields of academic learning, such as Ancient Languages or Electrical Engineering. When you purchase this skill, you must specify the academic category that you are skilled at (that's the "(X)" portion of the skill title, where "(X)" represents the type of academia you have studied), and each type must be purchased separately. A character with Academics (Russian Culture) has no ability with Academics (Electrical Engineering) unless that skill has been purchased as well. As a rule of thumb, any area of endeavor in which a character could receive a degree from a university is a valid subject for the Academics (X) skill. The Academics specialization Research is not tied to any one area, but instead represents an educated character's ability to perform effective research on any documented topic.

Academics/Research: The user may conduct basic research to learn desired information about a given topic, be it a person, an event, a location, or what have you. If the topic is within the user's own Academics (X) skill area, the user may first make an Academics (X) skill roll; the result is deducted from the difficulty number for the subsequent Research check, thereby reflecting the user's personal knowledge of the topic. The difficulty number to learn the desired information is derived from the following tables.

Complexity of Research Subject	Difficulty
General knowledge	+0
Introductory theories	+5
Advanced/state-of-the-art/cutting-edge information	+10

Obscurity of Research Subject	Difficulty
Common	+0
Uncommon	+5
Esoteric	+10

Strength of Research Sources Used	Difficulty
Modern library or expert individuals	+0
Small/private library or knowledgeable individuals	+5
No library or knowledgeable individuals	+10

Language (X)
Time Taken: One round
Specializations: None
Description: This skill allows the character to speak, read, and write in a language other than his native language. When you purchase this skill, you must specify the language that you are skilled at (that's the "(X)" portion of the skill title, where "(X)" represents the specific language you have studied), and each language must be purchased separately. A character with Language (Russian) would have no skill at Language (Italian) unless that skill has been purchased as well.

Language Action	Difficulty
Convey and understand very basic topics of expression	1-5
Convey and understand everyday topics of expression	6-10
Convey and understand complex topics of expression	11-15
Convey and understand lengthy, complex topics of expression	16-20
Fool native speakers/readers into believing you are one of them	21-25

Mechanical Ops

Time Taken: Varies
Specializations: The specific type of machinery that the character is skilled at, such as Automobile Repair, Hydraulics, Naval Engine, and so forth.
Description: This skill governs a character's ability to operate and repair mechanical systems involving pistons, gears, crankshafts, and so forth. Technical abilities such as electronics, microprocessors, and the like are governed by the Technical Ops skill.

Mechanical Ops Action	Difficulty
Operate simple mechanical systems with manual power	1-5
Create & repair simple mechanical systems with manual power	6-10
Operate complex mechanical systems with fuel or electrical power	11-15
Create & repair complex mechanical systems with fuel or electrical power	16-20

Lockpick (Mechanical Ops plus skill)
Time Taken: One round
Specializations: None
Description: This plus skill governs the character's ability to open mechanical locks such as those found in doors, safes, and other mechanical locks. Technical locks involving electronic security systems are governed by the Technical Ops/Security Systems plus skill.

Lockpick Action	Difficulty
Pick a simple padlock/jewelry box lock or archaic door lock	6-10
Pick a modern door lock	11-15
Pick an archaic combination lock	16-20
Pick a modern combination lock	21-25

Medicine

Time Taken: Minutes or hours
Specializations: Diagnosis, First Aid, Identify Poison
Description: This skill governs the use of various techniques, tools, and medicines to help cure the sick or injured of their ailments. A Medicine check may only be made once per day on a given subject. (If a subject has already received a First Aid attempt in the field and is then taken to a facility where a Medicine attempt is possible, the additional attempt is acceptable.) A successful check indicates that the subject's wound level drops by one. Without proper equipment and medicines (at least those of a small clinic or doctor's office--a first aid kit is insufficient), the difficulty number is increased by +5.

Current Wound Level of Subject	Difficulty
Stunned, unconscious	1-5
Wounded, wounded twice	6-10
Incapacitated	11-15
Mortally wounded	16-20

Medicine/Diagnosis: The user may examine a human subject and deduce what ailments or injuries are present.

Diagnosis Action	Difficulty	Time Required
Determine existence of ailment or injury	6-10	1 round
Determine type of ailment or injury	11-15	1 minute
Determine treatment needed to cure ailment or injury	16-20	1 round
Determine specific cause of ailment or injury	21-25	1 day-1 week

Medicine/First Aid: The user may perform emergency medical procedures in the field using limited equipment and medicines. A First Aid check may be made only once per day on a given subject. A successful check indicates that the subject's wound level drops by one. Without proper equipment and medicines (at least a first aid kit), the difficulty number is increased by +5.

Current Wound Level of Subject	Difficulty
Stunned, unconscious	6-10
Wounded, wounded twice	11-15
Incapacitated	16-20
Mortally wounded	21-25

Medicine/Identify Poison: The user may determine whether or not a substance is poisonous. (Determining whether a subject's ailments are caused by some type of poison is governed by the Diagnosis specialization.)

Identify Poison Action	Difficulty	Time Required
Determine whether a substance is poisonous	6-10	1 minute
Determine type of poison (death, sleep, etc.)	11-15	5 minutes
Determine name of poison	16-20	10 minutes
Determine antidote	21-25	1 hour

Military Ops

Time Taken: Varies
Specializations: Cartography, Command, First Aid, Navigation, Tactics
Description: This skill represents the training acquired from a career in the military. (It can be taken by non-military characters, but only with reasonable justification for the possession of such knowledge.) In general, the skill allows the character to operate as a professional soldier and governs the use of most any area of basic military training. It does not govern more advanced/specialized areas such as firearms, melee combat, vehicle operation, engineering, and so forth--Military Ops is essentially what you learn in boot camp during your first few months of training. The major areas of this skill (each of which can be taken as a specialization) appear below. Note: the skill Special Ops governs more advanced field training appropriate to commando/infiltration units, and the two skills do not overlap; make sure you understand which one governs your area of interest.

Military Ops/Cartography: The user may read and create maps of various types, from topographical to political.

Cartography Action	Difficulty
Read maps and identify symbols	1-5
Create small-scale maps	6-10
Create terrain maps	11-15
Create world maps	16-20
Create astronomical maps	21-25

Military Ops/Command: The user may convince other characters to do what they're told because of the user's confidence level and authoritative bearing. (It does not work on fellow player characters.) This is often used in combat situations, or anytime decisive action is critical.

Command Action	Difficulty
Targets have every reason to obey	1-5
Targets have some reason to obey	6-10
Targets have no reason to disobey	11-15
Targets are skeptical or suspicious	16-20
Targets have every reason to be skeptical or suspicious	21-25

Military Ops/First Aid: The user may perform emergency medical procedures in the field using limited equipment and medicines. A First Aid check may be made only once per day on a given subject. A successful check indicates that the subject's wound level drops by one. Without proper equipment and medicines (at least a first aid kit), the difficulty number is increased by +5.

Current Wound Level of Subject	Difficulty
Stunned, unconscious	6-10
Wounded, wounded twice	11-15
Incapacitated	16-20
Mortally wounded	21-25

Military Ops/Navigation: The user may use references such as a compass, maps, landmarks, and global positioning systems to accurately and efficiently reach a destination on land, sea, or air. Lacking appropriate references (a common situation on alien worlds), the user works with local landmarks and dead reckoning. Keep in mind that compasses and global positioning devices do not work on alien worlds, and that the night sky will be unfamiliar; use of homing beacons and beacon detectors is standard procedure on all SGC missions, and such items qualify as "adequate navigation devices."

Navigation Action	Difficulty
Journey with adequate maps and navigation devices	1-5
Journey with adequate maps or navigation devices	6-10
Journey with no maps and no navigation devices in familiar locale	11-15
Journey with no maps and no navigation devices in unfamiliar locale	16-20

Military Ops/Tactics: The user may deduce how to deploy small military forces and maneuver them to his best advantage. This governs the strategy of effective military engagement, including analysis of likely deployment by a known enemy in a given situation.

The difficulty number should be based on various factors of complexity within a battle: how many units or individuals are involved, the terrain, the opponent, and the training level, equipment, and preparedness present on both sides.

Persuade

Time Taken: One round or longer
Specializations: None
Description: This skill governs attempts to convince a character of something that is true but that may not be known or believed by the character. Persuasion relies on force of will and the confidence that comes from expressing a true statement.

Persuade Subject	Difficulty
Naive or unintelligent	1-5
Reasonable person not directly affected by the topic	6-10
Reasonable person directly affected by the topic	11-15
Authority figure or official not directly affected by the topic	16-20

Authority figure or official directly affected by the topic　　21-25

Con (Persuasion plus skill)
Time Taken: One round or longer
Specializations: None Description: This plus skill is used to trick and deceive characters, or otherwise convince them of something (or to do something) that isn't in their best interest or that isn't truthful. It is identical to Persuade except that where Persuade relies on force of will and the confidence of truth, Con relies on force of will and the feigned confidence of truth.

Con Subject	Difficulty
Naive or unintelligent	6-10
Reasonable person not directly affected by the topic	11-15
Reasonable person directly affected by the topic	16-20
Authority figure or official not directly affected by the topic	21-25
Authority figure or official directly affected by the topic	26-30

SG-1 Ops

Time Taken: One round or longer
Specializations: Stargate Theory & Operation
Description: This skill is taught by Stargate Command to its recruits, and covers both academic knowledge and hands-on practices. In terms of knowledge, SG-1 Ops reflects a basic understanding of the SGC project, stargates, known alien worlds and civilizations, known transplanted pre-industrial human cultures, the nature of the Goa'uld, and the procedures of SGC field operations. This includes the operation of SGC equipment, including homing beacons and beacon detectors, the Field Remote Expeditionary Device (F.R.E.D.), the Dial Home Device (D.H.D.) and remote Mobile Analytic Laboratory Probe (M.A.L.P.) operation.

SG-1 Ops/Stargate Theory & Operation: The user has an advanced knowledge of stargates, may recognize or implement coordinate sets to known destinations, and may analyze and repair defective stargates and dial-home devices with the proper equipment.

Goa'uld Culture (SG-1 Ops plus skill)
Time Taken: One round
Specializations: None
Description: This plus skill represents a detailed knowledge of the Goa'uld, encompassing everything presently known by SGC. Successful use of this skill could allow the user to pass for a Goa'uld servant or recognize and understand a Goa'uld ritual or event.

Goa'uld Mech/Tech Ops (SG-1 Ops plus skill)
Time Taken: One round
Specializations: None
Description: This plus skill works identically to the Mechanical Ops and Technical Ops skills, but is only effective upon items/systems of Goa'uld origin. (The user could repair a Goa'uld craft, for example, but would be unable to repair an automobile.) To determine the difficulty number for the usage and/or repair of Goa'uld items known to SGC, use the equivalent table entry under Mechanical Ops or Technical Ops. Goa'uld items as yet unknown to SGC may also be used and/or repaired, but with a difficulty modifier of +5.

Special Ops
Time Taken: Varies
Specializations: Hide, Shadow, Sneak, Survival, Track, Traps Description: This skill represents the advanced training acquired from special-forces/commando duty in the military. (It can be taken by non-military characters, but only with reasonable justification for the possession of such knowledge.) In general, the skill allows the character to operate as a professional infiltrator within hostile enemy environments. The major areas of this skill (each of which can be taken as a specialization) appear below. Note: the skill Military Ops governs basic military procedures,

training, and tactics, and the two skills do not overlap; make sure you understand which one governs your area of interest.

Special Ops/Hide: The user may conceal objects from view. It is used when trying to hide weapons on one's person, conceal goods within luggage, plant objects to be left in a room, cover up an entrance, and other similar tasks. (Hiding yourself is covered by the Sneak specialization.) The result of the Hide die roll becomes the difficulty required for a character to perceive the hidden item with a Savvy check.

Special Ops/Shadow: The user may follow a given target without losing sight of the target and without being noticed by the target.

Shadow Action	Difficulty
Follow target in open area	1-5
Follow target in small town	6-10
Follow target in small city	11-15
Follow target in large, congested city	16-20

Special Ops/Sneak: The user may shroud his movements from the sight and hearing of others, including everything from hand gestures to his entire body. The result of the Sneak die roll becomes the difficulty required for someone to perceive the sneaking character with a Savvy check.

Special Ops/Survival: The user knows how to survive in naturally hostile environments such as deserts, jungles, oceans, forests, mountains, and other dangerous terrain. Survival can grant general information about such terrain, as well as specific advice on dealing with native dangers. Survival can help locate the basics of life: shelter, food, water, natural medicines, and so forth.

Survival Action	Difficulty
Character is intimately familiar with terrain type	1-5
Character is familiar with terrain type	6-10
Character is somewhat familiar with terrain type	11-15
Character is unfamiliar with terrain type	16-20

Special Ops/Track: The user may follow the markings left by a person or creature. The difficulty depends on the terrain at hand. For each twenty-four hours that have passed since the tracks were made, add a +5 modifier to the difficulty level.

Terrain Type	Difficulty
Soft dirt	1-5
Grassland	6-10
Forest	11-15
Rain forest	16-20
Desert	21-25

Special Ops/Traps: The user may set, locate, and disable simple mechanical traps. Traps involving electronics are governed by the Security Systems plus skill of Technical Ops.

Trap Type	Set Difficulty	Locate Difficulty	Disable Difficulty
Pit	1-5	6-10	6-10
Snare	6-10	11-15	6-10
Tripwire	6-10	16-20	1-5
Lock needle	16-20	16-20	16-20
Wall dart	21-25	21-25	21-25

Demolitions (Special Ops plus skill)
Time Taken: One round to several minutes
Specializations: None

Description: This plus skill governs a character's ability to set explosives for destructive purposes. A stick of dynamite (our basic unit of explosive measurement) lit and dropped does 3D of damage at short range, 2D of damage at medium range, and no damage at long range; using an explosive in this way does not require a Demolitions skill check. If the character wants to damage a specific target by setting and detonating a controlled explosion, use the following rules. (This approach also results in additional damage, since the explosion is prepared for a specific purpose.)

The difficulty depends on the object being destroyed:

Type of Object	Difficulty
A plywood door	1-5
A hard wooden door	6-10
A bolted-steel door	11-15
A lightly armored object	16-20
A heavily armored object	21-25

If the character beats the difficulty, he adds extra damage dice to the base damage. Find the number of points by which the character's die roll beat the difficulty number:

Points Above Difficulty	Extra Damage
1-5	+1D
6-10	+2D
11-15	+3D
16-20	+4D
21-30	+5D
31+	+6D

This bonus is added to the explosive's base damage. Roll the damage against the object's Muscle strength, as given in the Combat and Injuries chapter. If that damage penetrates the obstacle, then the explosion succeeded. Note that if enough explosive is used, the roll becomes almost irrelevant (except in checking for mishaps).

Talent (X)
Time Taken: Varies
Specializations: None
Description: This skill governs most any sort of creative ability or talent, such as singing, dancing, writing, gambling, and so forth.

Technical Ops

Time Taken: Varies
Specializations: The specific type of technology that the character is skilled at, such as Lighting, Microprocessors, Power Systems, and so forth.
Description: This skill governs a character's ability to operate and repair technical systems involving wiring, circuitry, conduits, and so forth. Mechanical abilities such as automobile repair, hydraulics, and the like are governed by the Mechanical Ops skill.

Technical Ops Action	Difficulty
Operate simple technical systems with no microprocessors	1-5
Create & repair simple technical systems with no microprocessors	6-10
Operate complex technical systems with microprocessors	11-15
Create & repair complex technical systems with microprocessors	16-20

Computer Hacking (Technical Ops plus skill)
Time Taken: Five minutes to one hour
Specializations: Type or model of computer.

Description: This plus skill governs the ability to override a computer's instructions and use it in ways not otherwise allowed--to access secure data, to malfunction at a designated time, etc. It covers both software and hardware hacking techniques. For computers accessed remotely--such as over the internet or a dial-up line--add a +5 modifier to the difficulty number.

Type of Computer	Difficulty
Desktop computer with simple security	1-5
Desktop computer with corporate-quality security	6-10
Desktop computer with government/military-quality security	11-15
Mainframe computer with corporate-quality security	16-20
Mainframe computer with government/military-quality security	21-25
Xenotech computer	26-30

Security Systems (Technical Ops plus skill)
Time Taken: One round to several minutes
Specializations: Type or model of security device--Home Alarm, Coded Door Locks, etc.
Description: This plus skill represents a character's knowledge of technical security systems involving electronics such as alarms, coded locks, electronic eyes, video cameras, and so forth.

Type of Security	Difficulty
Simple home security	1-5
Professional business security	6-10
High-end corporate security	11-15
Government security	16-20
Military security	21-25
Top secret military security	26-30

Other Skills

In the course of the Stargate simulation, you may encounter situations in which no listed skill is appropriate to the task at hand. When such situations arise, the Supervisor may simply opt to have the attempt governed by an appropriate attribute rather than a skill. If your character is playing basketball, for example, your ability to play could be governed by the Flex attribute, perhaps with a high difficulty number if you have little experience with the game.

However, it might be that you'd like to take a Basketball skill (or whatever) that you can improve over time like any other skill, to further distinguish your character's abilities and background. If so, consult with your Supervisor. Working together, you should be able to write up a skill description in the same format as the skills presented in this chapter. Make sure you consider whether your idea might really be a new specialization for an existing skill or perhaps a plus skill, rather than a completely new skill.

What's the difference between a specialization and a plus skill? As a rule of thumb, a specialization is simply a focusing of interest within a parent skill's area of expertise. A plus skill, on the other hand, is an expansion of the parent skill into a related but advanced area of expertise.

Chapter Three: How to be a Supervisor

The SGC Supervisor is responsible for running the Stargate simulation. This is a very important job. You will be working with some of the best and brightest minds that the U.S. government has to offer--the men and women who comprise the vanguard of career military and research personnel, and who will be working on perhaps the most important federal project since the development of the atom bomb.

Your goal is to both test and train these people by putting them through a series of mission-critical simulations that put them at the forefront of human exploration and adventure. They must be challenged, they must be stimulated, and they must be engaged.

As a Supervisor, you have three main roles: that of referee, storyteller, and simulator. Each role is described in this chapter.

Referee

As the referee, you have to know the rules of the simulation and interpret them during play. The players can have their characters try to do almost anything; the rules tell you how to determine if they succeed or fail. It's a three-step process:
Determine how hard the task is and pick a difficulty number.
Determine which skill is used for the task and have the player roll the skill dice. (If the character doesn't have the skill, the player rolls the appropriate attribute dice instead.)
If the player rolls equal to or higher than the difficulty number, the character succeeds. Otherwise, the character fails.

The rest of the rules build on this idea, with tips on how to pick difficulty numbers for different tasks. There are also plenty of examples to help you out.

The Virtue of Speed

The rules of this simulation are not meant to directly simulate reality in terms of physical or mental actions. This is a simulation of events experienced and decisions made, testing the participants' abilities to deal with the challenges of the STARGATE program and their suitability for assignment to SGC. Once these people enter the SGC program, abstractions such as skill dice and combat rules will be forgotten--so don't harp on them too strongly during the simulation. The rules are simply here to help you run an effective and unpredictable simulation.

It is much more important to keep the simulation moving along at a fast clip, in which the players must act quickly and decisively, than it is to follow every rule and exactingly compute every difficulty number. In the simulation, the players will have much more time to consider their actions than they will when they begin the real-life missions of the STARGATE program. A combat engagement that takes twelve seconds in real life may take twelve minutes in the simulation. As a result, you should always be willing to sacrifice adherence to the rules for the sake of speed. A player who grows used to twiddling his thumbs while you compute modifiers will be ill-prepared for the reality of the STARGATE program, while a player who grows used to making swift, pragmatic decisions under duress will be ready to perform.

Your trainees will be putting their lives on the line, and you must do everything you can to ensure that their training is swift and effective, no matter what the rules in this handbook might be. This is not a game.

Use Your Judgement

It is okay to follow the rules carefully at first. As a new Supervisor, you are being trained as much as the players are. But the point of the rules is to become familiar enough with them that you can forget about them and use your judgement instead. Instead of looking up every difficulty number, pick one arbitrarily, using your experience as a guide. Wing it. Improvise. The first simulation session you run in which you don't need to refer to this handbook even once will probably be the first truly useful session in terms of preparing our personnel, because it means you will have developed the confidence and quickness that are imperative to running a fast-paced simulation that challenges, stimulates, and engages the players.

Be Fair and Impartial

Although we expect you to run the simulation fast and loose, there is one line you should not cross: that of impartiality. Recall at all times that the men and women you are training will soon be operating in the real world of the STARGATE program, and there will be no affable Supervisor ready to drop a hint or fudge die rolls in their favor. They will be making life-and-death decisions for themselves and others, and they have to understand intuitively that there are real consequences for those decisions. This means that you should avoid giving the players a break if they're stumped or in trouble during a simulation session. If poor planning or bad luck have put their characters in a situation where death is the only outcome, so be it--better they die in the simulation than in the field.

Your Word is Final

Players who have military backgrounds will almost certainly understand that your word is final, but you will be dealing with individuals from other career paths as well. Not all will comprehend or respect the chain of command. In this simulation, you are the final arbiter of all situations. Statements in this handbook do not supercede your decisions. If a player contests one of your decisions, it is up to you to agree or disagree--but having done so, that should be the end of the matter. You are encouraged to be diplomatic, however. The heavily interpersonal nature of this simulation means that a good working relationship between you and the players is important.

Storyteller

As mentioned earlier in this chapter, this is a narrative simulation. It models events and decisions rather than, say, the laws of gravity or the mechanics of an assault rifle. Interpreted somewhat broadly, this means that you are telling stories. You are a storyteller.

The field work carried out by SGC is often exciting. Our personnel are exploring alien worlds, helping oppressed populations, and protecting our national security. As a storyteller, you need to bring that excitement to your simulations.

You may find the prospect daunting, but don't be worried. The basic elements of storytelling can be seen in something as familiar as the telling of a joke, something you've probably done numerous times. Let's take a joke and see what it can tell us:

Two guys are drinking in a bar at the top of a tall building. One guy says, "You know, when you're up this high off the ground, the wind is just amazing. Why you can jump right out that window and the wind will blow you back inside!" The other one doesn't believe him. "No way!" So the first guy goes over to a window, pops it open, and jumps right out. Then--whoosh! He's back inside again. The second guy gets really excited and goes to try it himself. He jumps out the window and falls to his death.

Back at the bar, the first guy sits down and has another drink. The bartender wipes a glass clean and shakes his head. "You're a mean drunk, Superman."

This simple joke demonstrates three basic elements of storytelling: description, pacing, and revelation.

Description

Description governs what you say to set a scene and explain action. It's important in storytelling because it gives the audience a mental picture of what's going on--it puts them into the scene. Too much description is bad because the audience can't process everything you're telling them. Too little description is bad because the audience will not understand what you're telling them as well as they need to.

In the joke, there's very little description. We know the characters are in "a bar at the top of a tall building." That's as much as we need to set the scene, since most audiences will know what a bar is and what a tall building is.

Too much description might be, "a sports bar with lots of baseball memorabilia on the walls--signed balls, jerseys from famous players, that sort of thing." This description would be fine if the type of bar were important to the story, but in this case, it's just not needed.

Too little description might be, "a bar." We're missing critical information here, namely that the bar is at the top of a tall building. Clues later in the joke will still help the audience figure out the scene, but the audience will have to work to fill in the gaps. They need to know this information for the story to work most effectively.

There's another piece of description in this joke that we should look at, this time describing action. After the second guy jumps out the window, the first one goes back to the bar and has another drink. This description isn't essential--the punchline still works okay without it. But it makes the punchline more effective because it emphasizes the personality of the character. He didn't scream, he didn't call the medics, he didn't try to stop the other fellow. He just went back to the bar and took a drink. That simple callousness makes the punchline--"You're a mean drunk, Superman."--all the more effective.

In summation, use description to communicate the essentials of a scene, but also to express the particular flavor of a scene. Too much description is boring. Too little description is confusing.

Pacing

Pacing governs the speed with which you tell the story. When you're working with words, pacing generally means choosing when to use more words and when to use less. Using more words for a scene suggests to the audience that time is moving slowly, that they can afford to examine and consider. Using fewer words for a scene suggests that time is short, and that decisions must be made quickly.

Take a look at the joke again. The second paragraph, in which the first guy goes back to the bar, has a drink, and the bartender cleans a glass and shakes his head, is sort of a bumper between the climactic action of the man jumping out the window and the punchline. It creates suspense. We've seen the climactic action, and we're wondering what's going to happen next--how will this situation be resolved and explained? The few extra words used in this little section raise the level of anticipation, so that when the punchline comes, the audience has had a chance to get ready for it and is primed to receive it.

On the other hand, we use very few words to start the joke. There's just one sentence before we hit the first line of dialogue, which is where the main part of the joke begins. We're skipping as quickly as we can to the meat of the story, because the preamble is nothing more than preparation for what's coming up. We need to capture the audience's interest, and lots of words about the bar are not going to do that. The interesting part is the strange statement made by the first character, because that's what triggers everything else that happens.

In summation, use pacing to control the flow of the story. Compress details and time when nothing interesting is going on, or when things are happening very quickly and you want to communicate a sense of urgency. Expand details and time when important things are occurring, or when you want to create tension leading up to a revelation.

Revelation

Revelation governs the interesting part of stories: the unexpected. Stories need to have surprises in them, whether they be surprises of plot or of character. Without revelation, stories have no appeal and the audience quickly loses interest.

However, such revelation should not be purely arbitrary. There must be an internal logic at work so that things ultimately make sense--to the storyteller, at least, if not the audience, since the storyteller can see behind the scenes, as it were. Revelation can be used to cause interest, to sustain interest, and to reward interest.

In our joke, the first revelation is that a character claims he can jump out the window and be blown back in, and then proves it. This is a surprise to the audience, and it causes interest. They want to know what's going to happen next, given this surprising premise.

The second revelation is that when the other character tries jumping out the window, he falls to his death. This is a surprise, since the first character did this without harm. The audience's interest is now sustained, because they want an explanation for the disparity between the two actions.

The third and final revelation is that the first character is actually Superman, and he used his superhuman powers to fly back in the window in order to pull a nasty prank. This rewards the audience's interest, since they now understand what's been going on.

All three revelations work hand-in-hand, and ultimately they all make sense. The internal logic works, and the result is an entertaining story.

In summation, use revelation to create the highlights of a story--the defining features that will cause interest in the audience, sustain that interest, and finally reward it.

Simulator

Although the role of "simulator" may not sound exciting, this is actually one of the most creative and colorful aspects of your job as Supervisor. You will be preparing and running simulations of SGC field operations, and you need to do so accurately. Given the nature of SGC, this means coming up with the sort of original and challenging situations that SGC operatives face in real life.

We'll focus on five areas you should pay special attention to in your role as simulator.

Worlds

Even the limited number of SGC field operations to date have visited numerous alien worlds, with a variety of cultures, climates, plants, wildlife, and so forth. In your simulation sessions, you should strive to present a comparable variety of worlds. Keep in mind that most Stargate destinations known to SGC are from a master list compiled by the Goa'uld, which means they generally lead to worlds (or regions of worlds, rather) that are hospitable to human life--the preferred host species of the Goa'uld. The worlds you create in your simulations should generally be capable of supporting human life, or else should have some other sort of strategic use to the Goa'uld. Destinations that are not derived from the Goa'uld master list, however, could lead anywhere, even to worlds where humans cannot survive.

People

One of the most fascinating aspects of the STARGATE program is the people our personnel encounter. We suspect there are tens of thousands--perhaps hundreds of thousands--of humans out there, descended from transplanted Earthlings many centuries ago. These people represent a variety of cultures, since although the Goa'uld were based in Egypt they recruited human slaves from around the world. In your simulations, you should strive to present many different types of pre-industrial Earth cultures, many of whom may have changed in bizarre ways thanks to Goa'uld social engineering or simple cultural dynamics. Because so many SGC field operations have hinged on interpersonal situations, it is important that you present credible individuals with realistic goals and passions. The players should learn how to deal with many different cultures and viewpoints, and attempt to resolve conflict through mediation rather than combat where possible. This is our first step into a larger world, and we want that step to be as peaceful as possible.

Technology

Instances of alien technology ("xenotech") have cropped up repeatedly in SGC field operations to date. The Stargates themselves, of course, are one prominent example. Most other instances have been items of Goa'uld manufacture, such as the energy staff, the powered armor, and the fighter craft. But items from other alien cultures have cropped up as well, and the study of xenotech is one of our most important goals since such technology could have both military and civilian applications here on Earth. In your simulations, endeavor to create and introduce new xenotech items so that your players will face the challenge of coming to grips with alien and advanced technology. Some items may be useful, some may be harmful, and some may simply be inscrutable.

Danger

The STARGATE program has faced numerous threats in the course of its work, the greatest of which to date is the threat posed by the Goa'uld. Still, instances of Goa'uld activity have been fairly rare, and we have avoided direct conflict with them where possible until we can learn more about the Goa'uld and the other alien species out there. Most of the danger faced by SGC personnel in the field has come from transplanted human cultures, since these people regard us as strangers and possibly invaders and since their cultures bear little resemblance to our own. Every SGC mission carries a substantial element of risk, and your simulations should not skimp on danger. A number of SGC personnel have been injured or killed even in the brief time we have been carrying out our operations, and this is a trend we expect to continue. Exploration of the unknown is hazardous, and your trainees should respect this and exercise due caution.

Mystery

Perhaps the most exciting element of the STARGATE program is the voyage into mystery our personnel undertake each time they step through the Stargate. We have already learned a lot, but there are many, many questions to answer. We know next to nothing about the makers of the Stargates, for example, or about the alien species present in the universe other than the Goa'uld. Even aside from issues of xenoculture, however, there are the mysteries of humanity's past. The diverse human populations taken by the Goa'uld in the past represent a time-capsule view of human history, and there is much to learn from our fellow humans across the stars. There are also many bizarre situations to encounter and explore, and much to learn. Your simulations should include interesting mysteries to solve, in order to hone the minds of your trainees and prepare them for the sorts of surprises in store for them once training is complete.

Chapter Four: The Rules

Like most military-training simulations, Stargate has rules. As an SGC Supervisor, you need to learn and understand these rules. They have been developed to make the simulation as simple as possible, while emphasizing the consequences of decision-making and rewarding initiative.

Rolling Actions

Characters roll their skill dice (or their attribute dice if they haven't improved the skill) whenever they do something important and there's a risk of failure.

A player makes a skill roll when his character is trying to shoot an opponent, fix a truck, or get information from a prisoner. A player doesn't have to roll to see if his character can walk down the street.

The Wild Die

Whenever a character makes a skill or attribute die roll, the player must choose one die of a different color to be the character's wild die (this is not an extra die; it's just a different color).

Whenever the wild die comes up as a 2, 3, 4, or 5, just add it into the die total normally.

When the wild die comes up as a 6, add it to the die total. Roll it again and add the new number to the total, too. If the new roll is a 6, add it to the total and roll the die again. You can keep on rolling as long as you get sixes. (As you can see, it's possible to get really high totals if your wild die rolls several sixes in a row.)

For the first roll only, if the wild die comes up as a 1, the player must tell the supervisor. The supervisor can choose one of three options:

Add up the dice normally.
Total up the skill dice normally to see if the skill roll succeeded, but a "complication" occurs. (These are described in the next section.)
Subtract the one and also subtract the highest other die. The wild die counts for all die rolls in the game, including skill and attribute checks, weapon damage, and rolling the Flex attribute for initiative.

Why the Wild Die?

The wild die represents the quirkiness of fate and luck. Sometimes characters are really, really lucky--and other times, nothing seems to go right. Although the simulation already factors in a substantial degree of randomness, we need the wild die to trigger the extremes of good and bad fortune that occur in real life.

Complications

Complications are unexpected, unwanted consequences of an action--specifically, of a wild die roll of 1 on a check of any sort. When such a wild die result occurs, the supervisor may choose to introduce a complication to the game.

The supervisor should use complications to help tell a more interesting story with more of the randomness of life. Complications shouldn't happen too often--the other possible penalties of a bad wild die should be used as well--so

try to keep them down to one or two per simulation session. They should offer a special challenge to the players. When you use a complication, the players should be asking themselves, "What do we do now?"

Complications should be fair and balanced: they may put characters in danger, but they shouldn't be immediately fatal unless that's the only option that makes sense. They should challenge the characters, forcing them to be clever and courageous in dealing with the situation.

Complications should be directly related to what the character was doing when the bad wild die occurred. If a character gets a complication while repairing a headset walkie-talkie, he might accidentally destroy the headset, or disable the headset's ability to change channels or encrypt communications from eavesdroppers.

Difficulty Numbers and Opposed Rolls

When the characters make a roll, what are they rolling against? They're rolling against a difficulty number or they're rolling directly against another character to see who does better. (That's called an "opposed roll.")

Never forget our basic rule of thumb: Pick a difficulty number. If the player's skill roll is equal to or higher than the difficulty number, the character succeeds.

Difficulty Numbers

You should pick a difficulty number when the characters are doing a task and not rolling directly against someone else. For example, you'd pick a difficulty number when a character tries to repair a vehicle, run across a rickety rope bridge, or pick a lock.

First, you decide how hard the task is: Very Easy, Easy, Moderate, Difficult, Very Difficult, or Heroic.

Then, pick a number from the difficulty's range as given in the table below. If the player's roll is equal to or higher than the difficulty number, the character succeeds; if the roll is lower, the character fails.

Difficulty Description	Difficulty Numbers
Very Easy	1-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-25
Heroic	26+

Heroic difficulty numbers may be any number above 25. Difficulty numbers can hypothetically go as high as 100, or higher.

Here are some guidelines for choosing a difficulty:

Very Easy

Almost anyone should be able to do this most of the time. Example: Shooting someone with a handgun at point-blank range. Driving a car at a safe speed on a good road. Knowing that those lights in the night sky are stars and planets.

Easy

Most characters should be able to do this most of the time. While these tasks aren't too difficult, there's still a chance of failure. Example: Shooting someone with a handgun at short range. Driving a car at a safe speed on a rough road. Knowing which light in the sky is the North Star.

Moderate

This kind of task requires skill, effort, and concentration. There's a good chance that the average character could fail at this type of task, but most highly skilled characters can succeed at something this hard. Example: Shooting someone with a handgun at medium range. Keeping control of a car when jumping a ditch. Picking out the twelve constellations in the night sky.

Difficult

Difficult tasks are hard and average characters can only succeed at them once in a while. These tasks take a lot of skill. Example: Shooting someone with a handgun at long range. Driving a car at high speed around moving obstacles. Picking out other solar systems and galaxies in the night sky.

Very Difficult

Even professionals have to work to pull off Very Difficult tasks. Only the top achievers in a given field are likely to succeed regularly at a task this tough. Example: Shooting someone with a handgun at long range when that person is mostly behind cover. Driving a car through a shopping mall in high pursuit without hurting anyone. Recognizing anomalous bodies in the night sky (such as undiscovered comets) and plotting their trajectory in three dimensions.

Heroic

This is almost impossible and calls for extraordinary effort and luck. Example: Shooting a moving human target three times in five seconds at three hundred yards with a bolt-action rifle. Jumping a city bus across a thirty-yard gap in an unfinished overpass. Cracking the code of the Stargate's navigation dial.

Supervisors can choose any difficulty number in the difficulty's range. Normally, the higher the difficulty number, the tougher the task.

When choosing difficulties and difficulty numbers for skill attempts, check the skill's description in Chapter Three-- many descriptions include difficulty guidelines.

Opposed Rolls

When one character acts against another, both roll their skills (or attributes); the higher roll succeeds. This is called an "opposed roll." (If the two rolls tie, the person who initiated the action succeeds.)

Here are some examples:

Two characters playing poker make opposed Talent (Gambling) rolls; the higher roll wins.

A merchant and a player character are haggling over the cost of a rug. While the supervisor could just pick a difficulty number, an opposed roll could be used instead. Both characters make opposed Talent (Bargain) rolls. If the merchant rolls higher, the rug will cost more than the character wanted to pay.

A character shooting a handgun rolls the Firearms (Handgun) skill; a target may use the Dodge skill to avoid the shot. If the Firearms roll is equal to or higher than the Dodge roll, the attack hits; if the Firearms roll is lower than the Dodge roll, the attack misses.

Opposing Modifiers

If one character has a clear advantage over another in an opposed-roll conflict, the supervisor may want to assign a modifier. Modifiers aren't used when one character simply has a better skill than the other; they're used to reflect unusual situations where skill isn't the only determining factor.

Add the modifier to the die roll of the character with the advantage.

Example: The characters are racing each other through the woods to a village. If one character is a native and knows the area well, and the other is an SG-1 operative who just stepped through the stargate, the native might get a +10 bonus to his Run die roll.

Situation	Opposing Modifier
Character has only a slight advantage.	+1-5
Character has a good advantage.	+6-10
Character has a decisive advantage.	+11-15
Character has an overpowering advantage.	+16 and up

Difficulty Number Secrecy

Should the players know the difficulty number or opposed skill roll they're rolling against? Generally, no--on real-life SG-1 ops, no one will be around to tell your trainees just how hard something is.

However, if a player specifically asks how hard a possible action is and has the appropriate skill at 3D or higher, the supervisor may elect to state the difficulty description--Very Easy, Easy, Moderate, Difficult, Very Difficult, Heroic--but not reveal the specific number. This reflects the character's ability, through experience and training, to roughly gauge how hard the action might be.

If the player has the appropriate skill at 5D or higher, the supervisor may elect to reveal the specific number that the player is rolling against. If it's an opposed roll, the supervisor may elect to tell the player what his gut reaction is as to the level of skill of the person he's dealing with--which may be moderately or very accurate, depending on what opportunities the player has had to observe the character in question.

Scenes and Rounds

This simulation uses two kinds of time-keeping during play: scenes and rounds.

Scenes

Scenes are used when second-by-second decisions aren't very important. The supervisor simply describes the situation and the setting, the players say what they want their characters to do (and make skill rolls if necessary), and the supervisor tells them what happens and how long it takes.

A scene can cover a couple of minutes, a few hours, or even days or weeks of time.

A scene could show a conversation between two characters. Another scene might cover several hours in which a group of characters are negotiating a peace treaty or building fortifications to repel attackers.

When describing scenes, the supervisor can just state how much time has passed, let the players explain what their characters are doing, and get on with the next scene.

Example: Joe is the supervisor, and Don is playing a character named Jedberg.

Joe: "You've crept up to the clearing where the stargate is. It's dusk."

Don: "I take up a surveillance position in a tree where I'm camouflaged with leaves and branches, then keep a silent watch on the clearing."

Joe: "You get set up. Make a Sneak roll to camouflage yourself."

(Don rolls.)

Joe: "Okay, two hours later the stargate activates . . ."

Rounds

Stargate uses rounds to keep track of time when every second counts. Each round represents about five seconds of game time.

Rounds are used most often for combat, but they can be used any time there's an critical conflict or battle. The supervisor may use rounds for the climactic elements of an intense chase, or when the characters are racing a deadline, like trying to defuse a bomb before it explodes.

Rounds are also used when it's important to know who acts first, such as when a character wants to grab a homing beacon off the floor before an opponent kicks it away.

Each round has two phases:

1. Initiative

2. Roll Actions

When both phases are finished, the next round begins. Rounds continue as long as the supervisor thinks they're necessary--often until the end of a battle. Once the round-by-round action is finished, go back to using scenes.

1. Initiative

Decide how many sides there are in the conflict. Normally there's just two: the player characters and whoever they're opposing. However, sometimes there will be three or more sides, such as a scuffle between a Goa'uld bodyguard, a crazed native, and an SG-1 operative over a Goa'uld staff.

The character with the highest Flex attribute on each side makes a Flex check. (In the event of a winning tie, roll again between the tying opponents.) The character who gets the highest roll may then decide if his side acts first or last in that round. (Sometimes it makes sense to act last--by letting the other side go first, you can react to their actions.)

Rolling for initiative doesn't count as an action--it's an out-of-character determination among the players and the supervisor. However, if the character making the initiative check is wounded, any wound penalties applied to die rolls are applied to this check.

2. Roll Actions

The first side acts now. The character on that side with the highest Flex attribute (not a Flex roll--just the attribute number) goes first. The player tells the supervisor how many actions he's making this round and the supervisor assigns the multiple actions penalty, if there is one. ("Multiple actions" are described later in this chapter.) Then the player rolls his character's first action.

The rest of the characters on that side then do the same, in order of their Flex attribute numbers from highest to lowest. In other words, each player tells the supervisor about the actions his character will take, the supervisor assigns penalties if needed, and then the player rolls his first action.

(If the characters played by the supervisor go first, you just do the above steps yourself.)

This process is repeated for each character on the second side. If there are three or more sides, each subsequent side takes its turn, in order of initiative.

After every character on every side has taken his first action, the characters on the first side take their second action, in the same order as before. Characters without second actions are skipped. This process continues until every character on every side has taken all declared actions.

In game time, each action occurs as it is rolled--a split-second after any actions that have already been rolled and a split-second before the next action to be rolled.

Characters can't skip actions and wait to go later in the round.

After everyone has completed all actions, the next round begins or the supervisor can switch back to scenes if the conflict is resolved.

Multiple Actions

Characters can try to do several things in a round--but the more they try to do, the greater the penalties they'll suffer on all their actions during the round.

Number of Actions in the Same Round	Penalty
One	None
Two	-1D
Three	-2D
Four	-3D
Five	-4D

. . . and so forth.

Reaction Skills

When a character is attacked, he can react by trying to get out of the way. This is governed by the Dodge skill and the Acrobatics plus skill (and possibly others of your own devising). These are reaction skills, which means a character doesn't have to declare he's using one until the moment he's attacked, right before the attacker makes his die roll.

When a player uses a reaction skill during combat, he has two choices: a regular reaction and a full reaction. He can either stop taking any remaining declared actions (a full reaction)--which means he'll be doing nothing but avoiding attacks for the rest of this round--or he can continue with his planned sequence of actions and just use the reaction skill this one time during the round (a regular reaction).

Either way, both the reaction check and any remaining actions are subject to the multiple-action penalty, which goes up by 1D because of the reaction skill. However, there are some differences in the penalties applied to the two types of reactions.

Full Reaction. If the player chooses to react for the rest of the round and do nothing else, the multiple-action penalty applied to the reaction check is assessed only for any actions taken so far this round plus the 1D penalty for the reaction itself--in other words, you drop any penalties for the other actions you were going to take this round which have now been replaced by the full reaction. For example, let's say a player declared that he was taking five actions this round, for a multiple-action penalty of -4D. If he chooses to make a full reaction after his first action but before the rest, those other actions (and their penalties) are erased. He now has his first action (already completed) plus the reaction itself, so the multiple-action penalty is only -1D. If he did the reaction a little later, the penalty might be -2D or -3D, but it would only be the full -5D if he did the reaction after his final declared action of the round. If the reaction occurred even before he got to take his first action, he does nothing but dodge this round--but at a 0D penalty, since he didn't have a chance to do anything else.

Regular Reaction. If the player chooses to react only to the present attack and then continue with his planned actions, both the reaction and the rest of his actions suffer from the multiple-action penalty, at an increased penalty of 1D.

Round Tips

While the rules for rounds are fairly specific, they're intended to make the simulation more manageable. What follows are some tips for the supervisor and some options you may want to use in your simulation sessions.

You may want to use some of them all of the time. Others you may want to use only once in a while. Still others you may never use--it's up to you as the supervisor to make such decisions.

Speeding Play

The supervisor is encouraged to seat the players in order of their characters' Flex attribute, so you can simply go around the table in order each round.

Don't let a player hesitate when it's time to decide what to do. If the player is dragging his heels, count out loud to three. If you get to three and the player hasn't decided what to do, the character hesitated and can't act that round. Go straight to the next character.

Roleplay it Out

It's often a good idea to use a combination of roleplaying and die rolls to figure out what happens.

If a player comes up with a brilliant plan and explains it in character, that should count for a lot more than a bad die roll.

On the other hand, if a character has a high level of skill but the player isn't very good at getting into character, the die rolls should play a larger part in determining whether the character succeeds (as long as the player is making an honest effort).

You may want to reward players' ingenuity and their intelligent roleplaying with bonus modifiers. Conversely, if the players insist on doing something that isn't too bright, the non-player characters should get a hefty bonus modifier to reflect the poor decisions of the players.

Interpreting Rolls

You can use the die rolls as an indication of how well (or poorly) a character did. If a roll beats the difficulty number by only a few points--less than five, say--the character may have only barely succeeded. If a roll beats the difficulty number by 15 or more points, the character may have made a spectacular success.

Likewise, if a roll misses the difficulty number by up to 5 points, the character may have just barely failed. When a roll fails by 15 or more points, the character has failed spectacularly. (This kind of failure can be similar to a complication.)

Free Actions

Free actions are anything that a character can automatically perform except under the most extreme conditions. They're very simple actions that don't require a skill roll or much effort; if something requires significant concentration it's not a free action.

Examples of free actions include:
Rolling Flex to determine initiative.
Shouting a sentence or two to someone across a corridor.
Taking a quick look around a room. (At the supervisor's discretion, characters may be allowed to make Savvy rolls to see if they spot something that's unusual or hidden.)
Grabbing something off a counter. (Of course, this action may be difficult in the midst of battle--in that case it wouldn't count as a free action.)
Making a Muscle roll to resist damage in combat. (A character always rolls his or her full Muscle to resist damage (even if wounded), although diseases and other circumstances may reduce a character's Muscle dice.

Non-Roll Actions

Characters often attempt non-roll actions. These are actions that don't require a skill roll but are complicated enough to count as an action (reducing the character's die codes for all other skill and attribute rolls that round).

Examples of non-roll actions:
Running.
Reloading a weapon.
Getting very basic information out of a computer.
Anything that requires a lot of concentration but doesn't require a skill roll.

Preparing

A character willing to spend twice as long to complete a task receives a +1D bonus for the die roll. The character can do nothing else in this time.

The supervisor has to use good judgment when deciding whether "preparing" can be used for a given task; if in doubt, ask the player to justify the preparing bonus.

Preparing is often used for firearms attacks by aiming at a target for an extra round. This rule can be applied to many long-term technical or mechanical tasks, such as making a repair or building something. The extra time is spent by making slow progress, examining everything, testing it out, and so forth.

Of course, preparing doesn't make sense for many tasks. Characters generally should not be allowed to prepare for dodges or transport skills. Characters probably won't be able to prepare for skills like Special Ops or Academics, but there may be circumstances when the bonus is justified.

Rushing

At the supervisor's discretion, characters can try to rush an action that normally takes two rounds or longer. (Actions that take one round cannot be rushed.)

A rushing character is trying to do the task in half the time, and the player rolls only half the character's skill.

You have final discretion as to whether a task can be rushed. With some tasks--like fixing a broken homing beacon in a hurry--it's reasonable to say a character could rush, especially if the character is trying to beat a deadline. In other cases, rushing doesn't make much sense. If in doubt, ask the player to justify how the task could be rushed.

Alternate Between Scenes and Rounds

You'll want to use a good mix of scenes and rounds to keep the simulation tense and challenging. For example, what if the characters have 10 minutes to race to a stargate before the dial-home device is destroyed? While this certainly sounds like a challenging situation, it would take 120 rounds if you played out every round. That's a good way to kill the tension and destroy the challenge.

Instead, use a combination of scenes and rounds to move the action along. The scenes describe the characters racing down hallways and up stairwells. Tell the players how long these actions take--and you might want to have the players roll a relevant skill to see if something unusual happens. (A character who rolls poorly may have tripped over something, slowing the entire group down. A character who rolls really poorly or gets a complication may have twisted his ankle in a fall or gotten separated from the group and is now lost.)

After establishing the tension and the basic action, you can use special events--run in a round-by-round format--to highlight the most important moments. Perhaps a handful of Goa'uld guards ambush the characters, or a Goa'uld fighter strafes the ground as the characters bolt for cover. Play these out in rounds, and then switch back to scenes when the special event is resolved.

Secret Checks

There are times when the supervisor needs to know if a character notices something, but doesn't want to alert the players that something's up. (This is especially handy if the characters are walking into an ambush.)

Before the game, make several rolls for each die code (1D, 2D, 3D, 4D, etc.), and keep a record of each player character's attributes, skills, and equipment. (Photocopying their character sheets is ideal for this.)

When you need to know if a character noticed something, find the character's Savvy die code and choose one of the die rolls you made (add the + 1 or +2 as necessary).

If the die roll is higher than the difficulty, the character noticed something; if not, the character remains unaware. Cross off each die roll as it's used. This is a good way to give the characters a fair chance while not arousing the players' suspicions.

Combined Actions

Two or more characters can sometimes work together to more effectively accomplish a single task. This process is called combined actions. Combined actions can be used for combat (several guards shooting at a single character) or a situation where several characters are working closely together (a group overhauling a downed Goa'uld fighter or building a rope bridge across a canyon).

The characters must agree to combine actions. The only other thing a combining character can do is roll reaction skills.

The character in the group with the highest Command skill (or Savvy attribute) is the leader. He can only command as many characters as he has relevant skill or attribute dice.

You have to use your best judgment in selecting a Command difficulty. Here are some factors to consider:

How hard or complex is the task? (The easier the task, the lower the Command difficulty.)

How much precision is needed? (A task where the end result must be very precise--components must line up to the millimeter, for example--is a lot harder to combine on than something where "that's good enough" is, indeed, good enough.)

How many characters are involved? (Generally, the more people who have to work together, the harder it is to get them to work together effectively.)

How much skill or experience do the characters have? (Characters with a very high level of skill in the task or who have done this type of task in the past will be better able to understand what's expected of them and do their part.

Characters who've never done anything like this before are going to have a tough time figuring out what to do, especially if the task is of any complexity.)

How well do the characters know each other? (People who barely know each other sometimes have trouble working together effectively. And people who can't stand each other probably aren't going to be very easy to combine either.)

How much time is being taken to complete the task? (If no extra time is being taken, the difficulty should be higher. If half again as much time is being taken, the difficulty should be lower.)

Sample Difficulties for Combined-Action Command Checks

Difficulty	Explanation
Very Easy	The task isn't too complicated or is not at all precise. The characters are highly skilled or work together regularly.
Easy	The task is fairly easy or requires a minimal amount of precision. The characters are skilled or work together well.
Moderate	The task requires a good deal of effort or requires precision. The characters have a modest level of skill or have worked together before (although not all that often) .
Difficult	The task is difficult or requires a high degree of precision. The characters don't have very much skill or have seldom worked together before (if at all).
Very Difficult	The task is very difficult or requires extreme precision. The characters are completely unskilled in the task or have never worked together (or despise each other).
Heroic	The task is incredibly difficult or requires an almost impossible level of precision. The characters are completely unskilled, despise each other, or don't even speak the same language.

You can increase or decrease the difficulty based on other factors, such as weather conditions (people are going to have a harder time working in torrential rains than in pleasant weather) or anything else that affects the commander's ability to get the characters to work together as a unit. If a task is very easy and the characters are highly skilled or experienced, you may even allow a leader to combine actions for more characters than he has Command skill dice.

If the Command roll is successful, the combined action bonus is +1D for every three characters combining. If the number of characters isn't divisible by three, add a +1 for one extra character and a +2 for two extra characters.

If the Command roll is unsuccessful, there may still be a smaller combined action bonus. Subtract -1D from the bonus for every point the roll failed by. (A bonus cannot go below 0D.)

The combined action bonus is added to the character with the highest skill who's working on the task.

If a group of characters are combining actions on a combat task, the bonus can be split between the attack roll and the damage roll. Likewise, if the task requires two or more skill rolls, the bonus can be split up among any of these rolls.

Chapter Five: Combat

When SGC operatives come into conflict with xenos or even transplanted human cultures, combat can be the result. Although we seek to establish peaceful relations with those we encounter whenever possible, some groups and individuals are unable to reciprocate. As a rule of thumb, SGC operatives should use non-lethal force in any initial engagement with an unknown adversary unless lives are clearly at stake. Hopefully, any initial non-lethal combat can be overlooked in a subsequent peace process.

This chapter explains the rules used in this simulation to govern combat. Put simply, it covers attacking, combat modifiers, reacting to attacks, damage, and healing.

Attacking

There are two basic types of attacks described in this simulation: firearms combat and melee combat. They are governed respectively by the Firearms and Melee skills, along with whatever appropriate specializations within those skills that a character might possess.

Firearms

Each "firearm"--which can include mechanical ranged weapons such as bow-and-arrow, catapult, and so forth--is described in game terms by its damage die code and its ranges (in meters). For example, 9mm Beretta M92: 4D, 3-10/30/120. The pistol causes 4D damage, and its ranges are 3-10 meters (short range), 11-30 meters (medium range), and 31-120 meters (long range). Anything closer than 3 meters is at point-blank range.

The difficulty to attack a target with a firearm is determined by the target's range from the attacker:
Range	Difficulty
Point-Blank	Very Easy
Short	Easy
Medium	Moderate
Long	Difficult

Just like in the regular rules, once you know the difficulty, you have to pick a difficulty number. If the attack roll is equal to or greater than the difficulty number, the attack hits. Reaction skills and/or any number of modifiers can modify difficulty numbers. These topics are discussed later in this chapter.

Estimating Ranges

Rather than measuring out ranges meticulously every round, you can use estimates:

When two people are standing together, having a conversation, they're usually at point-blank range--about three meters away. So conversational distance is Very Easy difficulty.

When two people are in the same room, and the room is the size of a bedroom or living room in an average-sized middle-class house, they're usually at short range. So room distance is Easy difficulty.

When two people are outdoors, hailing each other across a small parking lot or down a trail, they're usually at moderate range. So hailing distance outdoors is Moderate difficulty.

When two people are near the opposite ends of an outdoor sports field, or even further apart, they're usually at long range. So a sports field is Difficult difficulty.

Note that these estimations are for handguns, which are designed for close-in use. As a rule of thumb, a character using a long-range firearm such as a rifle can drop the difficulty by one level in the above estimations.

Melee

Each melee weapon--which can include knives, chairs, clubs, spears, and so forth--has a difficulty associated with its use: Very Easy, Easy, Moderate, Difficult, Very Difficult, or Heroic. (Pick a specific difficulty number for the attack.) If the attack roll is equal to or greater than the difficulty number, the attack hits. Reaction skills and/or any number of modifiers can modify difficulty numbers. These topics are discussed later in this chapter.

Besides "weapons" as such, Melee also governs attacks that use no weapons other than the human body itself: punches, kicks, throws, and the like. The Martial Arts plus skill directly governs this kind of fighting; lacking that, Melee itself or simply the Flex attribute is used. These kinds of attacks have a basic difficulty of Very Easy, subject to modifiers as usual. The higher your level of skill, the more modifiers you'll overcome in making trickier unarmed attacks.

Combat Modifiers

There are a number of special combat rules that supervisors can include in their games.

Surprise. When characters are surprised, their attackers can automatically take their first action before the surprised side can act. The surprised side cannot use reaction skills against this first action. (To surprise a target, successfully perform an opposed roll of the attacker's Special Ops [Sneak] vs. the target's Savvy.)

Drawing Weapons. A character may draw a weapon from a holster or shoulder it from a sling, but it counts as an action.

Ammunition. Many weapons have an ammunition rating ("ammo"). When the weapon is fired as many times as its ammo rating, it is out of ammunition and must be reloaded. Unless specified otherwise, reloading takes one action.

Fire Rate. Some weapons have a fire rate. (If there is no fire rate, the weapon can be fired as often in a round as the character wishes, with each firing counting as a separate action.) If the fire rate is a simple whole number (like 2 or 4), that is the maximum number of times that the weapon can be fired in a single round. If the fire rate is listed as a fraction, it means that the weapon can only be fired in some rounds. (A fire rate of 1/3, for example, would mean that the weapon can be fired once every three rounds.)

Blast Radius. Some weapons--such as grenades and heavy weapons--have a blast radius. Everything within the blast radius is affected. If the blast radius includes several ranges, then the further away from the center of the blast a target is, the less damage the weapon does.

Called Shots. Attackers can make a "called shot" against a small target, such as a specific part of a target's body or shooting a weapon out of a target's hand. Add +1D to the difficulty for a target 10 to 50 centimeters long. Add +4D to the difficulty for a target 1 to 10 centimeters long. Add +8D to the difficulty for a target less than a centimeter long.

Visibility. Characters are harder to hit when they're harder to see. If visibility is affected, the attacker suffers modifiers to the difficulty level of the attack as follows:

Visibility	Difficulty Modifier
Light smoke	+1D

Thick smoke	+2D
Very thick smoke	+4D
Poor light	+1D
Moonlit night	+2D
Complete darkness	+4D

Cover. Characters can hide behind solid objects, which makes them harder to hit--they've got cover. (Such objects may also provide protection, described in the next section, depending on how well the attacker rolls against the covered target.) The following modifiers are applied to the attacker's difficulty number:

Cover	Difficulty Modifier
25% covered	+1D
50% covered	+2D
75% covered	+4D
100% covered	cannot be hit until protection is removed

Protection. Sturdy objects may provide protection from attack. If the attacker rolled well enough to beat the basic difficulty, but not enough to beat the added cover modifier described in the previous section, that means the attack hit whatever the character is hiding behind.

Roll the attack's damage against the protection's body ranking:

Protection	Body Ranking
Flimsy wooden door	1D
Standard wooden door	2D
Standard metal door	3D
Reinforced door; car door	4D
Concrete wall	5D

If the damage roll is lower than the body ranking roll, the protection is not damaged at all and the target suffers no damage. If the damage roll is equal to or greater than the protection's body ranking roll, find the difference on the chart below to see how much damage goes through to injure the target character.

Damage Roll ≥ Body Roll	Target Damage Modifier
0-3	no damage to target
4-8	4D
9-12	2D
13-15	1D
16+	full damage to target

Armor. Armor is protection worn on the body. In game terms, armor simply adds to a character's Body roll when resisting damage. (It doesn't add to any other Body rolls.) Some types of armor may protect better against some types of attacks than others. The different armor types are described in the "Weapons and Equipment" chapter.

Throwing Modifiers

Weapons that are thrown at a target are subject to their own modifiers. The basic difficulty remains that listed for the specific weapon, but the following modifiers may be used by the supervisor to better represent the situation at hand.

Range. The thrower's difficulty level is increased or decreased based on the range of the target, as follows:

Throwing Range	Difficulty Modifier
Point-Blank	-1D
Short	--
Medium	+1D
Long	+2D

Deviation. If the thrower misses with the attack, the weapon goes somewhere else. First, Roll a D6. The result tells you which direction the weapon deviated, according to the nearby diagram. Then, determine how far the weapon went from its intended target, in meters: roll 1D6 for point-blank or short range, 2D6 for medium range, or 3D6 for long range.

XXX DEVIATION DIAGRAM, AS PER STAR WARS P. 92 XXX

(Draw out four arrows from a central point, like a compass rose. Label the North direction "1", East "3", South "4", and West "5". Draw lines for the Northeast and Northwest directions. Northeast is "2", Northwest is "6". When throwing an item, orient this diagram with North/1 pointing away from the character and South/4 pointing towards the character.)

XXX END DEVIATION DIAGRAM XXX

Reacting to Attacks

When someone attacks you, you can try to get out of the way. That's where reaction skills come in. (As explained in the previous chapter--"The Rules"--you can use a reaction skill at any time.) The main reaction skill is Dodge, which can be used to attempt to avoid any sort of attack, whether it's firearms or melee. (The Dodge plus skill Acrobatics does the same, but offers additional non-reactive options for the user. We'll just refer to Dodge generically in this section.)

There are two types of reactions: regular reactions and full reactions. The differences in their modifiers are explained in the previous chapter. The differences in their results are as follows.

Regular Reactions. These are made in addition to whatever other actions you're taking this round. To dodge, you make a Dodge skill roll. (Don't forget to add penalties for multiple actions, if any.) The result of the roll is the attacker's new difficulty number, taking the place of whatever number the supervisor would otherwise have used--even if the new number is lower than what would have otherwise been the case.

Full Reactions. These are made instead of whatever other actions you would have taken for the rest of this round. To dodge, you make a Dodge skill roll. (Again, don't forget multiple-action modifiers, if any.) The result of the roll is added to the attacker's difficulty number.

Damage

When an attack hits, the attacker rolls damage. The three basic types of damage rolls are as follows:
Firearms normally do a set amount of damage dice. A 9mm handgun, for example, does 4D of damage.
Melee weapons normally have a damage code that factors in the attacker's Muscle ranking. A code of Muscle+1D, for example, means the attacker rolls his Muscle dice and adds 1D to determine damage.
Non-weapon melee attacks normally do the attacker's Muscle dice in damage.

Once the damage roll is made, the target rolls his Muscle dice to resist damage. If the target's Muscle roll is higher than the damage roll, no damage is dealt--the attack failed. If the damage roll is higher, find the difference on the following table:

Damage Roll => Strength Roll	Effect
0-3	Stunned
4-8	Wounded
9-12	Incapacitated
13-15	Mortally Wounded
16+	Killed

A Stunned character suffers a penalty of -1D to skill and attribute rolls for the rest of the round and for the next round. A stun no longer penalizes a character's actions after the second round, but the character remains at the "stunned" level of injury for half an hour unless the character does nothing but rest for one minute.

If a character has multiple, concurrent "stunned" injuries equal to the number of Muscle dice he has (ignoring any partials such as +1 or +2), then the latest stun injury knocks the character unconscious for 2D minutes.

Another character making a Medicine (First Aid) roll at Easy difficulty can revive an unconscious character, removing the most recent "stunned" injury. For example: Joe has a Muscle ranking of 4D+2. He's received three "stunned" injury results in the last thirty minutes, none of which have worn off yet. When he receives a fourth one, he's matched the number of Muscle dice he has (4), so he falls unconscious. Another character successfully performs Medicine (First Aid) on him and he regains consciousness, once again back to three "stunned" injuries.

A Wounded character falls prone and can take no actions for the rest of the round. The character suffers a penalty of -1D to skill and attribute rolls until he heals. A character who is wounded a second time while still suffering from a "wounded" injury is considered wounded twice.

A character that is wounded twice falls prone can take no actions for the rest of the round. The character suffers a penalty of -2D to all skill and attribute rolls until he is healed. A character who is wounded a third time while already wounded twice is incapacitated.

An Incapacitated character falls prone and is knocked unconscious for 1D10 minutes. The character--even when conscious again--can't do anything until healed. An incapacitated character who is wounded or incapacitated again becomes mortally wounded.

Another character making a successful Medicine (First Aid) check can revive an incapacitated character. The character regains consciousness if still knocked out, but is groggy, cannot use skills, and can only move in slow steps.

A Mortally Wounded character falls prone and is unconscious. The character can't regain consciousness until healed.

The character may die. At the end of each round, roll 2D. If the roll is less than the number of rounds that the character has been mortally wounded, the character dies. (In other words, a mortally wounded character will definitely die in twelve rounds.)

Another character making a successful Medicine (First Aid) roll can "stabilize" a mortally wounded character. The character is still mortally wounded but will survive if he receives professional medical attention in a hospital or clinic; otherwise, he dies.

A Killed character is dead.

Healing

Healing--as opposed to First Aid, which merely offers temporary help--requires serious time spent doing nothing but recuperating. Characters should do their healing in a hospital or clinic, but sometimes this isn't possible. "Medical Healing" covers healing done in a professional medical environment, while "Natural Healing" covers on-your-own recuperation.

Medical Healing

Time spent in a hospital or clinic, under a doctor's care, greatly speeds the healing process and makes relapses much less likely. Specific rules for medical healing appear in the description of the Medicine skill, but in brief, the user of the Medicine skill gets one attempt per day and if successful, the wounded character erases the highest wound point--dropping from Mortally Wounded to Incapacitated, from Incapacitated to Wounded Twice, from Wounded Twice to Wounded, from Wounded to Stunned, and then to health.

Natural Healing

A character can heal naturally, without medical attention, but this process is both slower and much riskier than medical healing. The character must rest a specified amount of time and then can make a Muscle roll, as per the following tables.

A Wounded character must rest for three days before rolling to heal.

Muscle Roll	Result
2-4	worsens to wounded twice
5-6	remains wounded
7+	fully healed

A Wounded Twice character must rest for three days before rolling to heal.

Muscle Roll	Result
2-4	worsens to incapacitated
5-6	remains wounded twice
7+	improves to wounded

An Incapacitated character must rest for two weeks before rolling to heal.

Muscle Roll	Result
2-6	worsens to mortally wounded
7-8	remains incapacitated
9+	improves to wounded twice

A Mortally Wounded character must rest for one month (30 days) before rolling to heal.

Muscle Roll	Result
2-6	character dies
7-8	remains mortally wounded
9+	improves to incapacitated

Chapter Six: Movement and Chases

Character Movement

In each round, your character can hold still, walk, or run. Even though walking and running aren't skills, they are considered actions and must be taken into account when declaring your actions for round.

When a character walks and does something else, the Walk action is considered a free action – doing this has no effect on penalties for other actions taken that round. When walking, your character can move up to half of the character's Move stat, rounded up, in meters. For most characters, this is five meters. Although this sounds very precise, combat in this simulation is fought in the imagination instead of on a map, a grid, or a board. You must rely on the Supervisor's judgment for actual distances. If the Supervisor says you can get to someplace or you can reach someone in one round by walking, then you can. If you are told you must run to get there in a round or that it will take you several rounds, the Supervisor's judgment is final.

When a character runs and does something else, the Run action is treated like any other action and has a –1D penalty on all other actions in that round. When running, your character may move up to your full Move stat. When you declare a Run action, your character may only turn by up to 90 degrees in the round (make one right angle turn). Because your character is moving so fast, she can't turn as quickly or as sharply as she could when she is walking. Walking characters and characters that remain in place can turn by any amount in any direction.

Chases

When driving a vehicle (or remotely operating a vehicle), we use an even more abstract method of determining how fast it moves. We aren't concerned with how fast a vehicle moves in relation to a person, nor are we concerned with how fast the vehicle moves on its own. When a vehicle moves, if we are concerned about it's speed at all, we generally want to know how fast it moves in relation to other vehicles.

When comparing vehicles moving in a chase, the Supervisor will describe them as being in either *short, medium,* or *long* range from one another. It is often convenient to rule that these ranges correspond to the ranges of whatever weapons the occupants of the vehicles are using, but as different weapons have different ranges, sometimes this is not always possible.

Each vehicle has a Speed Code, listed as dice, like a character's skill. In each round of a chase, you would make skill rolls (Transport) for the drivers of each vehicle. Also roll each vehicle's Speed Code and add this to the driver's skill roll. This roll is a roll to determine the placement of the vehicles in the chase. If the chase takes place over terrain that requires a maneuver roll, the movement roll is considered an additional skill use; the standard –1D penalty for using multiple skills applies.

If the chaser's total roll is higher, he closes with the vehicle that is being chased by one range. If the chased character's roll is higher, the range is increased by one step. If the chased character's roll is higher and he is already at long range, he gets away.

If the vehicles are at short range, either driver (or both drivers) can attempt to use their vehicles to force the other to crash. This is considered an additional skill use by the attacker and causes a –1D penalty to all skill rolls that round. The defender adds the attacker's skill roll to his maneuver roll's difficulty number.

Even while involved in chases, characters can still use other skills, following the normal rule for multiple skill use. (See Chapter Four.)

Chapter Seven: The Stargate System

The majority of worlds accessible through the Stargate are Earthlike; the reason for this is unknown – possibly the Ancients had similar preferences to humans. Those frequented by Goa'uld usually have *naquada* present – a mineral widely used in their technology.

Most worlds reachable by stargate are inhabited by humans or humanoids; the reason for this is better understood - following their unfortunate experience in Egypt, the Goa'uld sought to establish breeding stocks of humans on many other worlds, to provide them with a source of host bodies. These were taken from Earth between about 4,000 BC and 1,000 AD or so, and so are descendants of historical cultures. On worlds still regularly visited by the Goa'uld, technological progress is suppressed to make the inhabitants easier to control. Those worlds without Goa'uld intervention have advanced to higher levels.

As of the writing of this simulation, members of the SGC have visited over 133 different worlds, several of which are described below. During your training exercises, the Supervisor may have you visit any of the following planets connected via Stargates or you may visit a world created entirely by the Supervisor. Most of the descriptions of worlds that follow are condensed versions off the official Gazetteer of Known Worlds (REF SGC720-4809-823). As several of the worlds in the Stargate system have not been fully explored, not all of the 133 planets visited are listed nor has every planet listed below been fully explored.

Abydos

Abydos is the former stronghold of the Goa'uld Ra, inhabited by a primitive human culture descended from ancient Egyptians. The Stargate was in the lower levels of a pyramid constructed by the natives as a landing site for the starship of Ra the Goa'uld, now deceased. Anubis has destroyed all the pyramid, the Stargate and the native population, although the natives underwent ascension with the help of Oma.

Alaris

Surveyed by SG-12.

Alpha Site

The secret location to which SGC would evacuate key personnel in the event that Earth was threatened with imminent invasion or destruction, and also a refugee camp for displaced jaffa. The Alpha Site is very primitive, consisting of a tented encampment and a few basic concrete and corrugated iron buildings, one of which houses a naquada reactor that powers the base. However, it has one very important virtue - its gate address is unknown to the Goa'uld.

Argos

Inhabited by a race of Greek-descended humans, Argos appears to have been an alien experimental station, where humans lived accelerated lives (only 100 days long) to make them easier to study. SG-1 destroyed the nanocytes responsible for this, and the natives now live more normal lives.

BP6-3Q1

Giant insects have wiped out the human population of this world, whose venom genetically transforms anyone they sting into their offspring. The vanished culture appears to have reached at least TL 6. (Bane, season 2.)

Catahl

An Asgard Protected Planet, inhabited by Norse-descended humans who have advanced through their own efforts to roughly a renaissance level society, while retaining their faith in the Norse gods. The Hall of Wisdom under their temple contains a communicator able to contact the Asgard Council. SGC regularly visits Catahl to use the Hall of Wisdom whenever they want a favour from the Asgard, who normally refuse to grant it.

Chartago (aka P3X1279)

Home to a medieval human culture called the Bysra, and one of Apophis' favourite places to harvest new hosts. When raided, the natives flee to underground tunnels where the Jaffa cannot find them, but their strong sense of duty to each other means that no one can be left behind, even if this means the entire group are slowed down and captured. SG-1 arranged for SGC to provide weapons and instruction in their use to the Bysra so that they can better defend themselves.

Chulak

Chulak was ruled by the Goa'uld Apophis but is now independent. Humans of African descent, who provided Apophis with hosts and Jaffa serpent guards, inhabit it. The humans regarded Apophis as their god, and had a priesthood devoted to him; being chosen to carry a Goa'uld larva was considered a high honour. It was reported as having been sacked by Jaffa under the command of Apophis, in an attempt to find the harkesis and wipe out any disloyal inhabitants.

Cimmeria

Cimmeria is home to a human culture descended from the ancient Norse. They worship Thor as their protector, and indeed he has declared Cimmeria off-limits to Goa'uld, enforcing this with a device which identifies incoming Goa'uld and transports them to an underground labyrinth, whose only exit projects a field which kills Goa'uld. SG-1 disabled this device on their first visit, which opened the way for a Goa'uld invasion later. However, they were able to summon Thor, Admiral of the Asgard Fleet, to drive out the Goa'uld and restore his protection to the planet.

Delmac

Homeworld of Sokar, the Goa'uld who patterns himself on the Devil. Its moon Netu is a copy of Hell. He used Netu as a prison planet, since unlike others of his kind, he preferred to see his victims suffer endless torment rather than simply kill them. Sokar is missing, presumed killed, and Apophis has taken over his worlds and troops. Delmac is seriously damaged by a nearlightspeed starship crash in 2001, and possibly infested with Replicators thereafter.

Earth

Important locations are Cheyenne Mountain, where the Stargate is operated by SGC, and Area 51, headquarters of Colonel Maybourne's operation. In early 1999, the Asgard facilitated a treaty with the Goa'uld System Lords Collective which granted Earth the status of a Protected Planet - essentially, the Goa'uld agreed not to attack Earth directly for fear of Asgard reprisals, on condition that Earth voluntarily cease research into any technology the Goa'uld deem threatening. (Originally they demanded that Earth's Stargates be surrendered to them as well, but this

was conceded during negotiations.) However, while Earth humans (known to the Goa'uld as Tau'ri) are safe on Earth, they are fair game if encountered on any other planet. The Earth shares its physical location with at least one other world in a parallel universe, whose inhabitants can be made visible with Ancient technology.

Edairi

A hothouse planet with a surface temperature of 420o F and an atmosphere which is 80% carbon dioxide; it has no stargate, and is only of interest because of the Asgard ship which crashed there some 30,000 years ago.

Edora

Abandoned by the Goa'uld millennia ago, possibly due to the asteroid bombardment it suffers every 150 years. SGC have negotiated a treaty with the local medieval culture, which allows them to mine the local naquada deposits in return for technical, medical and educational help.

Ernest's World

Named for Professor Ernest Littlefield, who was marooned here in 1945. The Stargate on this planet is in an ancient castle, apparently a former meeting place of the Galactic Alliance. A broken DHD and marine erosion threatening to collapse the rocks on which the castle stands render this an unsavoury destination at best. There are no known inhabitants since SG-1 rescued Professor Littlefield.

Euronda

This high tech world is wracked by war between two factions; one lives in an underground complex where the bulk of the population is kept in stasis, believes in "genetic purity", and started the war in an attempt to purify Euronda by destroying the "breeders", who do not share their beliefs.

Hala

The first Asgard colony world. Sacrificed in to trap the Replicators. Since their arrival, the planet is entirely featureless, and appears to be composed mostly of Replicator blocks with a thin layer of sand on top. Currently englobed in a time dilation field set up by the Asgard to quarantine the Replicators.

Handante

A penal planet used by the mysterious Taldor to incarcerate all criminals for life, with no hope of parole. The world's surface may be uninhabitable; only the underground prison caverns, an extremely primitive society with no law other than the survival of the strongest, have been seen.

Hasara

A neutral system, with a space station used for summit meetings between rival Goa'uld factions.

Hebradan

A mixed-race world, populated by a mixture of brown scaly humanoids called Sorabians, and transplanted humans descended from ancient Celts. The Sorabians liberated the humans from the Goa'uld, and shared their technology, so presumably their homeworld is elsewhere. Hebradan has starflight, and apparently several colony worlds, but was ignorant of stargates until they encountered SG-1. The two races are so harmoniously integrated that they even intermarry.

Juna (aka P3X729)

Once a naquada mining outpost for the Goa'uld System Lord Heru-ur; SG-1 organised a resistance movement which overthrew Heru-ur's Jaffa and freed the native population. Chronos then occupied the planet after Heru'ur's death, but SG-1 were able to kill Chronos and free the world a second time.

Keb

Keb is the "Jaffa's Graveyard", long thought mythical, where aging but spiritually enlightened Jaffa go to die. Even to mention it has been taboo among the Goa'uld since their expedition to it vanished without trace. It is an unspoiled wilderness in the mined-out Latnako system, with great mountains and a single temple, far from the stargate. This temple was built by an ancient race who transcended material bodies to assume a form of pure energy; the temple walls are papered with instructions on how a successor race might do likewise; the writings and general structure suggest that this might have been the original source of the Buddhist faith. The harkesis was hidden here, guarded by the last remaining member of that race, but both have now left, abandoning the world.

M4C862

A gas giant moon, 42,000 light-years from Earth, and formerly the site of a permanent scientific base operated by SGC. Abandoned when swarms of firefly-like energy creatures attacked the base personnel; it is not known whether their attack was triggered by increased magnetic field strength when its orbit took it over the gas giant's pole, or by capture and study of one of the swarm's members. The energy beings penetrate any solid matter with ease, but can be repelled by even relatively weak electrical fields.

Madrona

Madrona is home to a primitive human culture, and would be completely uninhabitable were it not for the Touchstone, an alien artifact manipulated by the high priest to control the weather.

Nasya

Nasya is inhabited by a low-tech human culture, largely destroyed by the Goa'uld. SG-1 rescued some of the survivors and relocated them to another world.

Netu

See Delmac, above.

Orban

Orban is inhabited by a human culture, heavily reliant on nanotechnology, and with an unusual education system: Young children are implanted with nanochips and learn a profession in great detail, leaving them no time for fun or play; on reaching puberty or thereabouts, the chips are extracted and distributed to other Orbanians, so that all their knowledge and experiences are shared. Unfortunately, extraction causes permanent brain damage, effectively killing the donor. After SG-1's meeting with the Orbanians, there are signs that the donors might be rehabilitated.

P2A018

Home to the Latonnans, a shorter than average human culture which has regressed from its former tech level to a lower level - the remaining Latonnans no longer understand their ancestors' technology, and live peaceful lives focused on "the mind and the spirit". They are protected from attack by the Sentinel, a device their forebears created. This "sends away" their enemies - whether by teleportation or disintegration is unclear, and the Latonnans are not interested, only caring that their foes are gone. A Caretaker is appointed to operate the weapon; he wears a dead-man bracelet, which alerts the others if he dies by extinguishing a flame in their city.

P2A463

Has some structures with similar writing to those found on P2A018, suggesting some form of contact in the past.

P2C257

A Goa'uld mining planet, one of the closest Goa'uld bases to Earth - about one day's travel in hyperdrive.

P2S43C

This world was last visited by the Goa'uld a millenium ago, and has developed a culture similar in some ways to Earth in the 1930s-1940s. The planet is divided into three power blocks: Kelowna, Terranea (north of Kelowna), and the Andari Federation, which have been at each other's throats on and off for the past 200 years. Kelowna's territory includes a site where naquadria - an immensely powerful isotope of naquada, required to power starship hyperdrives - can be mined. SG-1's initial visit there embroiled them in intrigues around the naquadria bomb project, and leads to Jonas Quinn defecting to SGC with a quantity of the rare mineral; months later, the Kelownans have a functional bomb, although their primitive radiation shielding has resulted in most of their senior science staff going insane.

P2X338

A ziggurat near the Stargate, now in ruins, conceals the Goa'uld sarcophagus where the System Lord Marduk was buried alive by his own priesthood for his heinous crimes. The history of these events is recorded in cuneiform carvings on the ziggurat.

P2X416

This world, abandoned by the Goa'uld some 2,000 years ago during a period of intense seismic activity which buried the stargate, is home to two rival human powers; the Bedrosians believe that the god Nefertim created them on their continent, the Opticians that aliens brought humans through the stargate. Local technology is highly advanced, but without starflight. Visitors arriving through the stargate find themselves in Bedrosian territory, where they will likely be taken for Optician spies, interrogated, and scheduled for execution to avoid corroding the Bedrosian's faith and will to fight.

P34-353J

A desert world, formerly a base of the Tok'ra until it had to be abandoned following a Goa'uld assault.

P3A194

An agricultural world inhabited by the Volians, and a member of the Aschen Confederation. The Volians are descended from Celtic transportees. The Aschen used their normal technique of offering technical help, including medicines that sterilized the population; the Volians have been reduced from a population of millions to one of thousands within a few of centuries since they encountered the Aschen.

P3O255

A source of cuneiform tablets attracting Dr Jackson's attention.

P3R118

A glacier world with a single domed city. Until SG-1's diplomatic mission there, the city dwellers enjoyed a high standard of living, supported by slave labourers underground who were kept ignorant of the city's existence. Any labourer (or offworlder) growing too inquisitive was labelled "nightsick" and "memory stamped" with a new (and less insubordinate) personality. SG-1 exposed the charade and offered the slave labourers transport offworld.

P3R233

This world was devastated by the Goa'uld, and is primarily of note for the Quantum Mirror discovered there by SG-1, which transports anyone touching it to an alternate reality in which the Goa'uld have conquered 20th century Earth.

P3R636

P3R636 is inhabited by a primitive human culture. The old king, Pyrus the Godslayer, managed to kill the local Goa'uld some 700 years ago, and until recently continued to send naquada shipments through the Stargate so that other Goa'uld wouldn't realise what had happened. He survived all these centuries by using a Goa'uld Sarcophagus on a regular basis. His daughter Queen Shyla, whom SG-1 persuaded to destroy the Sarcophagus, succeeds him.

P3X116

Off-limits after SG-6 was lost there to hostile aliens. It is not known if the aliens are natives of this world, but presumably not, since later a Goa'uld scouting party led by Tanith was exploring the planet looking for suitable base sites and was attacked by SGC, acting on a suggestion by the Tok'ra.

P3X451

A planet chiefly notable for the nearby black hole, which is presumed to have consumed it. This theory is untested, as opening a gate too near a black hole locks the gate open and starts sucking Earth into the singularity.

P3X562

The Stargate on this world is in a desert region, with bright yellow sand and a nearby valley full of broken yellow crystals. The crystals contain energy beings, who originally mistook humans for servants of the Goa'uld (which is reasonable, since many of them are). The energy beings are able to communicate via telepathy and create doppelgangers of human beings; however, they cannot survive more than a few hours in Earth's intense magnetic field. (Cold Lazarus, season 1).

P3X744

See Tegria.

P3X797

While Earthlike, P3X797 appears tidally locked to its primary, and has a perpetually dark side and a permanently light one. How the weather patterns remain clement is unknown. The light side is inhabited by the Untouched, a race of primitive humans probably descended from ancient Minoans. However, the planet is home to a virulent disease; those infected develop beetling brows and behaviour of animal brutality; these are known as the Touched. The disease can be controlled or even reversed by using antihistamines.

P3X888

Thought to be the ancestral homeworld of both the Goa'uld and the Unas, due to fossil evidence of primitive forms of both. The working hypothesis is that the Goa'uld are descended from aquatic predators which preyed upon the Unas. When the Ancients arrived to build a stargate on P3X888, some Unas hosts with Goa'uld larvae aboard managed to escape into the stargate network, unleashing a parasitic plague on the galaxy. Local Goa'uld are less sophisticated than their starfaring cousins, and have no naquada in their systems; unlike normal Goa'uld, they cannot be detected by hosts or former hosts - these two features may be linked. A number of aboriginal Goa'uld maintain a culture free from Goa'uld infection by living in cave complexes far from the rivers.

P3Y294

A planet that has refused any contact with Earth since NID operatives stole a beam weapon from them.

P4C970

Flagged as permanently off-limits at SGC since Colonel O'Neilll received a cryptic, bloodsplattered message from himself, telling him never to go there. Later discovered to be the homeworld of the Aschen Confederation of Planets.

P4S237

Formerly a naquada mining colony working for the Goa'uld Baal, who abandoned it about a century ago when the deposits began to run it. Shortly thereafter the Goa'uld Mot took it over, but being a minor System Lord did so in the guise of Baal's lieutenant. The planet was liberated by SGC, fulfilling a millenium-old legend of the inhabitants.

P4X234

It is clearly habitable, and free from Goa'uld, but otherwise not detailed.

P4X347

Notable for the abandoned Goa'uld palace, assumed to be some sort of recreational facility. The central chamber has machinery generating a hypnotic light and addictive, narcotic radiation; this was disabled by SG-1, but not before SG-5 died from massive withdrawal symptoms on their return from the initial scouting mission

P4X639

A former Ancient colony, notable for the time machine near the stargate. Intended by the colonists as a way to escape a natural catastrophe by hiding in the past, it is fatally flawed - if started, it sets 14 star systems into a time loop, where they must repeat the same 10-hour period indefinitely.

P4X884

Home to a humanoid race who explore space vicariously by implanting tiny Artificial Intelligences in visitors' brains.

P6Y325

Home to the Lusarians.

P7J989

The inhabitants of this world were a human culture who retreated into a virtual reality when their planet faced ecological collapse. Since SG-1 persuaded them that the ecology had recovered during their long VR game, the residents have emerged again.

P7S441

A forest world; apparently uninhabited, but has some small low-tech ruins here and there.

P7X009

The planned destination for the Prometheus' shake-down cruise.

P7X377

The most noticeable feature of this planet, which is habitable but has no complex native lifeforms, is a large Mayan-style pyramid, one thousand metres tall, directly in front of the stargate. The cavern within houses a crystal skull; anyone except a Goa'uld host who looks into its eyes is rotated into a different phase or dimension, and meets the

giant, misty aliens (possibly holograms) who built the pyramid, and possibly masqueraded as the Mayan gods on ancient Earth. These aliens are enemies of the Goa'uld, and willing to trade "cultural information" with other races.

P8X937

Formerly home to a TL 3 human culture and an SGC astronomical observatory watching a nearby black hole, this planet is now deserted after disease wiped out all the inhabitants. Several years later, it was clear that the planet's System Lord, Neerti, had been experimenting on the inhabitants to develop a superior host, and unleashed the disease to conceal the evidence once SGC discovered the planet. The superior hosts had psionic powers - Cassandra, the one surviving host, briefly demonstrated electrokinesis and possibly telekinesis.

P9X391

A sandy, desert planet with Ancient ruins.

Pangar

Home to a human culture which acquired a Goa'uld queen while exploring an ancient temple about 1940 AD. Unknown to them, this was Hegeria, the founder of the Tok'ra, buried there in a stasis har as punishment. After some 30 years of medical experiments, they developed a serum known as tritonin which provided most of the benefits of Goa'uld implantation without having to host a symbiont. However, the serum destroys the user's own immune system and is thus addictive in a way; death follows cessation of treatment. After a visit by SG-1, the Pangarans were persuaded to give up their serum, and probably the large-scale farming of Goa'uld upon which it depended. Months later, Tok'ra experiments with tritonin have produced a bluish liquid which can be used by Jaffa to survive without symbiotes.

PJ2445

This world is notable for an extremely primitive humanoid culture whose members have a symbiotic relationship with local plant life. The plants emit a low-frequency noise, inaudible to most humans, which causes irritability, nausea, and eventual collapse.

PJ6877

One of numerous uninhabited forest worlds.

PX3989

The Stargate on this world emerges into an underground complex, which amongst other things contains machinery capable of creating robot duplicates of human beings and transferring their consciousness into the robots. Currently inhabited by Harlan, the last survivor of the (apparently human) race that built the complex, and, for a short time, duplicates of SG-1. The world's surface is thought to be desolate and unfit for life.

PX9757

One of Apophis' bases; presumably has an extensive shipyard as he was known to build advanced warships there.

PXY887

This planet is home to two cultures; a primitive tribe descended from Coast Salish indians, and an advanced humanoid race which the Salish know as "the spirits". The world is rich in Trinium, a metal 100 times lighter and stronger than steel.

Ravana

Tok'ra base, assaulted by the Goa'uld and presumed abandoned. A forest planet.

Simarka

Simarka is not currently troubled by Goa'uld visits, and is inhabited by the Shavadai, humans apparently descended from ancient Earth Mongols. Skilled horsemen and warriors, they consider women valuable property, which can cause trouble for female SG team members.

Tegria

Also known as P3X744. Tegria's humans were transplanted here by the Goa'uld Heru'ur to mine local resources; he abandoned them when the minerals ran out. In an act of defiance, the humans buried their stargate and erased their entire history. A dark age of indeterminate length followed, after which recorded history began again on Tegria around 1700 AD. By 2002, Tegrians are a spacefaring culture ruled by Chairman Ashman, who is friendly towards Earth. However, there is a paranoid isolationist faction, who seek to imprison visitors as spies, fearing they are simply the vanguard for an invasion from offworld.

Toben

This system was formerly controlled by a very advanced human culture, descended from Phoenicians transplanted from Earth millennia ago. They have been extinct for the last several centuries, but their legacy is an extensive minefield orbiting their homeworld, which will attack any craft firing weapons. The Goa'uld use it as neutral ground for meetings between rival System Lords.

Tollan

Once home to an incredibly advanced human culture, the Tollans, this world is now deserted after a spate of volcanic eruptions and other natural disasters rendered it uninhabitable. Since lava flows buried the local Stargate, it is also inaccessible except by ship.

Tollana

The new home of the Tollan people; home to a neutral human culture, siding neither with the Goa'uld nor with Earth. It was selected for its extensive trinium deposits; however, these are depleted over a year ago, and the planet is overrun by Goa'uld when advances in shield technology render the Tollans' planetary defences useless.

Vellona (aka P4X636)

Surveyed by SG-16, Vellona holds only the ruins of a vanished culture and what O'Neilll describes as "a honking big space gun", latterly destroyed by enigmatic energy beings who fear it might be misused by humans.

Vorash

At one time, the main Tok'ra base. An Earthlike desert planet; the Tok'ra live underground in a complex within walking distance of the Stargate, but only reachable by teleporter. Destroyed by a supernova explosion two years ago.

Chapter Eight: Aliens

The world of Stargate has numerous alien races, including many human cultures relocated to other worlds by the Goa'uld to provide them with a pool of hosts.

The advanced races (Ancients, Asgard, Nox and some humans) generally don't want to get involved with Earth humans for one reason or another. The Ancients, thought to have created the Stargate network, disappeared from this region of the galaxy some time ago.

Most of the transplanted human cultures are comparable to bronze age or dark age technology; one assumes that the Goa'uld suppress technological progress because they don't want the competition.

Major Species

The Ancients

Almost nothing is known of the Ancients. The few facts we knew can be summarised as follows:

The Ancients were once allies of the Asgard, the Furlings and the Nox.
They were enemies of the Goa'uld.
They built the Stargate network.
Their language vaguely resembles Latin, and they may have taught the Romans how to build roads.
They have left this area of the Galaxy for some unknown purpose, but at least one site remains - a repository of their knowledge, intended for some unknown future race.
Ancient technology can induce major changes in what a character sees or knows simply by being touched. In some cases the changes are contagious and can be passed to others by skin contact.

The Asgard

The Asgard resemble the "Greys" of contemporary UFO lore: Short, thin, greyish or reddish humanoids, with disproportionately large eyes and heads. They are enemies of the Goa'uld, and lukewarm friends to humanity - they seem to view us more as an endangered species to be conserved than as fellow sentients. They appeared to the ancient Scandinavians as the Norse gods, and protected them from the "Ettins" (Goa'uld).

The Asgard have been exploring interstellar space for at least 30,000 years, and for the last thousand years or so have been incapable of normal reproduction; inevitably, therefore, their death rate exceeds their birth rate. Their response has been to clone new bodies for themselves as the old ones wear out, and transfer their consciousness into the fresh clones. This is a temporary measure at best, as over the centuries errors creep in, much as photocopies of photocopies lose quality compared to the original.

The Asgard are embroiled in a war against an enemy "worse than the Goa'uld" in their home galaxy - the Replicators; while their intentions towards humanity seem benevolent, their problems at home prevent them from actively helping. Their technology is more advanced than that of the Goa'uld.

Furlings

All that is known of this race so far is that they were allies of the Ancients, Asgard, and Nox, and enemies of the Goa'uld.

Goa'uld

Goa'uld are split entities, consisting of a snakelike parasite living in a host of another species, most commonly human. Most Goa'uld suppress their host's personality; a few renegades (known as the Tok'ra - literally, "Those against Ra") live in symbiosis with their hosts. Goa'uld present themselves as gods to their subject races, usually figures from Earth's ancient pantheons, but occasionally others. It is thought that most of Earth's early religions evolved from Goa'uld-worshipping cults.

The Goa'uld troops known as Jaffa carry immature larvae, which have only dormant intelligence and are normally incapable of controlling or communicating with their hosts; however, in the lowest levels of their Kal'naree meditation, they can communicate with their symbionts in dreamlike images and emotions. The symbionts are typically treacherous and spiteful, choosing images to frighten, upset or mislead the host. Jaffa were originally created to improve the success rate for implantation, which prior to their existence had only a 50% chance of success, with failure killing both the new host and the Goa'uld.

At any one time, either the Goa'uld or the original consciousness is in control of the body. This is at the Goa'uld's discretion; the parasite may opt to leave the host aware of what is going on, but unable to do anything about it (described by rescued hosts as "a horrible dream"); place the host in total sensory deprivation (so that he or she goes slowly mad); or toy with them as a sport. The Tok'ra share the body more fairly, with both host and symbiote aware; this is a matter of attitude and ethics rather than an effect of possession. When the Goa'uld is in control, the body's eyes may glow and the voice may become deeper and rougher; these effects are at the discretion of the controlling Goa'uld, and can be suppressed if it so wishes. The host's mind can however affect the Goa'uld in subtle ways, and over the centuries can effect changes in its attitudes.

Once the Goa'uld has entered a host body, attempts to remove it by force kill both parties. Damaging the worm is risky, as its blood contains traces of naquada and other toxins. The Asgard are known to have a mechanism which can remove a Goa'uld from its host; this process is risky, immensely painful for the host, and fatal to the Goa'uld. A bioweapon with similar effects is also known to exist. The Tok'ra are able to separate the two, which is safe for the host, but dangerous for the worm. The Goa'uld can voluntarily move from one host to another; this is usually fatal for the host it leaves. A recently-implanted larva can be killed in the first few hours by cryogenic freezing of the host; however, this itself requires Goa'uld technology, and so is very rare.

Recently, the Tok'ra's experiments have produced an experimental fluid based on tritonin (see Gazetteer: Pangar) which can keep alive a Jaffa whose larva has been taken, at least for a while.

If the Goa'uld dies while inside the host, its body dissolves and is absorbed. However, it leaves a distinctive protein signature and traces of naquada behind. A dead Tok'ra may leave some knowledge behind for its host; allow such a character to use Goa'uld technology at default skill levels.

Goa'uld can reproduce asexually, and the parent can choose whether or not to pass on racial memories. Most choose to do so, and consequently most Goa'uld know everything that their direct ancestors knew. The parent can also deliberately modify its children's DNA to cripple them in one way or another, should it so wish.

If two hosts, both inhabited by Goa'uld, have a child, this child inherits all the racial memories of the Goa'uld, without being one itself. Such a child is known as an harkesis, and is hunted down and killed by the Goa'uld as it constitutes a major security risk.

The adult Goa'uld is a parasitic worm some 18" long. A larval Goa'uld is like an adult, except that it is unable to communicate with or control its host under normal circumstances. The larva matures at age 108 or so. Some System Lord rituals require adult Goa'uld to eat larvae; this may be the reason for the reduced population growth noted by the Tok'ra over recent centuries. Certainly they do not treasure their young as humans do.

In desperate situations, two Jaffa can share a larva so that both can stay alive – much in the way that two SCUBA divers can share oxygen by "buddy breathing". However, this places a huge strain on both Jaffa as well as the symbiote, and cannot be maintained for more than a few days.

Humans

Humans are ubiquitous throughout the Galaxy, thanks to their transplantation by the Goa'uld. Human cultures on other worlds are usually variants of some historical Earth culture or other; they may view the Goa'uld as gods or demons, and may still be visited by them, in which case they are likely to mistake members of SGC for Goa'uld minions. Those cultures untroubled by Goa'uld have generally advanced to a high level, but for one reason or another feel no obligation to get involved in the problems of other worlds.

The Aschen

The Aschen Confederation of Planets is the most advanced human culture yet discovered. Unfortunately, while it seems friendly, it is anything but; newly contacted species are offered technological assistance and membership of the Confederation, while the Aschen secretly render them sterile with biological weapons, collapse their civilizations, and take over their planets for use as agricultural and mining colonies.

The Aschen are completely devoid of a sense of humor, and are direct to the point of rudeness, feeling human ceremonies are pointless. Their technology is sufficiently advanced to turn gas giant planets into stars, and they do so wherever this will benefit their colonies.

The Confederation uses Stargates to connect its worlds, but since it has no almanacs of coordinates or method of calculating planetary drift, they cannot use gates more than 300 light-years apart. They therefore rely on starships more heavily than most human races.

Tollans

The Tollan government, the Curia, refuses to share their technology with Earth because of a bad experience with another primitive race; on that occasion the Tollans did share their knowledge, but this resulted in a war that destroyed the more primitive world and destabilized Tollan, eventually rendering it uninhabitable. The Tollans have not fought a serious war for many generations, and consequently find it hard to think along military lines.

All Tollans have a health implant, which monitors their physical condition and alerts medical teams in the event of sudden illness or injury – the response time is usually under five minutes. Equally advanced security systems make major crimes, especially murder, almost unknown amongst them. The Tollan homeworld has been overrun by Goa'uld. Their situation thereafter is unknown, but presumably unpleasant.

Nox

The Nox are a small, fairy-like species, rarely getting involved in the affairs of other races. Most of the few who have visited the Nox homeworld encounter only the forest tribes and their primitive technology; the massive cities floating on contragrav are rendered invisible by advanced screens.

Replicators

The Replicators are a hive organism found on an isolated planet by the Asgard, and taken offworld for study. They seized control of the ship, and have since been spreading from world to world, consuming all metals and turning them into more Replicators. They exist only to reproduce; they are at first thought to be robots created by another race, but that race is no longer in evidence and is presumed destroyed by the Replicators.

A typical unit is a "mechanical spider" about the size of a human head, with four legs and two stubby "wings" of unknown purpose, composed of hundreds of thumbnail-sized pieces, much like the executive toys made of magnetic

chips. One or two chips on their own are harmless; several together start absorbing metals and making a full-blown Replicator. Their colour varies according to available materials. They are so close to ambient temperature that infrared imagers cannot detect them; however, they are easily identified by the high-pitched whine they make, which sounds like a small servomotor.

While they function as a hive mind, individual Replicators are capable of independent thought. Within a few days of infesting a new ship, they are able to control it.

Retou

The Retou are invisible except when illuminated by a Transphase Eradication Rod, when they appear as man-sized, dark green, crablike entities. They are enemies of the Goa'uld; most fight them using normal tactics, but there also exists a terrorist faction which seeks to wipe out all potential host races, on the basis that without suitable hosts the Goa'uld must eventually perish.

The terrorists infiltrate suitable worlds via the stargate network in teams of five on suicide missions, bent on killing as many potential hosts as possible before they are destroyed. Their weapons include blasters and explosives with the power of small nuclear weapons.

On at least one occasion, Retou have used their genetic engineering skills to clone a modified human being who could perceive them. Some Goa'uld are experimenting with transphase technology to help in their fight against the Retou; they may have access to small devices which shift their phase, rendering them and Retou mutually visible while making them invisible to others.

Minor Races

Antonieks

A long-vanished alien race, predating the Goa'uld. Their fate remains unknown.

Nem's Race

Nem is a member of a humanoid race with crustacean features; his mate Omoroca defended the Babylonians from the Goa'uld c. 4,000 BC. It is not known whether any other members of Nem's race survive.

Reol

Greyish, skeletal humanoids, the Reol are poor fighters and worse technologists, but produce a chemical secretion which convinces humans (and possibly other species) that a Reol is a friend or acquaintance they have known for some time. The deception only affects those who have touched the secretion, and logical errors in the Reol's cover story are still apparent. They are being hunted to extinction by the Goa'uld, who are keen to learn their secret for nefarious purposes.

The Tok'ra begin to use these chemicals to insert spies into the System Lords Collective, they are presumably in contact with the Reol.

Spirits

These share the world PXY887 with a primitive human culture. The spirits are very high-tech humanoids with gill-like facial structures, and the ability to assume other forms at will - each has his or her own favorite form (wolf, raven etc).

Unas

The original Goa'uld host race; reptilian, stronger and more aggressive than humans, but not as clever.

Chapter Nine: Equipment and Vehicles

SGC Basic Load

This is what your character carries by default - the standard set of equipment issued to you by SGC before the start of each mission. The basic load is divided into three parts:

Survival Load: You keep this on your person at all times, even when sleeping. You can live on it for about three days if the mission goes horribly wrong and you lose everything else.

Combat Load: What you need to fight. This stays with you to the last extremity; it is compact, distributed so that it doesn't get in the way if you have to use your weapons, and securely fastened so you can't lose it.

Subsistence Load: The heavy stuff – food, water, camping gear. This is in a backpack with quick-release straps so that you can drop it in a hurry.

A typical human is unencumbered with just the survival load, in light encumbrance with the survival and combat loads, and just barely in medium encumbrance with a small subsistence load as well.

Survival Load (about 5 lbs)

Fatigue uniform Baggy shirt and trousers covered in pockets, underwear, socks, boots, gloves, poncho, webbing/waistcoats.
Personal basics: Toothbrush, soap, toilet paper, chewing gum, writing implements and notebook, etc.
Survival basics: Bayonet or large knife and assorted miniaturized survival gear – matches, fishing hooks and line, snare wire etc.
Canteen with one quart of water.
Codebook and list of radio frequencies.
GDO. Transmits a code alerting SGC to open the Stargate iris; at least one member of each team carries a GDO.

Combat Load (about 25 lbs)

Armor vest and helmet.
Personal weapon (M-16, MP-5 or P90) with six magazines.
Personal Sidearm (M-9 Pistol) and three loaded magazines for it. (Officers only.)
Grenades (depending on mission): Six fragmentation and two smoke.
Walkie-talkie (range 2 miles).

Subsistence Load (25 lbs and up)

Rucksack (Can carry up to 60 lbs of gear.)
Shelter half: A rubberized canvas sheet with tent pegs, cord etc. Two of these can be used to make a two-man tent.
Gas mask.
Sleeping bag.
Flashlight.
Personal medical kit.
As much food and water as you expect to need, probably another canteen of water and rations.

Spacecraft

The Asgard and Goa'uld make use of spacecraft; the Nox presumably could, but choose not to. So far as is known, all Goa'uld spacecraft are military; Asgard vessels are usually encountered on military missions, but may not necessarily be warships.

Unless otherwise noted, all of these are capable of flying in atmosphere and landing on world surfaces.

Death Glider (Goa'uld)

A basic fighter craft, carrying one or two Jaffa; mainly used for air strikes on recalcitrant humans, but also as a space superiority fighter in interstellar disputes. Armed with two blaster cannon. Known to Goa'uld and Jaffas as udajeet. At least one experimental version with truncated wings was built, which a highly skilled pilot could fly through a Stargate wormhole. Since Teal'c's betrayal of Apophis, that System Lord has boobytrapped his Death Gliders, so that if they are used for unauthorized missions the autopilot takes over, setting a course to return to Apophis' original homeworld. SGC have captured a number of these at various times, and have at least one in working order.

Goa'uld Warship

This is a Goa'uld escort vessel, pyramidal in shape, and significantly larger than the Great Pyramid on Earth, which is thought to have been a landing pad for one of these vessels. Like the larger Ha'tak class, it has the command deck on top, a teleporter, and a number of bays for Death Gliders. However, it lacks the external structures characteristic of a Ha'tak.

Ha'tak-Class Mothership (Goa'uld)

This is large, fast and powerful. It houses a large communications orb, a teleporter, up to 2,000 Jaffa troops and squadrons of Death Gliders; it may or may not have a Stargate aboard. The Mothership has a large pyramid in the centre, surrounded by a large network of structures attached to the pyramid about halfway up the sides. The command deck is at the top of the pyramid.

Two years ago, the SGC briefly had a captured Ha'tak, but it was destroyed shortly afterwards.

Nal'kesh-Class Bomber (Goa'uld)

A midrange strike craft, somewhat larger than a Tal'tac, armed with twin blasters in a ventral turret. Larger troop carriers are seen used by Anubis' troops, but it isn't clear whether these are unique to the forces of Anubis or not.

Tal'tac-class Freighter (Goa'uld)

An obsolete cargo vessel, triangular in cross-section and about the size of a short-haul airliner. Can be operated by a single person; typically unarmed, but equipped with a self-destruct mechanism. Used to carry cargo and passengers to worlds without stargates. Some examples have a cloaking device which render them invisible to sensors and the naked eye. Internal accommodations appear to consist solely of a cubical cargo bay about 4-5 yards on a side, the airlock, the bridge, and a rest room; the cargo bay has two sets of teleporter rings for loading cargo and passengers, one inside the cargo bay and one which can be 'dropped' from the ventral surface – to use the external set, the ship must be at least 5 yards above the payload. Several escape pods are fitted as standard, and allow the occupants to descend to a planetary surface from orbit if the matter transporter malfunctions. The Tok'ra are known to have at

least one of these ships, fitted with advanced stealth technology, which they use for covert missions against Goa'uld worlds. The SGC has also captured one.

Ship of the Asgard Fleet

Equally as large as the Goa'uld motherships, these are flat, T-shaped craft with numerous fins. They carry Asgard teleporters, and disintegrator weapons. They are unable to withstand uncontrolled atmospheric re-entry, but have internal damper fields that smother explosions within the hull (excluding small arms fire) as well as sophisticated cloaking devices and external force fields for defense. Asgard ships appear to be named for notable persons; names include Belissna and O'Neilll.

X-301 Interceptor

A hybrid craft built using US technology and parts scavenged from two Goa'uld Death Gliders; performance is roughly equivalent to a Death Glider, but the craft is armed with two AIM-120A missiles with naquada-enhanced warheads and phase modulators to improve shield penetration. Last seen in Jupiter orbit, but may have been recovered by SGC.

X-302 Interceptor

A prototype aerospace vehicle built in Area 51 using all-human technology, to prevent the problems encountered in using "liberated" Goa'uld devices. The X-302 had four drive systems, including jets, rockets, and a naquadria-powered hyperdrive – Goa'uld Death Gliders are too small to carry the less-efficient naquada-powered drives. The X-302 is missing, presumed destroyed along with the Alpha Gate.

X-303 Prometheus

A prototype starship first seen under construction by Goa'uld fugitives; captured by SGC. It uses a mixture of Goa'uld and human technology, powered by naquadria reactors. It is designed to carry a complement of eight X-302 interceptors, and has been retrofitted with Asgard shields and weapons as well as a set of Goa'uld transporter rings.

About Ship Weapons and Systems

Power Systems: SGC theorises that the hyperdrive and shield systems on starships require incredible energy densities, available only from an allotrope of naquada known as naquadria.

Drives: Goa'uld and Asgard ships, at least, use some form of hyperdrive. Asgard ships are unable to power their weapons or shields while in hyperdrive, as the drive itself consumes all the power plant output; further, the drive technology precludes making the ships resistant to high temperatures, so atmospheric re-entry is a touchy process. Inertialless drives are used for maneuvering in normal space. The wavefront from an exploding supernova – and possibly other similarly large energy releases – can disrupt the drive, flinging the ship millions of light-years off course. The hyperdrive can be temporarily overloaded to move objects much bigger than it was designed for, but there is a severe risk of irreparable burnout.

Hyperdrive coolant fluid can be vented into the interior of a starship as an improvised knockout gas; it is toxic after prolonged periods.

Sensors: Ships can detect and track each other while in hyperspace.

Gravity: All ships have standard internal gravity rather than operating in free fall or using rotating "hamster cages".

Shields: The shields on a Goa'uld mothership are capable of withstanding multiple strikes from thermonuclear warheads without the ships taking damage. Presumably the main weapons are potent enough to penetrate these screens. Tollan ion cannons definitely can, with enough poke left over to destroy a mothership. Goa'uld shields become much stronger than this following a recent scientific breakthrough.

Chapter Ten: Scenario Seeds

There are various loose ends throughout the show that can be used to spark off an adventure that has obvious ties to the main story arc, but is still separate from it. Here are a few…

Throughout the series, SGC finds numerous inhabitable planets, yet for some reason no human colonies have been planted. Why not? Or have they simply been kept secret? Is there any connection with the many people who go missing each year, and if so, what is it? Are there secret boltholes for the wealthy and powerful among the stars? Prison planets for political prisoners? These ideas offer a good way to introduce a new civilian PC to the party – someone who became accidentally involved, and now knows too much to be set free. If there are secret bases out there, someone has to scout them out, build them, defend them… enter the PCs, stage left. If there are not, dark conspiracies to prevent them being set up call for attention from your team.

Several episodes refer to SGC negotiating with local cultures for the right to mine naquada ore. Someone has to set up the mines, negotiate with the locals, guard the facility against curious locals/hostile wildlife/Goa'uld intruders/NID… Your SG team, perhaps?

The Nox (season 1) and the Goa'uld are just two species with technology to revive the dead. Who might find out about this, and how far would they go to save a loved one? Would your SG team help them, or help stop them?

Tin Man (season 1) reveals a planet where badly-injured humans can have their consciousness transferred to robot bodies. Although the robots are essentially unable to leave afterwards, there must be many who would prefer that to death. Perhaps SGC is taking the Stephen Hawkings of Earth through to this new planet to preserve their skills for the ongoing battle against the Goa'uld. The PCs must find them, offer them this flawed immortality without revealing the secret of the stargate, and take them to their new home without arousing suspicion over their disappearance. An alternative is the Asgard approach of cloning a new body and transferring one's consciousness into it (Revelations, season 5).

Forever in a Day (season 3) starts in media res with a mission to rescue captured Abydonians. Perhaps your SG team was on Abydos when the Goa'uld came, and although helpless to stop all the kidnappings, must evade Jaffa guards, save who they can, and escape to warn SGC and SG-1.

Past and Present (season 3) leaves key people in SGC, notably Dr Fraiser, knowing how to make rejuvenating drugs – pharmaceuticals that can reverse aging. That's a secret that won't keep… Sooner or later Colonel Maybourne, the Chechen Mafia, or other Bad Guys of your choice will find out, and will do anything to get samples and people who know how to make it. In a lighter campaign, your SG team can guard Dr Fraiser and her technicians, or rescue them from kidnappers. In a darker one, SGC might buy off its enemies with the drug; your team is sent to gather rare ingredients for it, and accidentally discovers the secret – what will they do with this knowledge?

Foothold (season 3) leaves SG-6 missing, presumed prisoners of hostile aliens. If that had happened to SG-1, Hammond would have organized a rescue mission immediately; why should he treat any other members of his command differently? And who better to bring SG-6 back alive than your PCs? Since they aren't recovered in a later mission to the planet where they were lost, where are they now?

A Hundred Days (season 3) offers a starting point for a whole campaign: What if your SG team were trapped on a world when the stargate was destroyed by some natural disaster – marooned with no hope of return? How would they get on with the natives then? If your team happens to be offworld during Window of Opportunity (season 4), they will be stranded for more than three months, unable to dial back home, and not knowing why.

Shades of Grey (season 3) mentions a proposal to set up a second SGC offworld, to act as a backup in case the first is overrun by Goa'uld. It also shows NID's parallel organization – one dedicated to stealing technology rather than trading for it. Proving Ground (season 5) refers to proposals to set up an offworld training camp for SGC recruits. Membership of any of these is a good alternative to the standard SGC for your PCs.

Shades of Grey also opens up the disturbing possibility that Maybourne's ultimate boss may be under Goa'uld control, or possibly a Goa'uld himself. Maybe they are already here…

New Ground (season 3) shows the first fruits of the cold dialing program set up by SGC, in which stargates that didn't open the first time they were dialed are periodically retried. The two reasons given so far for stargates failing to open are stellar movements taking them far out of the network, which suggests cultures cut off from their Goa'uld masters, or burial, which suggests someone or something uncovering them to allow access. Who would bury a stargate, and why? Why would they then uncover it again?

Maternal Instinct (season 3) leaves the temple on Keb abandoned, with the harkesis taken into protective custody by aliens. Of course, since the troops Apophis sent to get the harkesis were wiped out, he doesn't know that. And there are such tempting tidbits of knowledge written on the temple walls… Naturally, your SG team is sent to guard geeky scientists recording and deciphering the writings on Keb. Equally naturally, they have the bad luck to be there just when Apophis sends a follow-up mission. This will of course be big enough to take on something able to wipe out 2,000 Jaffa and a mothership; and the friendly aliens have left…

Meanwhile, Earth is a logical place for the harkesis to be, either because Sha're hid it there or because Daniel Jackson found it and took it there. Earth is of course an Asgard Protected Planet, so Apophis inserts covert teams to infiltrate SGC and hunt down the harkesis. Guess who they bump into…

NID seems to get hold of all SG-1's reports, so will soon learn that on Euronda (The Other Side, season 4) there is an advanced culture willing to barter the secrets of fusion power, stasis, and super-healing for heavy water. Shortly afterwards NID is bound to try to make that deal, or at least sift through the wreckage to find clues. If SGC works this out, the ethical thing to do would be to send your PCs back to Euronda to stop them.

At the end of Upgrades (season 4), Apophis' guards are in possession of three Antoniek bracers (see Equipment). They can't use them, of course, and nor can the Goa'uld, but how many innocent peasants would they have to torture before they could persuade one to put on a bracer and do just one little job for them – carry a small nuclear device into SGC? Further, how many more bracers did the Tok'ra find? And how hard will Maybourne try to get his hands on a few?

Watergate (season 4) shows the Russian Federation using its stargate; The Tomb (season 5) reveals that they left some people offworld when their gate was shut down. Where else have the Russians explored? What would happen if your team ran into its Russian counterparts on a distant planet?

Point of No Return (season 4) leaves a team of humanoid deserters in hiding somewhere in North America, and their civilisation destroyed by the Goa'uld. Did all of them leave Earth at the end of Wormhole X-Treme (season 5)? Somebody really ought to check, and somebody else ought to sift through the rubble on their TL 9-10 homeworld in case there's anything useful left.

Torben (The Serpent's Venom, season 4) really ought to be investigated. A flock of those space mines would be very useful for defending Earth, if one could disarm them, bring them back, and deploy them. It would also be interesting to know what wiped out the Torben, and what other goodies they left behind. Just watch out for booby traps, we know they liked those…

2010 (season 4) and 2001 (season 5) introduce the Aschen Confederation. If it survived having its Stargate network connected to a black hole by SG-1, presumably it is a tad miffed and might want a word or two with SGC.

In Double Jeopardy (season 4), we learn that the duplicate SG-1 continued to explore and fight the Goa'uld, using 48-hour battery packs developed by the robotic Carter. How many backup copies of SG-1 does Harlan have? How many teams have the SGC or NID secretly developed robot duplicates of, and what are they up to? Is your team one of them, possibly without realizing it?

At the end of season 4 (Double Jeopardy, Exodus), the SGC briefly has control of a Goa'uld mothership. While the ship itself is lost at the start of season 5 (Enemies), any dramatically appropriate amount of Goa'uld equipment, up to and including small cargo ships, could have been removed for study by Earth scientists and/or found its way into

the hands of SG teams for field trials. Presumably they also acquired several hundred Jaffa for debriefing (or interrogation, if NID gets hold of them) – what happened to those? Did they return to Chulak or Delmac, were some inducted into SGC (and possibly your team), or were they resettled elsewhere?

From Exodus (season 4), Major Carter has the knowledge to deliberately trigger a supernova explosion in a Main Sequence star. How's that for a super-weapon? Surely NID would want that information, or at least try to make sure nobody else can get it. Kidnap and assassination spring to mind as options – a great way to get your team involved with SG-1.

The Tomb (season 5) leaves a valuable artifact and possibly a surviving Russian SG team member buried under the rubble of a collapsed ziggurat. Someone really ought to go back and see if they can dig them out.

Between Two Fires (season 5) leaves Tollana in Goa'uld hands. Perhaps the Nox, being Tollan allies but pacifists, would help get an SG team onto Tollana to conduct a reconnaissance or search for survivors.

Desperate Measures and 48 Hours (season 5) show NID holding a Goa'uld captive for interrogation. Can they be trusted with the information he knows, or even to keep him locked up? What did they offer him in exchange? Does removing this threat to Earth justify Hammond going outside his jurisdiction and sending a deniable, expendable SG team into NID's lair? (Note: Even after Prometheus answers many of these questions in season 6, NID still have the information…)

48 Hours and other episodes mention how SGC's operation is at risk by not using a proper DHD with their Stargate. What else could go wrong while your PCs are in transit?

Nightwalkers (season 6) shows a group of immature larvae, cloned by scientists Meddling With Things Man Was Not Meant To Know, taking over a small town, observed by the NID. How many larvae did NID capture and take away for study, and what are they up to now? How many larvae left town early as a contingency measure in case their operation was discovered? Enter the PCs, stage left: "A routine operation – we need to know who left this town in the six months before we moved in, where they went, and what they're doing now. Oh, and one more thing… if they start acting weird, inject yourselves with this..."

The Other Guys (season 6) shows a way for your team to interact with SG-1: Assigned to support SG-1, they must find a way to rescue O'Neilll and the others when they are captured. Or is their surrender part of some deeper, secret mission?

Full Circle (season 6) leaves Abydos in ruins with its Stargate destroyed, and apparently all of its population killed or ascended. O'Neilll could well press for SGC or the Tok'ra to send a reconnaissance mission by starship, to look for survivors; such a mission could well run into the forces of Anubis.

The Russian stargate team/SG-4/an NID black ops team that was lost off-world...
> have set themselves up as warlords over a primitive civilization
> are found tortured by Goa'uld or a native population
> are now hosts for Goa'uld
> have gained access to several Stargate combinations, but not Earth's, and are travelling from Stargate to Stargate, trying to get back home

A diplomatic mission for the team goes awry...
> as an assassin strikes
> when rebels, who still believe the Goa'uld are gods, sabotage the proceedings
> when a team member spreads a slight cold to the natives which is deadly
> when the Goa'uld attack

The team explores the ruins of a high-tech civilization...
> and accidentally trigger a doomsday device
> and find that the natives are trapped in a ghost-like state
> and discover technology that would helpful, but it carries a deadly price

On an exploratory mission...

       the team encounters a recently-deserted village

       the team are mistaken for gods by the natives

       the team are captured and used in gladiatorial games

       a strange device is found that swaps minds between the various members of the team, leading to the blurring of identities between them

       one member of the team breaks a cutural taboo and is placed on trial

Appendix I: Reference Charts

Weapon Chart

Firearms

weapon	dmg	ammo	s/m/l range	ROF
9mm Beretta M92:	4D	12	3-10/30/120	3

Ko'fren Pistol: 4D   -   3-10/30/120   2
The Ko'fren is a generic alien pistol that emits energy instead of bullets.

Zat Gun   *   -   3-10/30/120   1
* Living items: 10D in stun damage for first hit; 10D in physical damage for second hit in same combat; third hit disentigrates. Non-living items, disintegrate.

Submachine Gun   5D*   30   6-10/20/50   * ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 6D damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 7D damage.

Automatic Rifle   7D*   50   5-20/60/90   * Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 8D damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 9D damage.

Gou'ald Beam Staff   7D   -   3-50/120/300   1

Spraying

Some weapons, such as fully automatic machine guns, allow the bearer to spray bullets at an enemy. This has a variety of advantages and disadvantages:

Advantage
Shooter gets +1D to hit and does not suffer any penalties for aiming at multiple targets in a round.

Disadvantage
The shooter may potentially hit anyone in the direction in which he is pointing the gun (including allies and innocents). If the shooter is trying to avoid hitting a friendly target, add 15 to the difficulty number to hit. If the shooter rolls less than 15 over the standard difficulty (dependent on range) , he hits the friendly target as well. Roll damage normally.
Uses ammunition more quickly.
If the attack is successful, roll one less die for damage.

Melee Weapons

Fists	STR	6-10	
Club/Knife	STR + 1D	6-10	A typical knife can be thrown, but increase the difficulty by 5.

Staff   STR + 1D+2   6-10   Staves give a +1D to Melee Weapons skill when used to parry
melee attacks.
Axe   STR + 2D   6-10

Grenades

Fragmentation   5D+2   (-1D/2m)   2/5/10
High Explosive   6D   (-1D/5m)   2/5/10
Phosphorous   6D   (1m r.)   2/5/10
Smoke   1D   (.5m r.; 5m r smoke) 2/5/10

Appendix II: Character Templates

Military Personnel

COMBAT MEDIC

MUSCLE	**2d+2**
Dodge	4d+2
FLEX	**2d+2**
Firearms	3d+2
M92 Beretta	4d+2
SAVVY	**3d+2**
Medicine	5d+2
Diagnosis	6d+2
First Aid	6d+2
SG-1 Ops	4d+2

Equipment:

Standard Military Gear, plus three medical kits. No rifle. Only armed with M92 Beretta.

A Quote:

"Next time, duck a bit sooner."

SPECIAL OPERATIONS ENGINEER

MUSCLE	**3d+1**
FLEX	**2d+1**
SAVVY	**3d+1**
Mechanical Ops	5d+1
SG-1 Ops	5d+1
Special Ops	5d+1
+: Demolitions	+1d

Equipment:

Standard Military Gear, plus tools and demolitions gear (if part of mission objectives).

A Quote:

"All I need is a paper clip, some chewing gum, and some string."

HEAVY WEAPONS SPECIALIST

MUSCLE   **3d+2**
Lift   4d+2

FLEX   **3d+1**
Firearms   5d+2
    +: Heavy Weapons   +1d

SAVVY   **2d**
Military Ops   4d
SG-1 Ops   3d

Equipment:
Standard Military Gear, plus a heavy weapon if required by the mission.

A Quote:
"Boom. I love the boom."

RECONNAISSANCE SPECIALIST

MUSCLE   **3d+1**
Run   4d+1
Swim   4d+1

FLEX   **2d+2**
Firearms   3d+2

SAVVY   **3d**
Military Ops   4d
    (Navigation)   5d
Special Ops   6d
    (Sneak)   7d
    (Survival)   7d

Equipment:
Standard Military Gear.

A Quote:
"Okay... you guys are breathing just a little too loudly."

COMMUNICATIONS SPECIALIST

MUSCLE	**2d+1**

FLEX	**2d+2**
Firearms	3d+2

SAVVY	**4d**	
Military Ops	5d	
SG-1 Ops	5d	
Technical Ops	6d	
+: Computer Hacking	+1d	
+: Security Systems	+1d	

Equipment:
Standard Military Gear, plus tools as required by mission.

A Quote:
"Actually that movie was totally realistic. You hook a Mac up to any network improperly and the whole thing'll come crashing down around you."

INFANTRY SPECIALIST

MUSCLE	**3d**
Climb	4d
Run	4d

FLEX	**3d+2**
Dodge	4d+2
(firearms)	5d+2
Firearms	5d+2
(pistol)	6d+2
(rifle)	6d+2

SAVVY	**2d+1**
SG-1 Ops	3d+1

Equipment:
Standard Military Gear.

A Quote:
"Just like shooting ducks in a barrel."

Civilian Personnel

ARCHAEOLOGIST

MUSCLE   **2d+1**

FLEX   **2d+2**

SAVVY   **4d**
Academics (Archaeology) 6d
Academics (Art History) 6d
        (research)   7d
Language (Latin)   5d
Language (Greek)   5d

Equipment:
Standard Military Gear, minus rifle. Only armed with M92 Beretta.

A Quote:
"You go on and have fun, I'm going to stare at this fresco for a few hours... "

LINGUIST

MUSCLE   **2d+1**

FLEX   **3d**

SAVVY   **3d+2**
Academics (Ancient Languages)   5d+2
Language (Latin)   4d+2
Language (Greek)   4d+2
Language (Egyptian)   4d+2
Language (Linear B)   4d+2
Language (Russian)   4d+2

Equipment:
Standard Military Gear, minus rifle. Only armed with M92 Beretta.

A Quote:
"The problem with Linear B is each of these marks is actually a syllable, not individual consonants and vowels... This might take some time."

TECHNICAL EXPERT

MUSCLE   2d+2

FLEX   2d+2

SAVVY   3d+2
SG-1 Ops   5d+2
    + Gou'ald Tech Ops   +1d
Technical Ops   5d+2
    + Computer Hacking   +1d
    + Security Systems   +1d

Equipment:
Standard Military Gear, minus rifle. Only armed with M92 Beretta. Tools as needed.

A Quote:
"Either don't push that button or turn it away from your face. Your choice."

DIPLOMAT

MUSCLE   2d+1

FLEX   2d+2

SAVVY   4d
Persuade   6d
    +: Con   +1d
SG-1 Ops   6d
    +: Gou'ald Culture   +1d

Equipment:
Standard Military Gear, minus rifle. Only armed with M92 Beretta (sometimes).

A Quote:
"Trust me."

Aliens

TOK'RA ENVOY

MUSCLE	**2d+2**

FLEX	**3d+1**
Dodge	4d+1
Melee Combat	4d+1

SAVVY	**3d**
Language (Gou'ald)	4d
Pursuasion	4d
Special Ops	4d
(Hide)	5d
(Shadow)	5d
(Sneak)	5d
Technical Ops	5d

Equipment:

Standard Military Gear, minus rifle.

A Quote:

"Anything I can do to help... I'll have to communicate that to the Council."

FREED JAFFA

MUSCLE	**4d**

FLEX	**3d**	
Firearms	5d	
+: Gou'ald Staff-Beam	+1d	
Melee Combat	5d	

SAVVY	**2d**	
SG-1 Ops	4d	
+: Gou'ald Culture	+1d	

Equipment:

Standard Military Gear, minus rifle. Armed with Gou'ald Staff.

A Quote:

"Indeed, [full name of team member]."

RESISTANCE FIGHTER

MUSCLE	**2d+1**
Run	3d+1

FLEX	**3d+2**
Dodge	4d+2
Firearms	4d+2
(Ko'fren pistol)	5d+2

SAVVY	**3d**
Mechanical Ops	4d
Persuasion	4d
Special Ops	4d
(Trap Detection)	5d
(Sneak)	5d

Equipment:

Standard Military Gear, minus rifle. Only armed with Ko'fren pistol.

A Quote:

"Planning, planning, planning. Plans are only good until contact with the enemy."