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Halfway Station presents...

Stargate SG-13



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*A GURPS Lite Campaign Set In The
World of the TV Show Stargate SG-1*
Season 6 Edition

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Stargate SG-13

A GURPS Lite Campaign Set In The World of the TV Show Stargate SG-1

Season 6 Edition

Chevron four encoded...

Deep under a mountain in Colorado, the US Air Force has a big secret: A portal for travelling to other worlds, left here by a vanished alien race - the Stargate.

Chevron five encoded...

The player characters are present-day soldiers, explorers and scientists, members of the teams who travel through the Stargate in search of knowledge and resources.

Chevron six encoded...

Along the way, they will meet primitive humans transplanted by aliens centuries ago, enigmas left behind by vanished races - and the Goa'uld, parasitic aliens who want to take over their bodies and destroy the Earth.

Chevron seven locked... You're clear to go, SG-13. Good luck.

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Jaffa! Kree!

Welcome to the universe of *Stargate*, where contemporary soldiers and scientists brush shoulders with spacefaring aliens, monstrous parasites, and beautiful damsels in distress.

This is a great universe for role-playing adventure, for several reasons...

- Most Player Characters are present-day humans, which makes them easy to role-play. Likewise, most of their equipment is late 1990s off-the-shelf technology, so the players need little explanation of what it can do or how to use it.
- The stargate does away with the need for starships, although spacecraft do exist; the way it operates means that all planets are the effectively the same distance apart, so no starmaps are necessary; and its small diameter means that the characters have only what they can carry on their backs, which focuses games on role-playing rather than stock control.
- Most planets are Earthlike, so no world-generation rules are needed.
- Most native populations are transplanted ancient or mediaeval humans, giving a good reason for them all to be human beings and have vaguely familiar cultures. (This especially suits *GURPS Lite* as the only *GURPS* statistic you need to specify for a planet is the Tech Level.)

To survive and prosper, your character will need a fast draw, a fast tongue, quick wits, and a sense of honour. Beware beings who look like gods, especially ones with glowing eyes; the Norse pantheon are OK, but the rest of 'em want to enslave you and steal your planet...

Spoiler Warning!

This worldbook contains major spoilers for plots and character development up to season 6. Read on at your own risk...

Where Can I Get This File?

Curiously, that is the single commonest query I get about this worldbook!

The latest published copy is always on my website, which is currently at:

<http://homepage.ntlworld.com/andyslack/>

Follow the links to "Downloads". (You'll see what I mean when you get there.)

If that doesn't work, email me at andyslack@bigfoot.com and I'll tell you where it is now.

Timeline

This history is drawn from the movie *Stargate* and the *Stargate SG-1* TV show as far as the season 6. At the time of writing, season 7 and a second movie are thought to be in production, with talk of a spinoff series (*Stargate Atlantis?*) following the second movie. This worldbook makes no attempt to include information from the animated spinoff series *Stargate Infinity*.

Long Ago

The dates and sequence of events in this period are unclear, especially for the earlier events.

- **c. 3,000,000 BC or earlier:** The Ancients build the Stargate network, including one in Antarctica; however, this is buried during one of Earth's ice ages. (*Frozen*, season 6).

- **?**: Primitive Goa'uld in Unas bodies infiltrate the Stargate network, and use it to travel throughout the galaxy in search of host bodies, absorbing their knowledge and technology as they go.
- **c. 30,000 BC**: Early Asgard starships (*Revelations*, season 5).
- **?**: The Galactic Alliance, consisting of the Ancients, the Asgard, the Furlings, and the Noxx, is formed. One of its purposes is to counter the Goa'uld threat.
- **c. 10,000 BC**: The Goa'uld Ra discovers Earth, travelling there by starship and installing a new Stargate at Giza in Egypt. Finding that humans make perfect hosts, he and his allies conquer the planet and establish themselves as gods. (*The Curse*, season 4). Note that in the Stargate universe, the ancient Egyptian civilization is much older than real-world historians normally state.
- **c. 4,000 BC**: Egyptians overthrow Goa'uld and bury the Stargate, rendering it unusable. They are possibly assisted in their revolt by the amphibious Omoroca (*Fire and Water*, season 1), and possibly taking advantage of a civil war amongst the Goa'uld System Lords (*Serpent's Song*, season 2).
- **c. 0 AD**: Hegeria founds the Tok'ra, but is hunted down by the System Lords shortly thereafter and placed in a stasis jar on Pangar. (Note that until early season 6 it is generally believed that she was killed rather than placed in stasis.)
- **c. 1,000 AD**: Asgard lose the capability to reproduce normally, and begin to die out slowly (*Revelations*, season 5). Anubis is exiled by the System Lords for committing deeds too ghastly even for them to stomach.

In Living Memory

These are the major events in the last hundred years or so, assuming that the movie and TV show chronicle events in the years they were made (dates mentioned in the series are consistent with that assumption).

- **1906**: German archaeologists digging near Giza in Egypt discover the Stargate's DHD, but not the gate itself. (*The Tomb*, season 5).
- **1928**: Archaeologists (including Catherine Langford) digging near Giza discover the Stargate. (*Stargate*, the movie)
- **1940**: Archaeologists on Pangar recover Hegeria and (unaware of whom she is) begin to use her in medical experiments. This is unknown to SGC until mid-2002.
- **1945**: US scientists discover how to energise the Stargate; after the failure of the Stargate maroons Professor Ernest Littlefield, Catherine Langford's fiancée, on an alien world research is halted. (*The Torment of Tantalus*, season 1). Meanwhile, the Soviet Union recovers the Giza DHD from the Nazis (*Watergate*, season 4).
- **1969**: The Stargate is in storage in an armoury in Washington, DC. Shortly afterwards, Catherine Langford begins her research into its use. (*1969*, season 2). At some time between 1969 and 1994, the Stargate is moved to the NORAD complex under Cheyenne Mountain, Colorado.
- **1994**: *Stargate*, the movie. Use of the Stargate resumes. Colonel O'Neill and Dr Jackson visit Abydos and encounter the Goa'uld Ra and his subjects. Ra is killed and O'Neill

returns to Earth, but Jackson remains on Abydos with his native wife, Sha're. The Stargate project is shut down.

- **1997:** The Stargate spontaneously reactivates. The Goa'uld Apophis and his guards enter Cheyenne Mountain unannounced, killing or capturing several USAF personnel. In a related incident, Jackson's wife is kidnapped. The Stargate project is reactivated, and Star Gate Command (SGC) is formed, with the objectives of defending Earth against the Goa'uld threat, and exploring worlds through the Stargate, primarily to scout Goa'uld positions and find ways of countering their advanced technology. (*Stargate SG-1* pilot - *Children of the Gods*.)
- **1997:** Season 1 of the TV show - *Children of the Gods* to *Within the Serpent's Grasp*. SGC learns of the existence of the Galactic Alliance; the Asgard learn of Earth; Goa'uld despatch an invasion fleet to Earth.
- **1998:** Season 2 of the TV show - *Serpent's Lair* to *Out of Mind*. Goa'uld invasion fleet destroyed by SG-1; SGC learns of the Tok'ra and attempts to ally with them; SG-1 establishes contact with the Asgard; Beta Gate discovered in Antarctica.
- **1999:** Season 3 of the TV show - *Into the Fire* to *Nemesis*. Earth is granted Protected Planet status; Apophis is believed killed, but later returns and becomes the most powerful single System Lord; Jackson's wife is killed. Note that by the penultimate episode, *Crystal Skull*, SG-1's timeline is in 2000 AD.
- **2000:** Season 4 – *Small Victories* to *Exodus*. The original stargate is lost from SGC, and replaced with the Beta Gate from Antarctica (*Small Victories*). Replicator attempt to invade Earth thwarted. The Russian Federation acquires the Giza gate (*Watergate*), and for a short while uses it to mount offworld expeditions of its own, until persuaded to discontinue them (*Chain Reaction*). SGC discovers the original Goa'uld homeworld, long since abandoned by the starfaring Goa'uld (*The First Ones*). SGC briefly acquires a *Ha'tak*-class Goa'uld mothership, and learns how to induce supernovae deliberately.
- **2001:** Season 5 - *Enemies* to *Revelations*. Apophis is believed killed (again). Civil war amongst the Goa'uld System Lords. Tollans overrun by Goa'uld. SGC acquires a cloaked Goa'uld cargo ship. Origin of the Replicators discovered; Asgard begin to turn the tide against them. Developments in Goa'uld shield technology erode the Asgard Fleet's military superiority. Daniel Jackson "ascends" to become an Energy Being.
- **2002:** Season 6 – *Redemption* to *Full Circle*. The Alpha Gate is destroyed by Anubis' stolen Ancient technology; SGC rents the Beta Gate from the Russians. Hegeria found by Tok'ra on Pangar, but dies shortly afterwards. Asgard discover the "Final Solution" to the Replicator problem – or is it? SG-1 discovers who the Ancients were and acquires clues to the location of their Lost City.
- **2020s:** *Stargate Infinity*, the animated spinoff series.

Dating Systems

Humanity uses 'real-world' dating systems. The calendars of other races have yet to be discussed in the series.

Stargate Command

Stargate Command (SGC) is part of the US Air Force, in charge of exploiting the Stargate. The commander of SGC, Major-General George Hammond, has regular access to the US President, and may report directly to him.

The Stargate itself is kept in Cheyenne Mountain, Colorado, in the lowest levels of the NORAD complex. The programme costs the USA somewhere in the region of \$7 billion per annum to operate (*Disclosure*, season 6).

SG Teams

Each SGC team is designated by the "SG" code followed by a number; the highest number so far mentioned is 17, and a team typically has four members, so the total SG team strength appears to be about 70 – let's say company strength including various support elements.

Teams include:

SG-1: An exploratory team, the main focus of the TV show.

SG-2: Combat team, seen covering SG-1 in *Maternal Instinct* (season 3) and *The First Ones* (season 4).

SG-3: Marine combat team, led by Colonel Makepeace (until *Shades of Grey*, season 3, after which it is led by Major Lawrence). Often deployed in support of SG-8 or to conduct reconnaissance of potentially hostile worlds.

SG-5: Marine combat team, led by Lieutenant Barber; killed in action (*The Light*, season 4).

SG-6: Captured by hostile aliens; missing in action. (*Foothold*, season 3.)

SG-7: Scientific team.

SG-8: Medical team, usually accompanied and defended by SG-3.

SG-9: Diplomatic team, led by attorney Major Stan Kovachek through seasons 2 to 4. (The former commander, Captain Hanson, was consumed by megalomania and eventually died on P3X513.) By late season 5, SG-9 is led by Major Benton; they are killed in action on P2A018 (*The Sentinel*, season 5).

SG-10: Exploration team, led by Major Henry Boyd. Missing in action, presumed dead. (*A Matter of Time*, season 2.)

SG-11: Engineering team, led by Captain Conner. Captured by the Go'auld and eventually killed. (*Rules of Engagement*, season 3.) The following year, SG-11 was reconstituted as an archaeological team, and wiped out again. (*The First Ones*, season 4). It could be getting a reputation as an "unlucky" unit.

SG-12: Mentioned in *2001* (season 5), where it is tasked with reconnaissance of a potentially hostile world with SG-3 and SG-15, so presumably a Marine combat team.

SG-13: Traditionally, the Player Characters' team.

SG-14: Mentioned in passing in *Tangent* (season 4); used to scout known Goa'uld bases, so presumably a Marine combat unit.

SG-15: Mentioned in passing in *Divide and Conquer* (season 4) and *2001* (season 5). Tasked with exploring a potentially hostile world in the latter episode, along with SG-3 and SG-12, and with providing defensive support to SG-1 in *Forsaken* (season 6), so presumably a Marine combat team. Led by Major Pearce.

SG-16: Exploration team, led by Colonel Reynolds, transferred in from Area 51 (*Ascension*, season 5).

SG-17: Exploration team, led by Major Mansfield (*Proving Ground*, season 5). Killed In Action in mid-season 5 (*Last Stand*).

The Russian Team: By mid-season 6, there is a Russian team operating out of Cheyenne Mountain. Initially commanded by Lt Col Sergei Ivanov, who is killed in action along with several teammates in mid-season 6 (*Metamorphosis*).

For some reason, most GMs independently select SG-13 as the PCs' team; if you don't like that, SG-4 and teams from SG-18 upwards have yet to be mentioned in the series.

SGC Codewords

In addition to the usual military jargon, SGC has some unique terms PCs might encounter:

Alpha Site: The (unspecified) offworld location to which selected personnel are evacuated when Earth is threatened with immediate destruction; this plan ensures that the human race will not be completely wiped out by whatever disaster looms.

Alpha Team: The group of soldiers, scientists and others charged with preserving humanity in the event Earth is destroyed.

Foothold: Codeword used to indicate that alien intruders have gained control of SGC.

Niner: Suffix used to denote the leader of an SG team in radio traffic, e.g. SG-1 is Sierra Golf One, and Colonel O'Neill is Sierra Golf One Niner. Presumably replaces the earlier "Six".

Snake: SGC slang for a Goa'uld. "Worm" is also used.

Snakehead: SGC slang for a Goa'uld host.

SGC Bases

The TV show has mentioned three bases to date:

- Cheyenne Mountain, detailed below.
- Alpha Site, the offworld colony to which key people will be evacuated in the event of Goa'uld invasion.
- White Rock, a domed research station in Antarctica. Since 1998 (season 2), SGC has maintained a small team of scientists near the site where the Beta Gate was found, looking for other items of interest. As at 2002 (season 6) they had found two dead Jaffa and a frozen body presumed to have been an Ancient.

Organisations

There are several other organisations an SG team might encounter.

NID

A shadowy intelligence agency, normally represented by the appearance of Colonel Maybourne up to season 5 and Colonel Simmons thereafter. Its official mission is to provide civilian oversight of top secret military operations, including the SGC. (*Desperate Measures*, season 5). At least part of the agency is willing to break the law and risk offending offworld allies to acquire alien technology – it is unclear whether this is entirely at the behest of the Committee (see below), or whether different rogues have different motivations. NID field agents operate in small cells, and communicate via internet bulletin boards. (*Chain Reaction*, season 4). The NID routinely has its own personnel under surveillance, even in their base offices (*Smoke and Mirrors*, season 6).

For a short period in season 5, the NID has a Goa'uld captive held for interrogation (*Desperate Measures*); early in season 6 (*Nightwalkers*), they had effective control of a group of immature, *naquada*-free Goa'uld larvae. One shudders to think what they did with them.

The Committee

A group of wealthy businessmen who use rogue NID agents to steal offworld technology, which they then patent so that they benefit from the royalties. (*Smoke and Mirrors*, season 6.) Half-a-dozen of them are arrested in mid-season 6, but it is possible that more remain at large.

The System Lords Collective

The Goa'uld have a balkanised, feudal society; each star system is ruled by a System Lord, whose power is absolute within his system, but limited to that system; the more powerful control groups of planets rather than individual ones. The System Lords regularly fight amongst themselves; the only thing they seem to agree on is that the Tok'ra should be exterminated.

The largest and most significant group of Goa'uld system states is the System Lords Collective; other coalitions exist, but these are small and weak by comparison. *Stargate's* writers have described the Collective as like an alliance of Mafia dons (article in *SFX* magazine, November 2001).

The Tok'ra

These are a group of renegade Goa'uld, originally united by their greater respect for their hosts and hatred of Ra. They eke out a precarious existence on the run. In *Crossroads* (season 4) we learn that the Tok'ra are few in number, and are all the children of one original female Goa'uld – Hegeria, Etruscan goddess of fountains and childbirth – who was hunted down and killed by the System Lords for her heretical beliefs some 2,000 years ago. Occasionally renegade Goa'uld join the Tok'ra for moral reasons, but almost all are their founder's children; outsiders are a mixed blessing – they bring racial memories of events and technological developments over the last two millennia, but could easily be spies.

The Asgard Fleet

The Asgard (see *Major Species*) are embroiled in a war with an enemy "worse than the Goa'uld" in their home galaxy, namely the Replicators, and are consequently unable to offer humanity much help. (*Fair Game*, season 3). However, they do occasionally assist Earth – possibly because they see humans as the next major starfaring power (*The Fifth Race*, season 2), possibly because we help to distract the Goa'uld, and possibly just because they like us. Their single most useful act was to facilitate Earth achieving Protected Planet status with the

System Lords Collective (see *Major Worlds*). They continue to monitor all hyperspace activity near Earth to ensure that this status is not jeopardised (*Prometheus*, season 6).

Protected Planets

Under the terms of the Asgard-Goa'uld Treaty, the Asgard are permitted to designate specific worlds as Protected Planets. (*Fair Game* and *Shades of Grey*, season 3; *Red Sky*, season 5). Such worlds are safe from Goa'uld invasion, but the Asgard may not otherwise help them (e.g. by giving them technological help or instruction), or the Treaty is void and the Goa'uld may attack all Protected Planets. The System Lords Collective refrains from all-out attack on such worlds because they fear the Asgard reprisals they believe would follow; the Goa'uld do not realise that the Asgard don't have the forces to carry out those reprisals, and everyone is at pains to spare them the burden of this knowledge.

Life in Cheyenne Mountain

The Cheyenne Mountain complex is one of five military bases in the Colorado Springs area (the others being Fort Carson, the Air Force Academy, Peterson Air Force Base and Schriever Air Force Base), and was originally intended to coordinate American response to a global nuclear war. It is carved out of the heart of mountain just south-west of the city, and buried deeply enough to have a credible chance of surviving a direct hit with a 1960's style nuclear weapon – today's more powerful and accurate devices could probably destroy it.

Cheyenne Mountain is thought to be the largest and most complex command and control network on Earth. More than 1,100 people, both civilian and military, work in it every day; it is operational 24 hours a day, 365 days a year. As of 1994, the Mountain cost \$152 million to operate each year, of which 20% were facilities costs and 80% mission costs. Interestingly, heating is a "negative cost" - the waste heat from the numerous computers is more than enough to heat the Mountain.

The Mountain is self-sufficient, and if necessary can provide 800 people with air, water, food and power for 30 days. It is connected electronically to major military command posts around the world, including the Pentagon, the White House, and Canadian Forces Headquarters in Ottawa, by underground cables and blast-hardened microwave antennae.

There are only two entrances to the Mountain, which simplifies security arrangements considerably.

History

- **1956:** General Earle E Partridge selects Cheyenne Mountain as the site for a new underground combat operations centre.
- **1958:** USA and Canada sign the NORAD agreement, a framework for cooperative defence planning.
- **1961:** Excavation of Cheyenne Mountain centre begins.
- **1966:** Centre attains full operational capability.
- **1979:** USAF establishes Space Defence Operations Centre in Cheyenne Mountain complex.
- **1994:** Stargate activated. First mission to Abydos.

Current Missions

The Stargate (and possibly other programmes) are “black” operations, unknown to the public; the complex has six openly acknowledged missions:

- The Command Centre monitors potential threats to the USA and its allies, notably those in the air and in space.
- The NORAD Battle Management Centre controls the North American air surveillance and air defence network, and tracks anything entering US or Canadian airspace. This includes a Missile Warning Centre which watches for missile attacks - the Mountain’s original purpose.
- The Space Control Centre catalogues all man-made objects in space, down to lost gloves and cameras. It plots their orbits, and warns of impending re-entry or collision with orbiting spacecraft. On a typical day there are some 8,000 objects on the catalogue.
- The Combined Intelligence Watch Centre monitors worldwide air and space activity, as well as political unrest which could threaten US or allied assets. Primarily, it provides intelligence information to the other centres.
- The Systems Centre maintains the 100+ computer systems and 600+ communications circuits in the Mountain, as well as the life support systems.
- The Weather Support Unit, actually located at Peterson Air Force Base, provides weather reports to the Mountain.

Places to Go, Things to Do

- **Level 5C:** The multipurpose room, used for a variety of things including an impromptu refugee center.
- **Level 16:** The security office, where monitors show views from security cameras in all the major rooms and corridors, and holding cells, where prisoners are kept and interrogated as necessary.
- **Level 18:** Offices of Dr Jackson and Jonas Quinn.
- **Level 19:** Major Carter’s laboratory, where she Meddles With Things Man Was Not Meant To Know.
- **Level 21:** The infirmary.
- **Level 22:** The Isolation Quarters, where Dr Fraiser holds you while deciding if you are infected with alien bugs or just plain nuts.
- **Levels 23-25:** Living quarters.
- **Level 27:** The briefing room; appears to be directly on top of the Stargate control room.
- **Level 28:** The Stargate itself and its control room. Don't stand too close, that pulse of "water" as it opens is lethal. If you do bring anything too vicious back home, the self-destruct nuke is a couple of doors away and can be triggered manually by two senior officers working in concert. Directly above the Gate Room is a large shaft leading to the surface.

The Russian Stargate

For a 37 day period in season 4, the Russian Federation has its own operational Stargate, lost in the Pacific ocean by SGC (*Nemesis*, season 3) and recovered by the Russian navy (*Watergate*, season 4). This is housed in a disused power station in Siberia, with the DHD liberated from the Nazis in 1945.

The Russian operation had detailed knowledge of SGC's missions, leaked to them by Colonel Maybourne. While it used drones, they were nuclear-powered and designed for a 10-year life offworld, as opposed to the short-lived battery-powered units deployed by SGC. Unlike SGC, the Russians used mini-submarines to explore submerged destinations. On at least one occasion, they were able to capture a Jaffa for interrogation (*Desperate Measures*, season 5).

Protective measures at the Russian gate, like most of their operation, were cheaper and less thorough than their SGC equivalents. Rather than a nuclear weapon, the last line of defence was for the base commander to flood the facility with nerve gas – this happened at least once, killing almost all the original team in an attempt to contain aliens brought through the stargate (*Watergate*, season 4). Russian exploration teams were drawn from the Federation's commando forces and carried cyanide pills in case of capture.

However, after just over a month, the Russians agree to shut down their gate in exchange for continued access to SGC information (*Chain Reaction*, season 4). GMs should note that SGC can easily monitor their compliance by checking for seismic disturbances at the site.

At the start of season 6 (*Redemption*), the Russian gate is rented by SGC to replace the Alpha Gate, destroyed by Anubis.

Transport

SGC and the Goa'uld System Lords do most of their travelling by Stargate. SGC has no other real options for interstellar travel; the Goa'uld have starships, but these are usually large motherships, costly to produce and most often needed at home to defend the Lord's fief. Smaller cargo vessels (about the size of a small airliner) are sometimes encountered (starting from *Dead Man's Switch*, Season 3).

The Asgard have ships as large and powerful as Goa'uld motherships, which they use in preference to Stargates.

Communications

Radio and gravity waves can pass in both directions through an open Stargate; practical communications for SGC involve normal radios, which can of course also carry a video signal.

The Goa'uld use more advanced communicators, capable of transmitting video signals faster than light through hyperspace.

SGC normally contacts the Asgard using the Hall of Wisdom on Catahl.

Wealth

Characters enter the game with \$15,000; however, they only have \$3,000 to spend on equipment - the remainder is tied up in one way or another; heirlooms, car, CD collection or whatever.

SGC will provide them with the Basic Load free of charge, and replace losses to it between missions; anything else must be paid for out of the character's own pocket, or negotiated with tightfisted SGC quartermasters.

Cost of Living

The monthly cost of living depends on your Status:

- Status -1 or less: \$300 per month.
- Status 0 (most PCs): \$600 per month.
- Status 1 or more: \$1,200 per month at Status 1, roughly doubling for every additional level of Status

Money

On Earth, the characters use “real-world” currency. On other worlds, barter appears the norm.

Prices

Anything a player can find for sale on Earth, his character can find for sale at the same price. However, you are encouraged to develop your character rather than collect cool gadgets.

Jobs and Income

Jobs Table

Key to Table: PR: Prerequisite. LJ: Lose Job. “d”: Dice of damage suffered. “i”: Months of income lost. *: Freelance job. BMT: Basic Military Training - First Aid, Guns (Light Automatic), and Savoir-Faire all at level 10+. OCS: Officer Candidate School - Military Rank 3+, Leadership-10+, Savoir-Faire-11+, and Tactics-7+.

Job (Requirements), Monthly Income	Success Roll	Critical Failure
<i>Average Jobs</i>		
Airman/Marine (BMT), \$1250 + \$750 x Military Rank.	Best PR - 2	-2i, 4d/8d
<i>Comfortable Jobs</i>		
Officer (BMT, OCS, Military Rank 3+), \$2500 + \$500 x Military Rank.	Best PR - 2	-2i, 4d/8d
Academic (any Natural or Social Science 14+), \$300 x best Science skill	Worst PR	-2i, 2d

Gazetteer

*We're looking for a planet with atmosphere
Looking for one where the water's clear
Lots of sunshine, just like here –
Three hundred or four hundred days a year, we are
Humans from Earth, we are
Humans from Earth
You have nothing to fear...
I think we're gonna like it here.
– from the Equinox episode “Waterhole”*

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 - and TL ranges from 1 to 3. Those worlds without Goa'uld intervention have advanced to higher levels, usually 10 or so; there seem to be very few human cultures at TLs 4-9 – this may well be because they are advanced enough to be a threat, and so draw the attention of the Goa'uld, but not sufficiently advanced to defend themselves.

The Gazetteer lists worlds of interest visited by SGC in the movie, the TV show, or the author's campaign. Unless otherwise specified, all planets are Earthlike.

Using the Gazetteer

The information in the Gazetteer is common knowledge in the campaign; anyone who doesn't know what's listed here about a particular world can find it out with a little research. Players may read this section as thoroughly as they wish.

What – you thought I'd put all the secret stuff in here? ☺

Classifying Worlds

The Stargate universe is well-suited to *GURPS Lite*, because almost all planets reachable by Stargate are Earthlike - the only game statistic needed is the Tech Level of any local inhabitants. Unless otherwise specified, all planets look like a stretch of Canadian forest. ☺

If more detail is needed, worlds will be classified using the rules of *GURPS Space*.

Major Worlds

Abydos

Abydos is the former stronghold of the Goa'uld Ra, inhabited by a TL 1 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. The pyramid, the Stargate and the native population are all destroyed by Anubis at the end of season 6, although the natives undergo ascension with the help of Oma.

Featured in: *Stargate*, the movie; *Children of the Gods*, season 1; *Secrets*, season 2; *Absolute Power*, season 4; *Full Circle*, season 6.

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.

Featured in: *Allegiance*, season 6, but regularly referred to in other episodes.

Chulak

Chulak is ruled by the Goa'uld Apophis (at least until season 4, after which it gains its independence – at a price). It is inhabited by humans of African descent, who provided Apophis with hosts and Jaffa serpent guards. 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. Early in season 4, it is 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.

Featured in: *Children of the Gods*, season 1; *Bloodlines*, season 1; *Family*, season 2; *Into the Fire*, season 3; *The Serpent's Venom*, season 4.

Cimmeria

Cimmeria is home to a TL 2 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.

Featured in: *Thor's Hammer*, Season 1; *Thor's Chariot*, Season 2.

Earth

It's Earth as you know it, except for the Stargate. A balkanised TL 7-8 planet. Key locations are Cheyenne Mountain, where the Stargate is operated by SGC, and Area 51, headquarters of Colonel Maybourne's operation.

In early 1999 (season 3), 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.

In *Sight Unseen* (series 6) it is revealed that Earth shares its physical location with at least one other world in a parallel universe, whose inhabitants can be made visible with Ancient technology.

Featured in: Every episode, even if only the Gate Room.

Heorot

A former Goa'uld mining colony, abandoned when the *naquada* deposits were exhausted. The workers were transplanted 6th century Danes, who have changed little since they were brought here. Heorot has a small permanent outpost, used as a staging area for SG teams; this reduces the risk of their activities being traced back to Earth. The outpost trades with the locals for food to minimise dependence on offworld resupply; base personnel have so far taken great pains to stay on good terms with the Danes. In addition to the usual Stargate-related activities, the teams are tasked with exploring the abandoned mines in search of any *naquada* or useful technology that may have been left behind. (Can you say "dungeon crawl"?)

Featured in: The author's SG-13 campaign.

Memphis

The homeworld of two of SG-13's recurring foes, Ptah and Sekhmet.

Featured in: The author's SG-13 campaign.

Minor Worlds

By late season 6, SG-1 alone has visited 133 worlds; from season 4 onwards, the TV show begins to use worlds without mentioning a name or code number – these unidentified planets are not listed below. This list is of necessity only a partial one.

Creating Your Own Minor Worlds

To create a minor world, take any historical human culture and park it on a remote Earthlike planet, preferably one that looks like it's somewhere in the Canadian forest. Don't worry too much about historical accuracy – much can be explained by cultural drift over the centuries, or enslavement by alien cultures.

Season with Goa'uld to taste.

Garnish with one or more of: A puzzle for the PCs to solve, allies or useful knowledge to be won, and recurring villains to thwart.

To create a major world, return to an existing minor one several times, recording each new detail the adventures throw up.

Alaris

Surveyed by SG-12 (*Window of Opportunity*, season 4).

Argos

Inhabited by a race of Greek-descended TL 1 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. (*Brief Candle*, Season 1).

BP6-3Q1

The human population of this world has been wiped out by giant insects, 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 TL 4, while retaining their faith in the Norse gods. The Hall of Wisdom under their temple contains a communicator able to contact the Asgard Council (*Red Sky*, season 5). From mid-season 5 onwards, 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 TL 3 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. (*Cor-ai*, Season 1).

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 from the end of season 3, and Apophis takes over his worlds and troops. (*Jolinar's Memories* and *The Devil You Know*, season 3). Delmac is seriously damaged by a near-light-speed starship crash at the beginning of season 5 (*Enemies*), and possibly infested with Replicators thereafter.

Edairi

A hothouse planet with a surface temperature of 420° 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 (*Revelations*, season 5).

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 TL 3 culture, which allows them to mine the local *naquada* deposits in return for technical, medical and educational help. (*A Hundred Days*, Season 3).

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. (*The Torment of Tantalus*, season 1).

Euronda

This TL 8-9 world is wracked by war between two factions; one, living 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. (*The Other Side*, season 4.)

Hala

The first Asgard colony world. Sacrificed in mid-season 6 (*Unnatural Selection*) 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 engulfed 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, a TL 0 society with no law other than the survival of the strongest, have been seen. (*Prisoners*, season 2.)

Hasara

A neutral system, with a space station used for summit meetings between rival Goa'uld factions. (*Summit*, season 5).

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. (*Forsaken*, season 6.)

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 TL 2 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. (*Double Jeopardy*, season 4).

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. (*Maternal Instinct*, season 3).

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 (*Prodigy*, season 4).

Madrona

Madrona is home to a TL 1 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. (*Touchstone*, season 2.)

Nasya

Nasya is inhabited by a TL 2-3 human culture, largely destroyed by the Goa'uld. SG-1 rescued some of the survivors and relocated them to another world. (*In the Line of Duty*, season 2.)

Netu

See *Delmac*, above.

Orban

Orban is inhabited by a TL 9 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. (*Learning Curve*, season 3.)

Orbanian Nanotechnology

This sort of thing would be TL 12-13 in plain vanilla *GURPS*, but the Orbanians didn't seem that advanced in other areas. Depending on which pundits you believe, nanotechnology will phase in sometime between TL 8 (in your lifetime), TL 13 (the *GURPS* approach) or never.

P2A018

Home to the Latonnans, a shorter than average human culture which has regressed from its former TL 13+ 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. (*The Sentinel*, season 5).

P2A463

Mentioned in passing in *The Sentinel* (season 5) – 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. (*Tangent*, season 4).

P2S43C

This TL 6 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 others' throats on and off for the past 200 years. Kelowna's territory includes a site where *naquadria* – an immensely powerful isotope of *naquadra*, required to power starship hyperdrives – can be mined. SG-1's initial visit there in season 5 embroils them in intrigues around the *naquadria* bomb project, and leads to Jonas Quinn defecting to SGC with a quantity of the rare mineral; by early season 6 the Kelownans have a functional bomb, although their primitive radiation shielding has resulted in most of their senior science staff going insane. (*Meridian*, season 5; *Shadow Play*, season 6).

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. (*The Tomb*, season 5).

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 Optricians that aliens brought humans through the stargate. Local technology is at roughly TL 10, 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. (*New Ground*, season 3).

P34-353J

A desert world, formerly a base of the Tok'ra until it had to be abandoned following a Goa'uld assault. (*The Tok'ra*, season 2.)

P3A194

An agricultural world inhabited by the Volians, and a member of the Aschen Confederation (see *Minor Races*). The Volians are descended from Celtic transportees. The Aschen used their normal technique of offering technical help, including medicines which sterilized the population; the Volians have been reduced from a population of millions at TL 5 to one of thousands at TL 2 in the couple of centuries since contact with the Aschen. (*2001*, season 5).

P3O255

Mentioned in passing in *Point of No Return* (season 4) as a source of cuneiform tablets attracting Dr Jackson's attention.

P3R118

A TL 8-9 glacier world with a single domed city. Until SG-1's diplomatic mission there in mid-season 4, the city dwellers enjoyed a high standard of living, supported by TL 5-6 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. (*Beneath the Surface*, season 4).

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. (*There But For The Grace Of God*, season 1).

P3R636

P3R636 is inhabited by a TL 1 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. He is succeeded by his daughter Queen Shyla, whom SG-1 persuaded to destroy the Sarcophagus. (*Need*, season 2.)

P3X116

Off-limits after SG-6 was lost there to hostile aliens (*Foothold*, season 3). 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 (*48 Hours*, season 5).

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. (*A Matter of Time*, season 2.)

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 TL 1 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. (*The Broca Divide*, season 1).

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 TL 0 culture free from Goa'uld infection by living in cave complexes far from the rivers. (*The First Ones*, season 4).

P3Y294

Mentioned in passing in *The Sentinel* (season 5) – a planet which has refused any contact with Earth since NID operatives stole a beam weapon from them.

P4C796

Mentioned in passing in *48 hours* (season 5).

P4C970

Flagged as permanently off-limits at SGC since Colonel O'Neill received a cryptic, blood-splattered message from himself, telling him never to go there. (*2010*, season 4). Later discovered to be the homeworld of the Aschen Confederation of Planets (*2001*, season 5).

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 out. 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 at the end of season 6 (*Prophecy*), fulfilling a millenium-old legend of the inhabitants.

P4X131

Mentioned in passing in *Forsaken* (season 6) as a “treasure planet”, rich in gold and precious objects. However, as this was part of a scam to catch a thief, it’s possible Jonas Quinn invented the entire planet.

P4X234

Mentioned in passing in *Nemesis*, season 3. 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 (*The Light*, season 4).

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. (*Window of Opportunity*, season 4).

P4X884

Home to a humanoid race who explore space vicariously by implanting tiny Artificial Intelligences in visitors’ brains. (*Urgo*, season 3). You could have one already and not know it...

P5X3D7

Mentioned in passing in *Point of No Return* (season 4) as a planet where Major Carter has survey equipment set up.

P6Y325

Home to the Lusarians, mentioned in passing in *Divide and Conquer* (season 4).

P7J989

The inhabitants of this world were a TL 10 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. See *GURPS Ultra Tech 2* for suitable VR devices. (*The Gamekeeper*, season 2.)

P7S441

Another one of your standard Canadian forest worlds; apparently uninhabited, but has some small low-tech ruins here and there. (*The Fifth Man*, season 5).

P7X009

Mentioned in passing in *Memento* (season 6) as 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 (or are they just 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 – i.e., lots of interesting stuff, but nothing actually *useful*. ☺ (*Crystal Skull*, season 3).

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 (*Singularity*, season 1). By mid-season 5 (*Rite of Passage*) it is 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 – electrokinesis and possibly telekinesis were briefly demonstrated by Cassandra, the one surviving host.

P9X391

A sandy, desert planet with Ancient ruins. (*Sight Unseen*, season 6).

Pangar

Home to a TL 5 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 (*Cure*, season 6), the Pangarans were persuaded to give up their serum, and probably the large-scale farming of Goa'uld upon which it depended. By late season 6 (*The Changeling*) 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 a TL 0 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. (*One False Step*, season 2).

PJ6877

One of numerous uninhabited worlds, bearing a suspicious resemblance to the Canadian forest. (*Dead Man's Switch*, season 3.)

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 (from seasons 1 to 4) duplicates of SG-1. The world's surface is thought to be desolate and unfit for life. (*Tin Man*, season 1; *Double Jeopardy*, season 4).

PX9757

One of Apophis' bases; presumably has an extensive shipyard as he was known to build advanced warships there. (*Divide and Conquer*, season 4).

PXY 887

This planet is home to two cultures; a TL 1 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. (*Spirits*, season 2.)

Ravana

Tok'ra base, assaulted by the Goa'uld in season 5 and presumed abandoned. (*Summit and Fail Safe*, season 5). One of your generic Canadian forest planets.

Simarka

Simarka is not currently troubled by Goa'uld visits, and is inhabited by the Shavadai, TL 2 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. (*Emancipation*, season 1.)

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 TL 8 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. (*Memento*, season 6).

Toben

This system was formerly controlled by a TL 10 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 (*The Serpent's Venom*, season 4).

Tollan

Once home to a TL 13 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 (*Enigma*, season 1).

Tollana

The new home of the Tollan people; home to a neutral TL 13 human culture, siding neither with the Goa'uld nor with Earth. It was selected for its extensive trinium deposits; however, these are depleted by mid-season 5, and the planet is overrun by Goa'uld when advances in shield technology render the Tollans' planetary defences useless. (*Pretense and Shades of Grey*, both season 3; *Between Two Fires*, season 5.)

Vellona (aka P4X636)

Surveyed by SG-16, Vellona holds only the ruins of a vanished culture and what O'Neill describes as "a honking big space gun", latterly destroyed by enigmatic energy beings who fear it might be misused by humans (*Ascension*, season 5).

Vorash

The main Tok'ra base (at least, during seasons 3 and 4). 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 at the end of season 4 (*Exodus*).

Characters

Down those mean streets a man must go who is not himself mean – who is neither tarnished, nor afraid.
– Raymond Chandler, “*The Simple Art of Murder*”

It's assumed that the typical group will be a SGC team like SG-1, consisting of four or so people, of whom at least half will be members of the USAF or US Marines. The military personnel may well be bolstered by scientists specialising in fields the Air Force doesn't deal with much – SG-1 has an Egyptologist, for example.

Characters with any attribute below 8 are unlikely, as are ones with serious physical or mental disadvantages - characters with these would fail either the physical or the background security checks, and so not be authorised to join a team.

It is conceivable that a civilian expert might be allowed some leeway on this ruling, but he or she would have to earn it by demonstrating truly outstanding skills or knowledge vital to the mission.

Special Forces

Officially, the USAF does not have Special Forces troops, at least not in the sense that gamers normally use the term. (Mind you, officially it doesn't have a Stargate either...)

"Special Forces" in the USAF means security troops, dog handlers, and so on - these are special in the sense that they are not directly involved with operating aircraft.

However, there are Special Tactics units, which are deployed in support of Army Rangers, Navy SEALs, and so on, and are sufficiently well-trained not to embarrass themselves in such company.

Nationality

In the movie and the TV season, almost all the characters are American, and the majority work for the USAF. For reasons of national security, the USA conceals the existence of the Stargate as much as possible; however, from early season 4 it is clear that the Russian Federation has known about SGC's missions for some time, and from early season 5 joint efforts with the Russians are made, although these are rare and the two countries do not really trust each other. The Russians are content to play second fiddle in the programme, as this means they get most of the benefits while sustaining virtually none of the costs or risks.

By late season 6 (*Disclosure*), the existence of the Stargate programme has been revealed to the UK, France, and the People's Republic of China as well; the five nations (the permanent UN Security Council members) control the bulk of Earth's military forces between them, and may need to work together in the event of a Goa'uld invasion.

The GM may rule that people from other countries are recruited into SGC. Given the “special relationship” between the USA and UK, and particularly the historic links between the two countries' Special Forces units, British characters are likely outsiders. Due to the long-standing co-operation between US, Australian and New Zealand military forces, this is another likely axis.

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) are at TL 10 (starfaring) and up, and generally don't want to get involved with Earth humans for one reason or another (in game terms, this is because they would need too many levels of the High Technology advantage, although each race explains it differently). 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 at TL 1 (ancient Greece) to TL 3 (Mediaeval) – one assumes that the Goa'uld suppress technological progress because they don't want the competition.

Major Species

As a general rule, these are the starfaring races. They are also characterised by repeated appearances in numerous episodes. Asgard, Jaffa and Tollan PCs are (barely) credible team members; others are not permitted. As ever, the GM may rule any race off-limits to players.

Ancients (TL 15)

Almost nothing is known of the Ancients until the very end of season 6 (*Full Circle*). The few facts established prior to that mostly come from the episode *The Fifth Race*, and 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 (*Sight Unseen*, season 6) or knows simply by being touched. In some cases the changes are contagious and can be passed to others by skin contact.

Eventually (*Full Circle*) we learn that the Ancients were human, as hinted at earlier in season 6, and that they were wiped out by a plague long ago, except for a few who “ascended” to a higher plane to become energy beings. (Previous editions of this worldbook listed the Ancients and the Energy Beings as separate races, but they are now known to be the same species.)

Those Ancients who have “ascended” appear as masses of writhing, white, smoky tendrils. The race as a whole practices a strict code of non-interference with less advanced species, but occasional individuals feel compelled to intervene in human affairs; these are exiled by their species as soon as this is discovered. At least one such being (*Abys*, season 6) has stated that although they are powerful, they are no better suited to play God than the Goa'uld, and so feel constrained not to use their powers – true or not, this is dramatically necessary to maintain play balance. Ancients encountered by the players will normally belong to one of two main factions: The followers of Oma, who feel they have a duty to help worthy beings ascend to the higher plane, and those Oma refers to as “the Others”, who practice strict non-interference

with current races for reasons as yet unknown. Oma will intercede to prevent her followers taking obvious action in support of mortals, as the Others tolerate her assisted ascensions but will not suffer her or her followers to take more direct action in support of their friends.

We have it on good authority, namely Dr Daniel Jackson, that the fabled Lost City of the Ancients (presumably Atlantis) is still accessible and contains weapons of immense power, suitable for protecting humanity against the Goa'uld.

So far, all ascensions seen in the show have been of worthy humans on the brink of death. Only one (partially) non-human ascension is known: In *Full Circle* (season 6), we learn that the Goa'uld Anubis managed to ascend; the combined might of the Ancients thrust him back onto the mortal plane, but even they could not push him all the way back, and so he exists in a curious state midway between the human world and ascension. His mask and robes are necessary to contain his non-corporeal form.

The Ancients say that death and ascension are but the first steps on one's road, but decline to comment on what follows. Ancients can assume human form at will, but the shift back to their ascended state requires help from other members of their race (*Maternal Instinct*, season 4, and *Ascension*, season 5).

If using *GURPS Compendium I*, Ancients have the Being of Pure Thought advantage (290 points). It is possible for humans to ascend to this state with help from members of the race (*Meridian*, season 5); however, it is recommended that in this case they become NPCs.

Asgard (TL 13)

Our race
Has learned the awful true
Powers of
The sound the saucers use
– *Blue Oyster Cult*, “*E.T.I. – Extra-Terrestrial Intelligence*”

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 (*Revelations*, season 5), 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 – essentially the cloning and braintaping option from *GURPS Space* pp. 89-90. (It seems appropriate to adjust the TL for this upwards from plain vanilla *GURPS*, to TL 13.) 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 (*Fair Game* and *Nemesis*, season 3; *Unnatural Selection*, season 6); 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, but both races seem to fall within the broad boundaries of *GURPS* TL 13.

A typical Asgard would have ST 4 (based on their apparent height of about 3 feet), DX 10, IQ 10, and HT 10, as well as High Technology +3, and the Dying Race disadvantage from *GURPS Compendium I* (worth -10 points). This makes being an Asgard a 40 point advantage.

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 (TL 13)

You are boned like a saint, with the consciousness of a snake.
- Blue Oyster Cult, "The Revenge of Vera Gemini"

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 themselves have access to TL 13 equipment, but typically permit their subject races no more than TL 3; they 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. (*Crossroads*, season 4). The symbionts are typically treacherous and spiteful, choosing images to frighten, upset or mislead the host. In *Cure* (season 6) we learn that the 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 (*Thor's Hammer*, season 1).

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 (*Pretense*, season 4). 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 (*Into the Fire*, season 3); however, this itself requires Goa'uld technology, and so is very rare.

By late season 6, the Tok'ra's experiments have produced an experimental fluid based on tritonin (see the description of the minor world 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.

In season 6 (*Cure*) we learn that Goa'uld can (must?) reproduce asexually, and that 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. (*Forever in a Day*, season 3.) 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.

To create a Goa'uld or Tok'ra character, build a PC with Split Personality [-10], using two character sheets. One of the personalities is the Goa'uld symbiont (use the adult Goa'uld racial template below), which may have any TL 13 Mental skills. The other is the host (use the Host template below), which may have any skill appropriate to its cultural TL (usually TL 3), and any TL 13 Physical skill. The two personalities must average 100 points, but need not both be 100 point characters. Each of the two must pay the appropriate cost for Split Personality. The glowing eyes are a "special effect", not worth any points.

Split Personality [-10]

Goa'uld living in a host body have this at the -10 point level, as they and the host are aware of each other. Normal Goa'uld treat the host as "valuable property", while the Tok'ra treat their hosts as equal partners in a symbiosis, but this is a lifestyle choice, not part of a racial template.

Goa'uld in GURPS Lite

If you want a quick-and-dirty *GURPS Lite* version of a Goa'uld host, build a normal character and give it Immunity to Disease and Rapid Healing (total 15 points). It still has to have HT 12 or more – Goa'uld are picky about where they live.

Adult Goa'uld [57/72 Points]

The adult Goa'uld is a parasitic worm some 18" long. Simulating a Goa'uld requires a number of advantages and disadvantages from *Compendium I*. A generic Goa'uld without a host is ST 2, DX 11, IQ 10, HT 15/2, Speed 2.

- **Attributes:** ST -8 [-70], DX +1 [10], IQ +0 [0], HT +5 [60], Reduced Hit Points 13 [-65].
- **High Technology +3 [100]:** Goa'uld operate at TL 13, or +3 TLs above the campaign norm.
- **Immunity to Disease [10]:** As per *GURPS Lite*.
- **Transference [52]:** The basic 40 point cost is reduced by 20%, as the Goa'uld has to move a large worm into the new host, not just some bodily fluids; it is also enhanced by 50% as the Goa'uld can access the host's memories (but not skills) at will. A Goa'uld entering a new host brings his own IQ, mental (dis)advantages and skills, but gains the host's ST, DX, HT and physical (dis)advantages.
- **Racial Memory [40]:** A Goa'uld has access to the memories of its direct genetic ancestors (*Forever in a Day*, season 3; and *Crossroads, Absolute Power*, season 4). If its ancestors knew something, the Goa'uld can recall this information on a successful IQ roll. Some say that the weight of all this knowledge is what makes the Goa'uld so evil.

- **Unaging** [15]: Adult Goa'uld simply do not age. When the host body wears out, they move on to a new one.
- **Dependency** [-15]: The Goa'uld depends on the weak electrical currents generated by a host body; they can live for one day without the electric field without ill effects, but then lose one point of HT per hour.
- **No Manipulators** [-50]: A Goa'uld outside its host body has no limbs.
- **Parasite** [-15]: Goa'uld depend on host races for survival, and cannot survive long without a host. Humans are preferred, but just about any warm-blooded vertebrate will do at a pinch.

Being a Goa'uld worm on its own is a 72 point advantage, but you won't live long without finding a host. Being a normal Goa'uld symbiote in a host body is a 57 point advantage.

Goa'uld Larva

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, which would be equivalent to five levels of Extended Lifespan except that once adult it acquires Unaging, which is much better; so the late maturation is treated as a special effect worth no points.

In mid-season 5, we learn that 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 (*Last Stand*, season 5). Certainly they do not treasure their young as humans do.

In late season 6 (*The Changeling*), it is revealed that 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.

Lose Pounds of Unsightly Worm!

So, one of your party may already have won a Goa'uld larva. There are several things you can do about it...

1. Go to Cimmeria and stuff them into the Thor's Hammer complex. The host can leave by walking out through the final arch, but the larva will be killed. Of course, the host could stay in there and starve to death if he preferred. (*Thor's Hammer*, season 1).
2. Ask the Tok'ra nicely if they'll take it out. They can, you know. The host will be OK, but the worm might die. (*Pretense*, season 3).
3. If you're quick to act, and have a Goa'uld cryogenics facility handy, you can freeze your friend. The larva will be killed, and you can thaw the host out unharmed a few hours later. Probably. (*Into the Fire*, season 3).
4. Stop whining and deal with it. It might be a friendly snake...

Goa'uld Host [20/35 points]

This represents a human acting as a host for a Goa'uld. A device known as a “pouching tool” creates a flapped abdominal pouch for the Goa'uld; the process destroys the host's immune system, as this might try to reject the worm. This tool is not essential for adult Goa'uld – the Tok'ra seem not to use it at all, and other Goa'uld don't have to – they can simply burrow their way in through the mouth, or the flesh of the neck area. There are two types of host:

- **Adult Goa'uld** hosts, whether Tok'ra or not, use this template, and also have Split Personality [-10]. Being a Goa'uld host is thus a 35 point advantage.
- **Jaffa** use this template, but do not have a Split Personality - the immature larva is not capable of taking control of the host body, or even communicating with it under normal circumstances. Being a Jaffa is a 20 point advantage.

Hosts have the following advantages and disadvantages:

- **Enhanced Lifespan +5** [25]: A host doesn't start to age until 300 years old, and with reasonable luck can expect to live to over 400. With regular use of the Goa'uld sarcophagus, lifespans of several thousand years are feasible, but this is due to the device, not the symbiote, as the Tok'ra (who eschew the sarcophagus) only get the basic 300-400 years. Jaffa have **Enhanced Lifespan +1** [5] and can expect to live to around 130-140, reducing the cost for them.
- **Empathy** [15]: This is used to represent the fact that those who are, or have been, a Goa'uld host can detect whether other beings within a yard or so of them are currently hosts – it is treated as a special case of detecting whether someone is lying to you or not. It depends on the Goa'uld having some *naquada* in its system, which is not true of “wild” Goa'uld found on the ancestral homeworld or the cloned larvae to which NID had access.
- **High Technology +3** [50]: The normal cost is halved, because Jaffa are raised in TL 1-3 societies, and so can only learn Physical skills for TL 13 equipment (e.g. firing staff weapons or flying death gliders).
- **Immunity to Disease** [5 or 10]: The point cost for this is halved for Jaffa, as it requires at least an hour's preparatory meditation to repel infection. (*Holiday*, season 2). Jaffa meditate daily; if unable to do so, they will eventually sicken and die. If for any reason the character does not know how to prepare, he cannot claim the benefits of the advantage. Adult Goa'uld hosts must pay the full 10 points, as they do not need to meditate.
- **Rapid Healing** [5]: The larva can assist the body's natural healing.
- **Dependency** [-60]: If the larva is removed for any reason, the host's immune system shuts down entirely. Larvae cannot be bought - they must be found (usually on an adventure), and the host loses one HT per 6 hours once the larva has been absent for at least a week. (*Note*: For dramatic effect, various episodes in the season show this deterioration occurring at different rates. These values were picked for playability - Your Mileage May Vary.)

Teach Yourself Goa'uld

Unlike Klingon, Goa'uld hasn't been formally created as a language by the scriptwriters; they just add words when they feel like it, and you as GM should do likewise. Here are some that have been used in the show so far:

Ashrack: Goa'uld assassin. The obligatory ninja type. Some of them (notably those used by Anubis) have access to personal invisibility devices. They are extremely skilled and cunning, and hunt alone.

Chappa'ai: Stargate. (Anna, who studied Egyptology at Cambridge, advises that the “ch” should be pronounced as in the Scots “loch”, and the “pp” should probably be “bb”. A nice bit of pedantry for your team's crackpot Egyptologist.)

Desala: Nature, or Mother Nature.

Harkesis: The human child of two hosts possessed by adult Goa'uld, possessing all their racial memories without being a Goa'uld itself.

Jaffa: Warrior.

Jomasiku: Leadership challenge. A duel to the death between two Jaffa to determine who will lead the group.

Hoktar (from *hok*, advanced, and *Tau'ri*, human): "Advanced human", the theoretical next step in human evolution, sought by the Goa'uld as a superior host.

Kalak: Soul.

Kal'nareem: A trancelike meditative state. Jaffa must spend some time each day in this state, or they will sicken and eventually die. In the deepest levels of meditation, Jaffa can communicate with their symbionts via dreamlike images.

Kalma: Child.

Kolekshotek: Jaffa rallying cry – "Victory or death!"

Kree: Means a lot of things – "Tenn-HUTT!", "Hey!", "Shut up!", "Listen up!" and just about everything else in a similar vein. (Abby and Ruth have taught their dog to stop when they call this to it.)

Lotar: A high-ranking Goa'uld slave, acting as personal assistant to his lord. A contemporary equivalent would be the US President's "body man".

Mastaba: Jaffa martial art, closely resembling Capoeira (fittingly enough, developed in secret by Brazilian slaves). Very cinematic, lots of spinning kicks and bouncing-on-the-hands type moves. The Jaffa focus on following through regardless of injury makes this a "hard" style, best simulated in *GURPS Lite* by the Karate skill.

Naquada: A mineral much used in Goa'uld technology as a power source; also found in the blood of all "civilised" Goa'uld.

Naquadria: A more powerful and concentrated form of Naquada, used in starship hyperdrives. Prolonged exposure to it (several years) causes brain damage leading to serious mental illness, including paranoia and hallucinations.

N'tar: Training weapon – versions are made to simulate almost any other type of weapon; used in training Jaffa.

Pel'tac: (Starship) bridge, as in "You have the Pel'tac."

Prin Tac: Staff weapon.

Primp'ta: Fresh larva.

Shalmet: Jaffa drinking toast, presumably wishing good health.

Shol'va: Traitor.

Talmat'ei: Greeting of respect.

Talma'tek: Peaceful greeting.

Tok'ra: “Those against Ra.” A resistance group, Goa'uld who are enemies of the System Lords and allies of Earth.

Tau'ri: Humans from Earth. The original and best – accept no substitutes.

Teal'c: Strength (*Past and Present*, season 3)

Udajeet: The Goa'uld term for a Death Glider.

Zatarc: A normal person, brainwashed by Goa'uld technology to attempt a specific act of assassination or sabotage, then kill themselves to hamper investigation. It takes only moments to programme someone as a Zatarc.

Humans (TL 1-15)

Humans are ubiquitous throughout the Galaxy, thanks to their transplantation by the Goa'uld. Human cultures on other worlds are generally at TL 0-3, and 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 the PCs for Goa'uld minions. Those cultures untroubled by Goa'uld have generally advanced to TL 10 or so, but for one reason or another feel no obligation to get involved in the problems of other worlds.

If the GM allows team members from human worlds other than Earth, the only changes necessary are appropriate levels of the High Technology or Primitive (dis)advantages.

Ancients (TL 15)

Frozen (season 6) suggests that we *are* the Ancients; Ayana, a woman with psionic healing powers recovered from the Antarctic ice, may have been an Ancient, in which case an advanced human race existed between three and 50 million years ago. *Full Circle* (season 6) confirms this hypothesis, explaining that the original Ancients were largely wiped out by plague, and survivors “ascended” to become beings of pure energy. The connection between Ayana's race and contemporary humanity remains unclear.

Aschen (TL 14)

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 (*2010*, season 4; *2001*, season 5).

The Aschen are completely devoid of a sense of humour, 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.

Tau'ri (TL 7-8)

These are the humans of Earth. You want to know more? Look around you...

Tollans (TL 13)

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 destabilised 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.

Tollans have been assigned a TL on a par with the Asgard and Goa'uld because despite their lack of military experience, their technology is usually able to defend them against Goa'uld attacks. Their technology and that of the Nox may be better than described here, as the two races working together were able to build their own Stargate (*Pretense*, season 3) which has been rated as TL 15 for the Ancients.

However, their homeworld is overrun by Goa'uld in mid-season 5 (*Between Two Fires*). Their situation thereafter is unknown, but presumably unpleasant.

Nox (TL 14)

The Nox are a small, fairy-like species, rarely getting involved in the affairs of other races. While they have at least TL 14 technology (demonstrated in *Enigma*, season 1, by their ability to operate a Stargate without any external power source) they prefer to live in harmony with nature on their homeworld, at TL 0-1. 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. In game terms, Nox have the following racial advantages and disadvantages: High Technology +4 [more than you want to think about], Invisibility (at will, including items up to No Encumbrance) [48], Odious Racial Habit (Smug) [-5], Pacifism (Total Non-Violence) [-30].

The Nox are not suitable as PCs.

Replicators

“Bugs, Mr Rico! Zillions of ‘em!”
- Robert A Heinlein, “Starship Troopers”

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 – given a choice between alloys, they prefer to take the higher TL materials. 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 - those built from TL 7 steel are grey (and can rust), while those built from Asgard ship hulls are a tasteful mauve. They are so close to ambient temperature that they cannot be detected by infrared imagers; 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 - for game purposes, assume that this takes one day per TL, e.g. 7-8 days for contemporary Earth vessels.

Replicators are not suitable for use as PCs.

The First Replicator...

In *Menace* (season 5), we learn that replicators were created by a child-like Artificial Intelligence as playthings, using nanotechnology. The first replicators were programmed to defend the AI and themselves, and to make more toys; after they destroyed the AI's creators and their homeworld, the AI eventually ran out of power, and the replicators left, presumably through the local Stargate.

Replicator Swarms

The best way to handle Replicators in combat is the Swarm rules from the *GURPS Basic Set*, p. 143. A swarm of half-a-dozen replicators fills one hex, and attacks any victims in that hex by cutting and spraying acid. The swarm's attack automatically hits, doing 1d cutting damage; armour protects for the first five turns, then the Replicators have eaten their way through and it no longer helps.

Attacks against a swarm automatically hit, and the swarm is not allowed a defense roll. Fists and melee weapons do only one point of damage, regardless of ST; firearms do normal damage, but Replicators are immune to energy weapons. A swarm is "dispersed" by 10 hits; this represents the Replicators being smashed into their component pieces. However, if the TL of a swarm's materials is at least 13, the scattered bits slide together and form new Replicators in 2d seconds.

Note that Replicators only attack if threatened, even if characters who have assaulted them previously appear again in their midst.

...and the Last?

Unnatural Selection (season 6) shows how the Asgard were eventually able to summon all the Replicators in known space to their first colony world, Hala, where they had prepared a time distortion device as a trap. Finding the remains of the humanoid AI who created them, the Replicators evolved a higher form to mimic her; there are at least six of these, one of whom does not have the design flaw of the original AI and is consequently much kinder and more reasonable. Sadly, the others have gone beyond merely wishing to increase their numbers to a genuine desire for conquest.

As of mid-season 6, the gentle one had been tricked into marooning itself and all other Replicators on Hala, in a time distortion field; one year passes inside the field for each 10,000 that pass outside it, which hopefully gives the Asgard time to think of something better.

Retou (TL 10, 138 Points)

The Retou (*Show and Tell*, season 2) 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 (use the normal *GURPS Lite* blaster pistols with the tight-beam modification) and explosives with the power of small nuclear weapons.

The Retou are a TL 10 race; there is no reason to suppose they have anything other than normal attributes, but they have the following racial advantages and disadvantages; they are not permitted as player characters.

- **Invisibility** [80 points]: The normal cost is doubled because Retou can carry objects up to Heavy encumbrance.
- **Invisibility to Machines** [40 points]: Again, the normal cost is doubled.
- **Secret Communication** [28]: Other races cannot detect Retou speech.
- **Centauroid** [0 points]: Retou are crablike, using their forelegs as arms.
- **Dying Race** [-10 points]: The Retou death rate exceeds their birth rate, mainly because the Goa'uld System Lords are trying to wipe them out.

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 (*Fair Game*, season 3); they may have access to small devices which shift their phase, rendering them and Retou mutually visible while making them invisible to others.

Minor Species

“Why have they all got buckets on their heads?”

– Costanza, observing a minor race in *Star Trek: The Original Series*

Minor races are those which play only "walk-on" parts in the campaign - they appear in one scenario and then fade into the background. Normally, they are primitive races, unable to build their own spacecraft and restricted to their homeworld; occasionally they have godlike capabilities and a spurious reason for not getting involved with humanity.

Just as TV shows create a minor race with a wrinkly forehead and a funny hat, the campaign addresses minor races by making them essentially like humans, but with a slightly different appearance that has no game effects.

Minor races have little or no impact on events in the campaign, and the GM will add them at whim as befits the scenario. This is a good chance to use species from your favourite game or story.

Humanoids

There are a number of generally humanoid races elsewhere in the Galaxy, such as the aliens in *Foothold* (season 3); most of them are not defined in any detail in the season. Their TL varies from 0 to 16 - there are several godlike species in the show that have transcended flesh to become beings of mist or light, and whose technology can do anything the scriptwriter feels like.

Antonieks

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

Nem's Race (25 Points)

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. Nem's race has a TL 10 culture, and has the Amphibious [10] and Unaging [15] advantages.

Reol (25 Points)

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, so skills in Acting and Fast Talk are common to support the beings' natural powers. They are being hunted to extinction by the Goa'uld, who are keen to learn their secret for nefarious purposes. Reol have the following racial advantages and disadvantages: Morph [40], allows the Reol to take the form of another humanoid; Slow Regeneration [10], recover one HT per 12 hours in addition to normal healing; Dying Race [-10]; and Pacifism (Self-Defence Only) [-15].

Since in *Summit* (season 5) 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 (40 Points)

These share the world PXY887 with a TL 1 human culture. The spirits are TL 10 humanoids with gill-like facial structures, and the ability to assume other forms at will - each has his or her own favourite form (wolf, raven etc). In game terms, they have the Morph racial advantage [40].

Unas (30 Points)

The original Goa'uld host race; reptilian, stronger and more aggressive than humans, but not as clever. Their racial advantages are +1 ST [10], -1 IQ [-10], Claws (+2 damage in melee) [15] and Unaging [15].

Advantages, Disadvantages and Skills

Characters are created using standard *GURPS* advantages, disadvantages and skills; it hasn't been necessary to create any new ones so far, although one or two have been taken from other *GURPS* books. What has been more useful is some clarification of a few points.

Technology and Patrons

The base TL for the campaign is TL 10, but all human characters from Earth (including most PCs) have two levels of the Primitive disadvantage [-10 points], as they operate at TL 8.

This is balanced by SGC acting as a Patron: Reasonably powerful organisation, supplies useful equipment, appears on 6 or less [10 points].

Neither of these counts against characters' points costs; they are waived as part of the "base cost" for the campaign.

Advantages

Both Military Rank and Reputation can be bought in play, but at double the normal cost (increasing your Rank by one level costs 10 points, for example).

Military Rank

Rank 0: Enlisted man or very junior NCO, probably in his late teens or early twenties.

Rank 1: Junior NCO - commands 4-15 people, depending on branch of service, probably in his mid-twenties to early thirties; if he is older, this usually means he was demoted for some offence – this is almost expected of aggressive troops, and is unlikely to damage his career unless he makes a habit of it.

Rank 2: Senior NCO - the backbone of the professional military, the ones who know how everything works and hand that knowledge on to the next generation of soldiers. They advise and train officers, and run units on a day-to-day basis. They are in their mid-twenties to late forties.

Rank 3: Lieutenant. The most junior grade of officer, commanding 10-50 people or holding a junior staff post; probably in his twenties.

Rank 4: Captain or Major. In charge of 50-300 people or having a responsible staff job, probably in his twenties or thirties. SG team leaders are usually Rank 4 – the teams are smaller than normal, but the responsibilities higher than average for a four-man team. This is the highest rank permitted for a beginning character without special arrangement with the GM.

Reputation

Medals are a physical manifestation of military Reputation, and if worn will be recognised by other military types and those who work with them. Your Reputation modifier is taken from the highest award you have - they don't "stack". However, if you want another medal, you will have to pay for the full Reaction modifier, even if you already have a medal-based Reputation; and all the character points you use to do so must come from a single adventure, though not necessarily a single game session. This is to prevent parties suddenly sprouting four Medal of Honor recipients. Relevant US medals are:

Combat Infantry Badge: +1 Reaction, 5 points. You have fought in an infantry action. Fairly rare for USAF personnel.

Bronze Star with "V": +1 Reaction, 5 points. Awarded for valour in combat. (Can be awarded without the V for exceptional service, but so many people have these that they don't rate a Reaction modifier.)

Silver Star: +2 Reaction, 10 points. Awarded for valour in combat. If you are Rank 4 or less you did something quite special to get this; if you are more senior, you might have received it for other reasons.

Air Force Cross: +3 Reaction, 15 points. Awarded for valour in combat – Samantha Carter ostensibly received one for work on remote sensing, but this was an obvious cover story.

Medal of Honor: +4 Reaction, 20 points. Awarded for exceptional bravery, often posthumously; carefully investigated.

Disadvantages

Taboo Disadvantages

We will not lie, steal, or cheat, nor tolerate among us anyone who does.
- USAF officer cadet honour code.

Serious physical disadvantages would rule a character out of the military altogether - Lame, Mute or One Eye, for instance. A scholar might still join the team, but the more serious the disadvantage, the more highly skilled he would need to be to justify being included.

Serious mental disadvantages such as Delusions, Kleptomania or Paranoia would be flushed out during the background checks for the character's security clearance; he would fail to get clearance, and thus never be eligible to join SGC. However, pretty much everything in *GURPS Lite*'s mental disadvantages could be sneaked through; and some of those traits would be of interest to NID, who might insert the character into an SG team as a spy.

Desirable Disadvantages

Integrity first. Service before self. Excellence in all we do.
- USAF core values.

Superstitious quirks are common in the military. Compulsive Behaviour (Carousing, Gambling, and so forth) is usually tolerated so long as it does not interfere with the mission or jeopardise security. The training and selection process for pilots or elite troops makes it easy for them to acquire Overconfidence or Stubbornness.

Most PCs behave as if they have Code of Honour (Pirate's) [-5], Overconfidence [-10], and Sense of Duty (Companions) [-5]; you may as well get the points for them! Goa'uld hosts are likely to have a Delusion ("My Goa'uld master is a god") – in *GURPS Lite* you can treat this as an Odious Personal Habit.

Codes of Honour

Academic's Code of Honour (-5 Points): Always acknowledge others' work; always defend your own legitimate claims to credit; never destroy source material or falsify evidence.

Hippocratic Oath (-15 points): Do no harm; be just and generous to other doctors; do everything you can to heal the sick; avoid vice and corruption; never use your art for criminal purposes; keep your patients' secrets.

Soldier's Code of Honour (-10 Points): Be ready to fight or die for your country; obey orders; look out for your team mates; keep yourself and your equipment in good shape; treat honourable enemies with respect; wear your uniform with pride.

Officer's Code of Honour (-10 Points): Be tough but fair; bring honour to your unit; obey orders; look out for your subordinates; lead from the front; obey the rules of war; wear your uniform with pride.

Skills

"Mandatory" Skills

You can create a character that lacks these, but NPCs will think he/she is incompetent or weird. Your call...

It's difficult to imagine a late 20th century PC without some skill in Area Knowledge and Driving, although my wife Costanza says I'm one of them. Any character can take these as Background skills.

All military or ex-military characters must have at least half a point in each of First Aid, Guns (Light Automatic), and Savoir-Faire; this is what they teach you in basic training. Serving or former officers must also have at least two points in Leadership and half a point in Tactics, as well as an extra half point in Savoir-Faire. *Exception:* Medical doctors are commissioned officers, but need not have skill in Guns or Tactics - these skills are difficult to reconcile with the Hippocratic Oath.

Training Courses of Interest

Almost any military character might have had one or more of these, so they should be considered Background skills for any military template. A typical six-week course would give you 1.5 character points to split between the skills listed for each course; note that intelligence training is taken as a batch of related courses lasting 37 weeks, giving 9 character points.

Language schools teach a specific foreign language, usually for one of your country's allies or enemies.

SERE training teaches one how to avoid capture if marooned behind enemy lines, and how to resist interrogation if captured. In game terms, the courses cover Acting, Camouflage, Escape, First Aid, Interrogation, Navigation, Stealth, Tracking and Traps.

Survival schools teach Navigation, Tracking and any one of Survival (Arctic), Survival (Desert), Survival (Jungle), or Survival (Mountain). It's possible to take several courses and so gain multiple Survival skills.

Intelligence Training: For our purposes, any character with Military Rank 2 or better may attend the 37-week Undergraduate Intelligence Program (UGIP), which gives them 9 character points divided as desired between the following skills: Area Knowledge (any), Computer Operation, Criminology, Electronics Operation, Fast-Talk, Forensics, Forgery, Interrogation, Law, Lockpicking, Photography, Research and Shadowing. GMs should be fairly flexible with players who want to adjust this skills list slightly - intelligence instructors are understandably coy about the exact curriculum, and anyone who actually knows what is taught here probably isn't allowed to talk about it. Characters may take such training several times to broaden or deepen their skills, but this usually means you are being groomed for duty as an intelligence analyst rather than a field agent, so the second and subsequent programs should focus on desk-based skills such as Area Knowledge and Research. A career "spook" working in counter-intelligence may also take 5 or 10 points worth of Legal Enforcement Powers, since he may wear civilian clothing, carry concealed firearms, and generally poke his nose into things with impunity.

Notes on Specific Skills

Diagnosis (M/H) and *Physician* (M/H): PCs with at least 6 points in each of these skills can claim to be licensed medical doctors. For a typical IQ 14 doctor that gives skill level 15 in both.

First Aid (M/E): Characters with at least 4 points in First Aid and one point in Diagnosis may claim to have an EMT-Paramedic certificate. For the average IQ 10 character, this translates to First Aid-12 and Diagnosis-8.

Guns (P/E): There are several different Guns skills, written as - for example - "Guns (Pistol)". The main ones you might need are:

- Grenade Launcher: Firing grenades from guns, or - more commonly - launchers attached to guns (e.g. the M203).
- LAW: Light Antitank Weapon - shoulder-fired antitank rockets.

- Light Automatic: Firing bursts from a stocked, automatic weapon (e.g. M-16 assault rifle, submachineguns, or the M-60 light machine gun). As I'm a generous sort of GM, I tend to subsume Guns (Rifle) in this, although not the reverse – the Army would teach you both together, but your local gun club probably wouldn't.
- Pistol: Firing single shots from a handgun (e.g. M-9 automatic pistol).
- Rifle: Firing single shots from a rifled, stocked weapon (e.g. M-16 assault rifle).
- Shotgun: Firing single shots from a smoothbore, stocked weapon (e.g. a 12-gauge shotgun).

Characters with skill level 14 or more in a Guns skill can add the notation “expert” for that weapon to their service record (written as - for example - “Expert pistol”).

Savoir-Faire (M/E): For military characters, this includes knowledge of such things as your unit's history, when to salute, which side of a superior officer you can walk on, and so forth.

Survival (M/A): The campaign allows two new specialisations of Survival, which are skills in their own right in full *GURPS: NBC*, which covers survival in areas contaminated by various man-made toxins, and *Vacuum*, which covers using a spacesuit.

New Skills

The campaign was originally intended to use *GURPS Lite* only, but some of the templates make no sense without the following additional skills:

Forward Observer (M/A): Roll to direct artillery fire or strike aircraft onto a target; failures mean they miss the target, critical failures do something dangerous, such as dropping the ordnance on you.

Parachuting (P/E): Roll to survive each jump; failures mean you drift off-course, critical failures mean your 'chute didn't open. In bad conditions, roll again to escape injury on landing. Military characters with at least one character point in Parachuting may wear the coveted parachutist's wings.

Scuba (M/A): Roll on entering the water, and every 30 minutes thereafter, to avoid inhaling water.

Languages

Many cultures encountered by SG teams are descendants of humans relocated by the Goa'uld, so ancient languages are useful - Egyptian, Greek, Latin etc. Over the generations these diverge from the source tongue, so there is a penalty of -2 to -6 to skill level at the GM's discretion.

The Goa'uld, despite their fragmented feudal culture, appear to have a universal language, known to Jaffas (such as Teal'c) and the Tok'ra. Goa'uld is M/H and has no default to any human language.

The more advanced cultures, such as the Asgard, can learn English in negligible amounts of time if they want to communicate with the team.

Templates

A template is a collection of complementary attributes, advantages, disadvantages and skills with a total point cost. It speeds up creating a specific character type by reducing the choices you need to make.

You don't have to use a template; they're optional. If you do use one, you can customise it by spending enough points to take you up to the campaign's limit. You can freely add, delete or change items - the worst that will happen is that other characters of the same type will think you're incompetent, or possibly just weird.

The GM may also use templates as 'instant' NPCs.

Templates consist of:

- **Attributes:** Where possible these are based on actual entry requirements for the 'real world' career. As *GURPS* IQ includes education, I assume high school equates to IQ 10-11, university to IQ 12-13, doctorates to IQ 14+; Your Mileage May Vary.
- **Advantages and Disadvantages:** Some of these are mandatory, others are ones that fit the archetype the template emulates.
- **Primary Skills:** The ones you have to have to be this kind of character.
- **Secondary Skills:** Not absolutely essential, but so useful it's hard to imagine the character not knowing them.
- **Background Skills:** These are "chrome" - included more to flesh out the character than for utility.

Skills are listed in the format: Skill name (Type) Attribute [character points]-level.

Doctor (65 Points)

Every band of adventurers needs medical support. SGC doctors are normally only a short trip away through the Stargate, so exploratory teams rely on their knowledge of First Aid; but medical teams intended to win the hearts and minds of primitive peoples need real doctors, and so do the team members who stagger back wounded.

Attributes: ST 10 [0]. DX 10 [0]. IQ 14 [45]. HT 10 [0].

Advantages: Military Rank 3 [15] and 15 points selected from Disease Resistant [5], Empathy [15], Single-Minded [5], Status [5 per level], Wealth (Comfortable) [10]

Disadvantages: Code of Honour (Hippocratic Oath) [-15], and -15 points selected from Bad Sight [-10], Code of Honour (Officer's) [-10], Honesty [-10], Overconfidence [-10], Pacifism (Self-Defence Only *or* Cannot Kill) [-15], Sense of Duty [-5 to -15]

Primary Skills: Diagnosis (M/H) IQ+1 [6]-15, Physician (M/H) IQ+1 [6]-15.

Secondary Skills: Computer Operation (M/E) IQ [1]-14, Electronics Operation (M/A) IQ-1 [1]-13, Leadership (M/A) IQ [2]-14, Research (M/A) IQ-1 [1]-13, Savoir-Faire (M/E) IQ [1]-14.

Background Skills: A total of 2 points in Diplomacy (M/A), Forensics (M/H), any Humanity or Natural Science or Social Science (all M/H), Teaching (M/A), Writing (M/A).

Customisation Notes: The template is for a USAF doctor, who will have undergone officer training (secondary skills) but not basic military training - it's difficult to reconcile learning combat skills with the Hippocratic Oath's requirement to "first do no harm". Note that while doctors are staff officers rather than line (command), a doctor can overrule another officer of any rank on medical matters.

Marine (50 Points)

*Because they stand on a wall, and they say: "Nothing's going to hurt you tonight. Not on my watch."
- from A Few Good Men*

Marines are used to spearhead amphibious landings, and for raiding. Such operations are always characterised by speed and complexity, and usually by lack of resources as well; things often go very wrong as a result. Marines consequently need the courage to press on in the face of heavy casualties, and the ingenuity to improvise solutions for unexpected problems. You are a member of Force Recon - the 3-4 man teams who scout landing sites for the rest of the Corps. You need those qualities more than most Marines.

Attributes: ST 10 [0]. DX 11 [10]. IQ 10 [0]. HT 11 [10].

Advantages: 20 points selected from: Absolute Direction [5], Alertness [5 per level], Combat Reflexes [15], Daredevil [15], High Pain Threshold [10], Military Rank [5 per level], Night Vision [10], Toughness-1 [10].

Disadvantages: -20 points chosen from: Code of Honour (Soldier's *or* Officer's) [-10], Compulsive Behaviour (Carousing *or* Gambling) [-5], Impulsiveness [-10], Overconfidence [-10], Sense of Duty (Comrades *or* Nation) [-5 *or* -10], Stubbornness [-5].

Primary Skills: Brawling (P/E) DX+1 [2]-12, Guns (Grenade Launcher) (P/E) DX+1 [1]-12*, Guns (Light Automatic) (P/E) DX+3 [4]-14*, Navigation (M/H) IQ-1 [2]-9, Savoir-Faire (M/E) IQ+1 [2]-11, Tactics (M/H) IQ+2 [8]-12, Throwing (P/H) DX-1 [2]-10.

* Includes +1 for IQ 10.

Secondary Skills: Boating (P/A) DX-2 [0.5]-9, Demolition (M/A) IQ-2 [0.5]-8, Electronics Operation (M/A) IQ-2 [0.5]-8, First Aid (M/E) IQ [1]-10, Photography (M/A) IQ-2 [0.5]-8, Spear (P/A) DX-1 [1]-10, Swimming (P/E) DX [1]-11.

Background Skills: A total of four points in: Armoury (M/A), Artist (M/A), Camouflage (M/E), Climbing (P/A), Knife (P/E), Intimidation (M/A), Leadership (M/A), Staff (P/H), Stealth (P/A), Survival (Any) (M/A), Tracking (M/A), Traps (M/A).

Customisation Notes: This template represents a Marine who has successfully completed Boot Camp, the School of Infantry, and Amphibious Reconnaissance School. He would hold the 0321 MOS - "Recon Man". Spear skill is used for fixed bayonets; Artist is used to draw maps of landing beaches. Officers should back up their Military Rank 3+ by spending at least 2 points on Leadership; since the USMC maintains its own private air force, Piloting is conceivable as a background skill.

Pilot (50 Points)

*The business of the RAF is flying and fighting. The business of those who don't is to support those who do.
- RAF slogan*

Pilots fly the aeroplanes which are the Air Force's *raison d'être*. As a group, they are characterised by attention to detail, the ability to assimilate large quantities of complex information rapidly, and decisiveness. They are rigorously selected and highly trained. Some of them think this makes them superior to lesser mortals, and feel obliged to point that out.

Attributes: ST 10 [0]. DX 10 [0]. IQ 11 [10]. HT 10 [0].

Advantages: Military Rank 3 [15], and 20 points chosen from Absolute Direction [5], Acute Vision [2 per level], Alertness [5 per level], Charisma [5 per level], Combat Reflexes [15], Danger Sense [15], Luck [15], more Military Rank [5 per level], Night Vision [10], Reputation (any medal) [5 to 20].

Disadvantages: -20 points chosen from Code of Honour (Soldier's or Officer's) [-10], Compulsive Behaviour (Carousing or Gambling) [-5], Honesty [-10], Impulsiveness [-10], Overconfidence [-10], Reputation (maverick; -2, military personnel, always) [-5], Sense of Duty (Comrades *or* Nation) [-5 *or* -10].

Primary Skills: Electronics Operation (M/A) IQ [2]-11, Navigation (M/H) IQ-1 [2]-10, Piloting (P/A) DX + 2 [8]-12, Tactics (M/H) IQ-1 [2]-10.

Secondary Skills: First Aid (M/E) IQ-1 [0.5]-10, Guns (Light Automatic) (P/E) DX -1 [0.5]-10*, Leadership (M/A) IQ [2]-11, Parachuting (P/E) DX [1]-10, Savoir-Faire (M/E) IQ [1]-11.

* Includes +1 for IQ 11.

Background Skills: 6 points allocated as the player wishes between Guns (Pistol), Mechanic (M/A), Meteorology (M/A), and Survival (any).

Customisation Notes: This template represents an officer fresh out of "type training", with perhaps two years' service. A more experienced character would have higher levels in the primary skills.

Remote Viewer (50 Points)

*I can read people's thoughts. And there are lots of spelling mistakes in yours...
- from the Drake's 7 comic strip, c. 1978*

Of course the CIA's Remote Viewer programme was shut down years ago. It's sheer coincidence that it was known as Project STAR GATE. The USAF wasn't involved. And anyway, there aren't any clairvoyants or telepaths. So obviously, there can't be any Remote Viewers in SGC. If anyone asks you about them, or even worse suggests you might be one, remind them of that. Forcibly.

And if that doesn't work, just Mindwipe them.

Attributes: ST 10 [0]. DX 10 [0]. IQ 13 [30]. HT 10 [0].

Advantages: ESP-5 [15], Unusual Background (Trained Psion) [10], and 15 points chosen from: More ESP [3 per level], Antipsi [3 per level], Danger Sense [15], Empathy [15], Legal Enforcement Powers [5 to 15], Psychokinesis [5 per level], Strong Will [4 per level], Telepathy [5 per level].

Disadvantages: Secret (psionic spy, imprisonment or exile if discovered) [-20], and -15 points in any combination of Bad Sight [-10], Bad Temper [-10], Compulsive Behaviour (Any) [-5 to -15], Cowardice [-10], Greed [-15], Odious Personal Habit (Any) [-5 or -10], Skinny [-5].

Primary Skills: Acting (M/A) IQ [2]-13, Clairvoyance (M/H) IQ-2 [1]-11, Fast-Talk (M/A) IQ [2]-13, Psychometry (M/H) IQ-2 [1]-11.

Secondary Skills: Any appropriate psionic skill (M/H) IQ-1 [2]-12, Interrogation (M/A) IQ-1 [1]-12, Occultism (M/A) IQ-1 [1]-12, Streetwise (M/A) IQ-1 [1]-12.

Background Skills: A total of four points divided between other appropriate psionic skills (all M/H), Guns (Pistol) (P/E), any Language (usually M/A), any Social Science (M/H), Shadowing (M/A), Stealth (P/A), and Teaching (M/A).

Customisation Notes: This is an optional template for the GM who wants to expand the milieu to include psionics. No team should have more than one of these, and they are more likely to be encountered as "Bad Guy" NPCs.

You'll need the *GURPS Basic Set* or *GURPS Psionics* to run a Remote Viewer - you can't do it with *GURPS Lite* alone. In line with *GURPS Traveller*, the GM is encouraged to base Clairvoyance range on the Telepathy table rather than (Power squared) inches - this improves the range for an ESP-5 clairvoyant from about two feet to 4 yards, and for an ESP-20 one from 11 feet to 60 miles.

The classic CIA Remote Viewer, based on the published 15% success rate in viewing sites thousands of miles away, would have IQ 10 [0 points], single-skill Clairvoyance at IQ-3 [0.5 points] and ESP-25 [50 points, because of single-skill limit].

Scholar (60 Points)

Trouble rather the tiger in his lair than the sage amongst his books; for to you, kings and empires are things mighty and enduring; but to him, they are things of the moment, fragile, and easily overturned.
- Gordon R Dickson

The Air Force has lots of highly trained scientists, but they tend to be experts in medicine or the hard physical sciences. However, missions through the Stargate need people familiar with anthropology, linguistics, ancient history and so on – fields that the USAF hasn't needed to understand until now. That's where you come in.

Attributes: ST 9 [-10]. DX 9 [-10]. IQ 14 [45]. HT 10 [0].

Advantages: 30 points chosen from Absolute Direction [5], Empathy [15], Language Talent [2 per level], Luck [15 or 30], Reputation (brilliant scholar: +2, academics, sometimes) [5], Single-Minded [5], Status [5 per level], Wealth (Comfortable) [10], Voice [10].

Disadvantages: -20 points chosen from Absent-Mindedness [-15], Bad Sight [-10], Bad Temper [-10], Code of Honour (Academic's) [-5], Dependent (beautiful daughter, 25 or 50 point character, loved one, appears rarely) [-12 or -6], Fat [-10 or 20], Gluttony [-5], Greed [-15], Hard of Hearing [-10], Honesty [-10], Jealousy [-10], Odious Personal Habit (Meddling With Things Man Was Not Meant To Know) [-5 to -15], Pacifism (Cannot Kill or Self-Defence Only) [-15], Reputation (crank; -3, conservative academics, sometimes) [-2], Shyness [-5 or -10], Skinny [-5], Stubbornness [-5], Truthfulness [-5].

Primary Skills: *Anthropology* (M/H) IQ-1 [2]-13, *History* (M/H) IQ+1 [6]-15, *Research* (M/A) IQ-1 [1]-13, *Theology* (M/H) IQ-1 [2]-13.

Secondary Skills: *Astronomy* (M/H) IQ-2 [1]-12, *Climbing* (P/A) DX+1 [4]-10, *First Aid* (M/E) IQ [1]-14, *Navigation* (M/H) IQ-2 [1]-12, *Teaching* (M/A) IQ-1 [1]-13, *Writing* (M/A) IQ-1 [1]-13.

Background Skills: A total of 5 points in one or more of the following skills: Animal Handling (M/H), Area Knowledge (any) (M/E), Driving (P/A), Guns (Any) (P/E), one or more Humanities or Social Sciences (all M/H), one or more Languages (Varies), and Riding (P/A).

Customisation Notes: This template represents a scholar such as Daniel Jackson or Indiana Jones; he is probably entitled to be called "Doctor" or "Professor", although insisting upon this would be a Quirk. Skills in italics are Humanities, Natural Sciences or Social Sciences in *GURPS Lite*. A scholar probably knows at least one modern foreign language (for use when attending conferences abroad) and several ancient ones.

Security (50 Points)

In God we trust. Everyone else, we check out.
- NYPD slogan

Half soldiers and half police, the Security Forces guard USAF bases and prevent rude strangers from walking off with the Air Force's aeroplanes and secrets.

Attributes: ST 10 [0]. DX 11 [10]. IQ 11 [10]. HT 10 [0].

Advantages: 25 points chosen from: Alertness [5 per level], Animal Empathy [5], Combat Reflexes [15], Military Rank [5 per level], Night Vision [10], Single-Minded [5].

Disadvantages: -20 points selected from: Bad Sight [-10], Bully [-10], Code of Honour (Soldier's or Officer's) [-10], Compulsive Behaviour (Carousing or Gambling) [-5], Duty [-2 to -15], Honesty [-10], Sense of Duty (Comrades or Nation) [-5 or -10], Stubbornness [-5], Truthfulness [-5].

Primary Skills: Escape (P/H) DX-1 [2]-10, Guns (Light Automatic) (P/E) DX+3 [4]-14*, Holdout (M/A) IQ-2 [0.5]-9, Interrogation (M/A) IQ-1 [1]-10, Savoir-Faire (M/E) IQ+1 [2]-12, Tactics (M/H) IQ+1 [6]-12.

* Includes +1 for IQ 11.

Secondary Skills: Electronics Operation (M/A) IQ-2 [0.5]-9, First Aid (M/E) IQ-1 [0.5]-10, Guns (Grenade Launcher) (P/E) DX [0.5]-11*, Guns (Pistol) (P/E) DX [0.5]-11*, Navigation (M/H) IQ-2 [1]-9, Throwing (P/H) DX-3 [0.5]-8.

Background Skills: 6 points divided among any primary or secondary skills, Animal Handling (M/H), Camouflage (M/E), Climbing (P/A), Leadership (M/A), Survival (any) (M/A).

Customisation Notes: This template is a seasoned Security Forces trooper; one fresh out of the Security Apprentice course at Lackland AFB would have one character point in Guns (Light Automatic), and half a point in each of First Aid, Savoir-Faire, Tactics, and any one of the other skills. The Escape and Holdout skills cover training in searching and restraining suspects. I haven't granted these characters Legal Enforcement Powers because I believe their jurisdiction is limited to Air Force personnel and people on Air Force property. The Animal Empathy and Animal Handling options are for those who want to be dog handlers.

On at least one occasion (*Rules of Engagement*, season 3) a Goa'uld System Lord has drafted ordinary humans to fight for him, and trained and equipped them as SGC personnel so that they could infiltrate Earth's defences. Such troops could also be built on this template.

Special Tactics (75 Points)

If you ain't cheatin', you ain't tryin'.

If you get caught, you ain't SF.

- US Special Forces saying

Special Tactics personnel are divided for our purposes into Combat Controllers and Pararescuemen; they are deployed in small groups in support of elite ground units, often behind enemy lines. Combat Controllers ("CCTs") provide Air Traffic Control for the helicopters, ground attack aircraft and troop carriers involved in the operation; they may also need to clear landing sites. Pararescuemen ("PJs") are trained to recover aircrew who have been shot down behind enemy lines, but are also used to handle battlefield casualties in special operations. Both have distinctive berets; the CCT beret is scarlet, while the PJ one is maroon. Special Tactics units have a reputation for bending the rules to get the job done, which dates back to their exploits in Vietnam in the 1960s; of the 12 Medals of Honor awarded in that war, five went to "Air Commandos".

Attributes: ST 10 [0]. DX 11 [10]. IQ 11 [10]. HT 13 [30].

Advantages: 25 points selected from: Absolute Direction [5], Acute Vision [2 per level], Alertness [5 per level], Combat Reflexes [15], Daredevil [5], High Pain Threshold [10], Luck [15], Military Rank [5 per level], Night Vision [10], Reputation (any medal) [5 to 20].

Disadvantages: -20 points chosen from: Code of Honour (Soldier's *or* Officer's) [-10], Compulsive Behaviour (Carousing *or* Gambling) [-5], Duty [-2 to -20], Honesty [-10], Impulsiveness [-10], Overconfidence [-10], Reputation ("cowboy", -2, military personnel, always) [-5], Sense of Duty (comrades *or* nation) [-5 *or* -10], Stubbornness [-5].

Primary Skills: First Aid (M/E) IQ [1]-11, Guns (Light Automatic) (P/E) DX+1 [1]-12*, Parachuting (P/E) DX+2 [4]-13, and either of the following options:

- **CCT:** Demolition (M/A) IQ-1 [1]-10, Electronics Operation (M/A) IQ-1 [1]-10, *Forward Observer* (M/A) IQ-1 [1]-10, and Navigation (M/H) IQ-2 [1]-9.
- **PJ:** Three more points in First Aid, taking it to IQ + 2, and Diagnosis (M/H) IQ-2 [1]-9.

* Includes +1 for IQ 11.

Secondary Skills: Running (P/H) HT-3 [0.5]-10, Savoir-Faire (M/E) IQ-1 [0.5]-10, *Scuba* (M/A) IQ-1 [1]-10, Survival (any) (M/A) IQ-2 [0.5]-9, Swimming (P/E) DX-1 [0.5]-10, Tactics (M/H) IQ-1 [2]-10.

Background Skills: A total of 5 points divided between any primary or secondary skill, Camouflage (M/E), Climbing (P/A), Guns (any) (P/E), Language (any) (usually M/A), Leadership (M/A), and Piloting (P/A).

Customisation Notes: This template represents a character fresh out of training; more experienced characters would have higher skill levels, or better attributes. As a member of a Special Forces unit, the character may take Extremely Hazardous Duty [-20]. Skills in italics are in full *GURPS*, but not *GURPS Lite*; see *New Skills* for details. CCT training is available to "rated personnel" (i.e., pilots), so Piloting is permitted as a background skill; PJs are used as aircrew, but mostly as observers or door gunners on rescue aircraft.

Equipment

In general, any item available in the real contemporary world is available to SG teams at the same price. All prices are in contemporary US dollars, for simplicity.

The items listed here are those which appear regularly in the TV season; there are many artifacts with walk-on parts in a couple of episodes, such as Ma'chello's personality transfer machine in *Holiday* (season 2), or the Quantum Mirror from *There But for the Grace of God* (season 2) and *Point of View* (season 3), but the GM should invent and use these as puzzles or McGuffins for individual scenarios, rather than simply making them available in an equipment list.

Incidentally, Ma'chello's machine is a good match for the Mind Transfer Machine on p. 67 of *GURPS Psionics*.

Tech Levels

SG teams are equipped to late TL 7 or early TL 8. The safety of the human race is on the line, so SGC is not overly concerned about cost; the limiting factors are weight and bulk.

Goa'uld System Lords and their retinue seem to be equipped to TL 13 standards; as far as anyone knows, all their technology was stolen from host species (*Pretense*, season 3). Their subject populations operate at TLs 1-3, and therefore regard the System Lords as gods.

If using the *GURPS Basic Set*, note that it's in the spirit of the series to waive the cross-tech skill modifiers (p. 185). A middle way would be to waive them for PCs, but have NPCs suffer the full penalties; this would explain why your team can use zat guns, but nobody else in SGC carries them.

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. If you want to take anything else, you must first persuade hidebound military bureaucrats that it's a good idea (Diplomacy or Fast Talk are useful here); it must also be able to survive a freezing, twisting, bumpy journey through a wormhole ten feet in diameter, and then being spat out onto a hard floor at the far end.

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. Much of it is hidden, in the hope that if you are captured a cursory search will miss some of it.
- **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 ST 10 character is unencumbered with just the survival load, in light encumbrance with the survival and combat loads (-1 to Move), and just barely in medium encumbrance with a small subsistence load as well (-2 to Move).

Survival Load (about 5 lbs, \$70)

- Fatigue uniform (weight and cost ignored): Baggy shirt and trousers covered in pockets, underwear, socks, boots, gloves, poncho, webbing (or in SG-1's case, those natty black waistcoats).

- Personal basics (weight negligible, \$5): Toothbrush, soap, toilet paper, chewing gum, writing implements and notebook, etc.
- Survival basics (1.5 lbs, \$40): Bayonet or large knife and assorted miniaturised survival gear – matches, fishing hooks and line, snare wire etc.
- Canteen with one quart of water (3 lbs, \$10). Weighs 1 lb empty.
- Codebook and list of radio frequencies (weight negligible, not available on the open market).
- GDO (0.5 lbs, \$20). Transmits a code alerting SGC to open the Stargate iris; at least one member of each team carries a GDO – by mid-season 3, everyone seems to have one.

Combat Load (about 25 lbs, \$760 and up)

See the *Armour* and *Weapons* sections for more details.

- Armour vest and helmet - PD 2, DR 4, \$220, 5 lbs.
- Personal weapon (M-16, MP-5 or P90) with six magazines - damage 5d, 3d-1 or 3d+2 cr, \$340-580, 6-8 lbs.
- Grenades (optional): Six fragmentation and two smoke. 9 lbs, not available on the open market.
- Walkie-talkie (range 2 miles): 3 lbs, \$75.
- Officers (Military Rank 3 or 4) also receive a pistol (M-9) and three loaded magazines for it. Damage 2d+2, \$400, 2.5 lbs.

Subsistence Load (25 lbs and up; \$375 or more)

- Rucksack (4.5 lbs, \$20). Can carry up to 60 lbs of gear.
- Shelter half (2.5 lbs, \$25). A rubberised canvas sheet with tent pegs, cord etc. Two of these can be used to make a two-man tent.
- Gas mask (2.5 lbs, \$157).
- Sleeping bag (7 lbs, \$25).
- Flashlight (1 lb, \$10).
- Personal medical kit (2 lbs, \$30). Gives +1 to First Aid skill.
- Thermal fatigues (13.5 lbs, \$100). Cold weather clothing. You can leave this behind if you expect it to stay warm.
- As much food and water as you expect to need, probably another canteen of water (3 lbs, \$10) and rations (MRE - 3 lbs per day).

Weapons

“One question remains unanswered: Was it a lady’s gun, like this - Beng! Beng beng! - or a proper gun, like this?”
- Bad Bob, in “Rex the Runt”

SGC troops use standard 20th century slugthrowers for the most part, while the starfaring races use blasters and other exotic weaponry.

Since unarmoured people in the TV season are occasionally hit by blaster fire and survive, which is very unlikely in *GURPS Lite*, the standard energy weapon in this game universe is the **tight-beam blaster** (*GURPS Space* p. 82). Such weapons do 1/3 of the listed damage, but armour protects at 1/4 of normal DR - so blaster pistols do 2d(4) impaling damage, and blaster rifles do 4d(4) impaling.

Weapons Table

This table excludes weapons already rated in *GURPS Lite*.

Weapon	Type	Dmg	SS	Acc	Wt	RoF	Shots	Min ST	Cost	TL
M203	Expl	2d+2[2d]	14	6	+3.5 lbs	1 / 4	1	11	\$500	7
MP-5	Cr	3d-1	10	8	7.25 lbs	10*	30	10	\$340	7
P90	Cr	4d	9	8	6.5 lbs	15*	50	8	\$800	7
Staff Weapon – as staff	Imp Cr	2d(4) sw+2/thr+2	10	3	5.6 lbs	3	20	8 6	\$2008	9
Zat Gun	Spcl	2d+1 / 8d	10	2	5.3	1	6	-	\$7,160	13
Holdout Blaster	Imp	1d+2	10	2	-	1	5	-	\$500	13

Statistics for the M203 and P90 are taken from *GURPS High-Tech*, 3rd Edition.

SGC Weapons

This is a weapon of war. It is designed to kill the enemy.
- O’Neill, referring to the P90 in “The Warrior” (season 5)

Up to early season 4, SG teams are issued with either M-16 assault rifles or Heckler & Koch MP-5 submachineguns. Officers or noncombatants such as Daniel Jackson have pistols instead of, or as well as, their main gun.

- The M-16 is the standard US assault rifle. It is identical to the AR-15 of *GURPS Lite*, except that it has ROF 12*.
- The M203 grenade launcher doesn’t feature much in the series, but players love it, so here it is – a single-shot grenade launcher that clips under the M-16’s barrel. *Half-Life* aficionados may wish to fit it to an MP-5 instead.
- The M-9 is the standard US military pistol, essentially a rebadged Beretta 92S and almost identical to the Glock 17 in *GURPS Lite* (it has a 15-shot magazine, weighs 2.5 lbs, and costs \$400). There have never been quite enough M-9s to replace the earlier M1911 Colt .45, and some people prefer that anyway, so it can still be found.

- The submachinegun they use is the Heckler & Koch MP-5; the stats above are from the *Basic Set*.
- SG team members sometimes use the SPAS-12 shotgun, especially against Replicators; this is essentially the same as the Remington 12 Gauge in *GURPS Lite*, but has an 8-round magazine and weighs 10 lbs.

From early season 4, teams start to carry the P90 Personal Defence Weapon, which was developed in the 1990s to replace both pistols and submachineguns for military and police users. While personally I think the MP-5 has more pose value, the P90 interests Special Forces troops because it holds more bullets, does more damage, penetrates armour better, is more reliable and accurate, safer to handle, and easier to clean. SGC weapons are typically loaded with Teflon-coated armour piercing rounds (*The Warrior*, season 5).

From mid-season 4, SGC has access to tranquiliser darts which can stun a Goa'uld and its host, allowing their capture. These are fired from a single-shot, breech-loading air rifle, and have unreliable effects. (*The Curse*, season 4). Use the stats for any rifle of your choice, but instead of doing normal damage, the dart will penetrate armour up to DR 1 (no more), and if it does, the target must make a success roll vs. HT-3 or be knocked unconscious for 20-HT minutes.

Autofire

SG teams regularly use automatic fire to defend themselves; I suggest the following extracts from the *Basic Set* for *GURPS Lite*...

First, automatic weapons may be aimed while firing, “walking the fire” onto the target – the “garden hose” effect.

Second, characters using autofire may attack several targets in a single turn, so long as all the targets are in a 30° arc of fire.

Goa'uld Weapons

This is a weapon of terror. It is designed to intimidate the enemy.
- O'Neill, referring to the Jaffa staff weapon in “*The Warrior*” (season 5)

Goa'uld weapons have unwieldy shapes, and no sights to speak of, so they are not terribly accurate. In *The Warrior* (season 5) an expert user gets applause for hitting a stationary target with two aimed shots out of three at 70 yards; if we assume he had Beam Weapons-16, the -9 range penalty under full fat *GURPS* suggests an Acc of about 3 for the staff weapon. For this reason I have halved Acc for the holdout blaster, staff weapon and zat gun.

Holdout Blaster (TL 13): A favoured weapon of Goa'uld assassins; a collapsible blaster small enough to be concealed in the mouth or the palm of the hand. When readied for action, it resembles an oversized ring with several protrusions. Standard *GURPS Space* stats for the holdout laser are used, with a +3 to damage due to the higher TL, and -3 to Acc for no sights.

N'tar: Generic term for non-lethal training weapons. These can take the form of any normal weapon, and simulate all its statistics except damage perfectly. If hit by a N'tar, roll damage (2d+1) normally, but instead of taking damage, the target must make a HT roll, minus half the damage that got through armour (rounded up). A failed roll means the victim is unconscious or incapacitated for 20 – HT minutes. N'tars can be recognised by a red crystal somewhere on their surface, which glows when the weapon is activated. SGC has a stock of n'tars which it uses for training new SG teams (*Proving Ground*, season 5 – presumably captured after the events of *Rules of Engagement*, season 4).

Ribbon Device (TL 13): A small jewel, worn on the palm and held in place by ribbons of precious metals winding up the forearm; often has metal "thimbles" for each finger, attached to the main device by short chains. There are several types; the one described here is a common self-defence and interrogation device worn by Goa'uld System Lords, but in one episode (*Thor's Hammer*) a similar device was used to heal the sick. A miniaturised tractor beam in the jewel allows the wearer to manipulate things up to 10 yards distant with ST 12, while a built-in pain inducer causes intense agony at ranges of a few inches; victims must save vs. HT-5 (with modifiers for Will allowed), or be paralysed by agony.

Only beings with traces of *naquada* in their blood can operate a ribbon device (*Absolute Power*, season 4), which in practice limits it to current or former Goa'uld hosts. It has limited power (enough for slightly more than an hour's operation), so most wearers use it sparingly. This is a "combined gadget" incorporating a TL 13 neuroglove (p. UT2 64) and a TL 13 longarm glove (p. UT2 20), powered by a single B cell. \$3,160, 0.5 lbs.

Other Views of the Ribbon Device

As the device is controlled by the user's thoughts, it is possible for a sufficiently-determined host to transmit a simple message (such as "save the boy") to a victim through the device while it is in use. (*Forever in a Day*, Season 3). In fact, one could argue that the ribbon device is actually an upgraded Hypnagogic Web (*GURPS Psionics*, p. 70) incorporating the powers of a Biointensifier (*GURPS Psionics*, p. 68) and a couple of other goodies, but let's not go there...

Staff Weapon (TL 9): The staff weapon is a combined blaster pistol and quarterstaff, and may be used as either one; changing mode takes a Ready action. \$2,008, 5.6 lbs. The System Lords possess far more powerful weapons, but see no need to risk issuing them to potentially treacherous troops when the staff weapon is more than adequate for dealing with TL 3 rioters.

Transphase Eradication Rod (TL 13): A large hand weapon, combining a specially-enhanced radiation scanner able to illuminate Retou as if in torchlight, and a blaster pistol modified for maximum effect on that race (use normal *GURPS Lite* blaster pistol damage of 6d impaling against Retou only - they explode into clouds of green tomato paste when hit by a TER). \$2,800, 2.8 lbs.

Zat'n'ktel (TL 13): Commonly known in SGC as the "zat gun", this is a collapsible energy pistol in the shape of a striking cobra; Goa'uld troops carry them in a holster on the offhand forearm. SGC has a stock of these, captured on previous missions, which it sometimes issues to SG teams. The *Zat'n'ktel's* main peculiarity is that it has sequenced effects; the first time a person is hit by one, he suffers intense pain, which may make him pass out. The second hit kills him outright. The third hit disintegrates the body. (If a zat is fired at an inanimate object such as a crate, it switches straight to "third shot" disintegrator mode - you can't stun crates.) Zat guns are favoured by Goa'uld for their handiness in field interrogations, by SG teams as a non-lethal option, and by PCs for their ability to dispose of inconvenient bodies.

- **First Shot: Stun** (electrolaser on stun setting). Roll damage (2d+1) normally, but instead of taking damage, the target must make a HT roll, minus half the damage that got through armour (rounded up). A failed roll means the victim is unconscious or incapacitated for 20 – HT minutes.
- **Second shot: Kill** (electrolaser on kill setting). Roll and apply damage (2d+1) normally, but in addition, the target must make a HT roll, minus half the damage that got through armour (rounded up). A failed roll means his heart stops, killing him. Generous GMs might allow a successful Physician roll to restart the heart, saving the victim. (*Entity*, season 4).

- Third shot: Disintegrate (disintegrator). Roll and apply damage (8d) normally, but ignore armour – DR does not protect targets from disintegrators. A target reduced to –HT or less is completely disintegrated.

Attacks with this weapon disrupt the body's natural electric field, and it selects which mode to fire in by detecting the disruption left by previous shots; this means that the second and third shots need not be from the same zat. The zat gun is treated as a combination electrolaser (*GURPS Ultra Tech* p. 52), radscanner (p. 19) and disintegrator (p. 61), using the combination gadgets rule (*GURPS Ultra Tech 2* p. 12). This implies that disintegrators appear two TLs early in this milieu, at TL 13.

Type: Spcl. Damage: 2d+1 (stun, kill) or 8d (disintegrate). SS: 10. Acc: 4. Wt: 5 lbs. RoF: 1. Shots: 6. Min. ST: -. Cost: \$6,800. TL: 13.

Do Zat Effects Ever Wear Off?

Yes, because SG-1 members have been shot a number of times with zats in various episodes, and they're not dead yet. For example, O'Neill is shot in *Prodigy*, and again three episodes later in *Exodus*, but is only stunned on both occasions.

How quickly do they wear off? After a day? A month? At the end of each episode? We're not saying. ☺

It all depends on how quickly (if ever) the body's disrupted electrical field returns to normal; the GM should decide this based on what is dramatically appropriate for his or her campaign. Let's leave it as a little surprise for the players...

Player: Hey, those guards have zat guns. My character's been shot with a zat before, but it was months ago. If he gets hit again tonight, will he die?

GM (grinning evilly): Tell you what, step around that corner, and let's find out.

Other Weapons

Primitive humans can be found using anything from the Ancient/Mediaeval Weapons Tables.

Ma'chello's Legacy (TL 10): Genetically-engineered wormlike creatures which pounce on any suitable Goa'uld host and burrow under the skin. They are usually held in stasis in a booby-trapped forgery of a Goa'uld item, for example a page-turner for Goa'uld handheld databases; when the item is used, the creatures are released and make their attack. If the victim is host to a Goa'uld, he or she falls into a coma; within hours or days, the Goa'uld is killed and the victim awakens, with an auditory hallucination of the Legacy's creator explaining that he has "delivered them from the vile Goa'uld." If the victim was once a Goa'uld host, but no longer is, there is no effect - the creatures can detect the protein signature left behind by a larva. In either case, once there is clearly no longer a parasite present, the creatures leave the victim via the ear canal and expire.

If the victim has never been a Goa'uld host, he suffers hallucinations, which grow stronger and more frequent until he is incapacitated; it is not known if the creatures will eventually leave the victim's body, or simply lie in wait for a future attempt to infest him. Given a choice, the Legacy prefers to attack hosts with an active parasite, and will leave an uninfected body to enter an infected host.

Antoniek Bracers (TL 16?): Used by a long-vanished alien race to enhance their warriors, the bracers infect their wearers with a virus (save at HT-3 per day to resist the infection) – they will not work on Goa'uld hosts or those with Immunity to Disease. Once infected, over the next few days the wearer gradually develops ST 50, Gluttony, Night Vision, Overconfidence,

and the ability to move many times faster than normal humans (10-20 times faster at least, but the users on the show were so blurred it's hard to tell). The bracers cannot be removed, and the wearers don't want to take them off anyway. Once the user's immune system fights off the virus, however, the bracers fall off and the super-powers disappear in an instant, usually at the least convenient moment (while facing down a platoon of Jaffa, perhaps). Roll vs HT-3 daily after the effects set in for the character's body to become immune to the virus; on a critical failure, the character dies of multiple organ failures.

Armour

SGC Armour

SGC uses the standard US issue Gentex vest and helmet, essentially Light Kevlar (PD 2, DR 4, \$220, 5 lbs). These are designed to protect the wearer from shell fragments; with luck they will stop a pistol bullet, but don't offer much defence against heavier weapons. For this reason, SG teams often don't bother to take them – they're useless against a staff weapon.

Goa'uld Armour

Jaffa guards use helmets and suits equivalent to Heavy Kevlar (PD 2, DR 12, \$420, 9 lbs). Ordinary Goa'uld minions have similar armour, but less ornate helmets. System Lords may be found wearing any armour or none.

Goa'uld System Lords expecting trouble wear belt-mounted TL 13 *Personal Force Screens*: PD 0, DR 200, \$5,000, 2 lbs. Since the screen has only enough power for 15 minutes of use, the System Lord will normally rely on other armour, guile, and bodyguards to survive the initial attack, only activating the screen when fired upon by sufficiently powerful weapons. The screen's controls are normally worn on the offhand forearm. Note that the user can fire out without penalty, the shield is transparent to harmless light and sounds, and objects moving at walking speed or slower can usually pass through the shield. (You can reach in, or step in, but not shoot in.) However, the user can override this last effect so that even slow-moving objects are excluded, as in Apophis' use of his screen to keep out Replicators in *Enemies* (season 5).

Similar force fields protect sensitive areas in Goa'uld bases or ships. The fields operate on a "flicker" principle – an object moving fast enough, and "in phase" with the flickering, can slip through the field in the millisecond gaps between flickers. (*Upgrades*, season 4).

Life Support Equipment

Gas Mask (TL 7): The M40 gas mask is standard US issue; other nations have similar devices. It protects the wearer's face, eyes and lungs against poison gas, germs, and radioactive particles – within limits. It comes in small, medium and large sizes, and add-on corrective lenses are available for spectacle wearers. Users can talk or drink through it, but have to take it off to eat. Depending on the type of toxin, it will protect against 2-15 gas attacks before the filters have to be replaced; germs don't degrade the filters. \$157, 2.5 lbs.

Communications and Information Equipment

Communications Orb (TL 13): These orbs vary from fist-sized to over a yard across, and are used as videophones by the Goa'uld to communicate instantaneously across interstellar distances. The other advanced races presumably have similar equipment; TL 10 cultures such as the Tollan have the small devices, but these are apparently only able to send an interstellar "signal flare" rather than the two-way video of the advanced units. Range, cost, and other statistics are unknown, so the GM is encouraged to make up whatever suits the needs of the scenario. From late season 3, Colonel Maybourne is known to have captured several of these devices, and amended them to function with human technology by mounting them in an electronics rack about the size of a large desktop computer.

Flashlight (TL 7): \$10, 1 lb.

Garage Door Opener (TL 7): The GDO is a small radio transmitter, commonly worn on one forearm by one member of each SG team. It transmits a coded signal through an open Stargate, indicating to SGC that the incoming travellers are friendly, and that the iris should be opened. Certain offworld allies such as Bra'Tac have also been given GDOs. 1/2 lb, \$20.

Naquada Detector (TL 7): Goa'uld technology is characterized by the presence of amounts of *naquada*, often in the power source; SGC personnel have small handheld scanners which can detect *naquada* and thus determine whether an item is of Goa'uld origin (*The Curse*, season 4). The scanners are about the size and shape of a cellular 'phone. 1/2 lb, \$100.

Night Vision Goggles (TL 7): Passive, image intensifying binoculars which give the wearer the Night Vision advantage, allowing him to detect people at 100-300 yards and vehicles at 500 yards and up, depending on how much light there is to intensify. Works for 12 hours on a single AA battery. There is a protective circuit so that the user isn't blinded by sudden bright flashes of light. 1.5 lbs. \$6,000.

Scan Grenade (TL 11): Also called a multiscanner, this is the Goa'uld equivalent of the MALP: A silver ball about the size of a large apple, able to detect minerals, power sources, and the characteristic chemicals produced by organic life. It includes spectroscopic millimetric radar, a passive "biosniffer", assorted radiation detectors, a short range communicator, and a dedicated computer to analyse the results and compare them against an internal database. Effective detection range is 50 yards; communication range is 10 miles. \$1,250, 1.25 lbs.

Vo'cum (TL 11): A fist-sized holographic projector, used to assemble Jafar in training or to receive announcements. When activated, it first displays a "pillar of fire" to attract attention; after a short delay, it begins playing its message – a hologram shown several times life size for ease of viewing by massed troops. This is effectively the *GURPS Space* holo projector; weight and cost are reduced for high TL. Effective range for the display is 25 yards; \$188, 2 lbs.

Zatarc Detector (TL 13): A set of equipment which can be packed into a container the size of a briefcase, this is a Tok'ra interrogation device; its name derives from its use in locating *zatarcs* who have infiltrated the Tok'ra. The device detects whether or not a character is lying, but not necessarily what he is lying about – attempts to conceal embarrassing Secrets can generate false positives in other lines of enquiry.

Medical Equipment and Drugs

Asgard Stasis Pod (TL 13): Used to preserve the critically injured until they can be treated at a hospital - while in stasis, the occupant ceases to age or otherwise deteriorate; fitted with an antigravity unit to make moving it around easier. Essentially a *GURPS Space* freeze tube fitted with a contragrav platform. \$15,750, 850 lbs (but appears to weigh only 100 lbs).

First Aid Kit (TL 7): Adds +1 to First Aid skill. \$30, 2 lbs.

Goa'uld Sarcophagus (TL 13): This is essentially a *GURPS Ultra Tech* Chrysalis Machine with a different shape. It can repair any injury, heal any disease, and even revive the dead, so long as the brain is intact. The Goa'uld sleep in their sarcophagi to get a daily "whole body tune-up"; however, this practice leads to a gradual accumulation of mental disadvantages selected by the GM at a rate of one point per use; if the user gives up this habit, the new disadvantages wear off at one point per day. The disadvantages start as a Quirk, then gradually build up to more and more severe problems; for example, on the first use a PC might gain the Quirk "Finishes others' sentences for them"; after five uses this might become an Odious Personal Habit (Impatience); after 10 uses, Overconfidence (the arrogant sort);

after 15 uses, Fanaticism (for one's own cause, whatever that might be), adding Megalomania after a further 10 uses. It only gets worse from there... \$150,000, 1,100 lbs.

Nishta (TL 13): This is one of a group of tailored viruses used by Goa'uld System Lords to control humans and other slave species. They are delivered by sprays or other means, appearing as a greenish gas; victims may roll at HT-6 to resist infection, failure means that within 6 hours they suffer the effects of the virus. The game effects are essentially the same as Dominator Nano (*UT2* p. 71); each type of virus inflicts a specific combination of mental disadvantages, which usually include a strong Sense of Duty to the Goa'uld administering the gas (if you have the *GURPS Basic Set*, use Fanaticism rather than a Sense of Duty). Each type has some means of reversing the effects; an electrical shock, for instance, might free the victim from his compulsion. As a general rule, once freed of a virus, a victim is immune to further doses of the same type. Cost: \$2,000 times the total point cost of the disadvantages.

Stasis Chamber (TL 13): This is a small unit, often in the shape of a ceramic urn lined with advanced materials, large enough to contain an adult Goa'uld suspended in a sedative solution. The chamber has a tiny *naquada* power source, which provides the electric current necessary to keep the symbiont alive for many thousands of years. It can be used as a prison, a means of transporting many symbionts in a small volume, a booby-trap, etc. 3 lbs. \$500.

Power Sources

Naquada Reactor (TL 8): This is a boxful of sophisticated electronics and reverse-engineered alien technology, carried by SG teams travelling to worlds with no obvious DHD unit, or if unusually large amounts of power are needed. It provides enough power and neutrino flux to cold-start a stargate and allow manual dialing back to Earth. The complete kit is packed in a metal box about 4' by 2' by 2', weighing perhaps 120 lbs, and can be rigged for use as a crude but powerful nuclear weapon. Cost: Irrelevant - only available to SG teams.

Teleporters

The Goa'uld and Asgard are both known to use teleporters; these appear two TLs early by *GURPS* standards, at TL 13. They operate on the same basic principles as Stargates, but have much shorter ranges.

Goa'uld devices rely on the users standing in a specific location; a series of rings then appears around them, and disappears (taking the users with them) to reappear at the destination, another specific place. The rings then disappear again, leaving the travelers in the new location. Goa'uld teleporters can move six people or 250 cubic feet of cargo per transit, but only between pairs of emplaced rings. Most Goa'uld bases and ships have at least one set of rings.

Asgard teleporters are more advanced, and need neither rings nor predefined locations to operate. They can also pick individuals from a crowd for transport.

Viewed from outside, a teleport creates a bolt of brilliant light travelling in a straight line from source to destination; if a third teleporter is somehow placed in the way in time, it can intercept the beam, rematerialising the users in the new device instead of at their intended destination (*The Devil You Know*, season 3).

Miscellaneous Equipment

Mimic Devices (TL 10, but unique to one race): Brooches used by the unnamed alien race in *Foothold* (season 3) to impersonate several SGC officers, including General Hammond, Colonel O'Neill, and Major Davis. Captured personnel are fed through a room-sized scanner to make a holographic image of them, which can then be downloaded into a Mimic Device. When the device is placed on or near the user's skin, to all intents and purposes he assumes

the form of the image, and can thus impersonate someone perfectly. (In the TV show, mimic device users also acquire the voice and much of the knowledge of the character impersonated, but this is difficult to explain as a holographic effect.) At the end of *Foothold*, twelve devices were captured by SGC and sent to Area 51 for safekeeping and research. By *Smoke and Mirrors* (season 6), these have all been stolen by rogue NID agents working for the Committee, and only three are recovered by SGC. Scientists in Area 51 have been able to prepare new images for download, but these last only a few minutes as opposed to the permanent disguise of the alien-generated images.

Tok'ra Crystals (TL 13): These are used by the Tok'ra to build their bases, which are invariably underground complexes (dungeon crawl, anyone?). The shape and colour of the crystal determines what sort of tunnel segment it will create; squares and rectangles produce passages of various lengths, while diamonds create ramps up or down. To use a crystal, one strikes it against a hard surface.

Vehicles

Most travel in this game world is by stargate or teleporter; vehicles are rarely used, and consequently not given the full *GURPS Vehicles* treatment.

SGC Vehicles

- *MALP*: The Mobile Analytical Laboratory Probe resembles a bomb-disposal robot; it is radio-controlled, moves on tracks, and is used to assess whether or not it's safe to send an SG team through the Stargate to another world. Sensors include video, audio, temperature, atmospheric pressure and composition, an onboard lab for soil analysis, radio and radar sensors, and a Geiger counter. There are several different models, optimized for different conditions.
- *FRED*: A six-wheeled cargo carrier, used for heavy supply loads. Attached by cable to a remote-control unit, which is usually operated by someone walking alongside. Not much seen after season 1.
- *UAV*: The Unmanned Airborne Vehicle is a small, remotely-piloted aircraft used to explore new worlds - essentially, a smaller, flying version of the MALP. From late season 5, the UAV is upgraded with a laser designator, and can "paint" targets for missiles fired through the Stargate from SGC. (*The Sentinel*, season 5).

HMMWV (TL 7): Also known as the "Hummer" or "Hummvee", the HMMWV (High Mobility, Multipurpose Wheeled Vehicle) has replaced the jeep in US military service as a light utility vehicle; it has four-wheel drive and good off-road performance. At 15' long, 7' wide and 6' high, Hummers are a bit big to go through the Stargate, but are available to SGC for missions on Earth, and you could probably force one through at a pinch. The vehicle can carry up to six people and just over a ton of cargo; there is a mount over the passenger seat for a machinegun or other light support weapon. The Hummer has a 6 litre Diesel engine, and a 25 gallon fuel tank, giving it 150 horsepower and a 350 mile range on good roads. It can ford water 2' 6" deep without preparation, and up to 5' deep if the crew have the right parts and a little time to fit them. While not an armoured vehicle as such, the Hummer's metal bodywork gives it PD 2, DR 4 (much like a normal car). There are a number of common variants such as ambulances, missile carriers, command/radio trucks and so on. 5,200 lbs. \$50,000.

The Stargate

*And all the science, I don't understand;
It's just my job, five days a week.
- Elton John, "Rocket Man"*

The Stargate is a round portal, weighing 64,000 lbs (*Redemption*, season 6), which when energised with neutrinos creates an artificial wormhole between two points, allowing near-instantaneous travel between them. The destination is selected by “dialling” a seven-symbol code on the Stargate at the point of departure.

Each Stargate has 39 symbols representing constellations, and 9 chevrons. An “address” normally consists of six symbols specifying the destination, and one (unique to each Stargate) identifying the point of origin. On one occasion (in the episode *The Fifth Race*) an eighth chevron was encoded, apparently to extend the Stargate’s range. The purpose of the ninth chevron remains unknown.

The Stargate is a giant superconductor made of a quartzite metal called *naquada*, found on Abydos and many other planets, but not on Earth. This is the only material known which can absorb and be energised by neutrinos; it appears to be unaffected by anything else - radiation, heat, pressure, etc. Stargates are “smart” and seem to use some combination of density, movement, and molecular structure to determine whether something “wants” to go through or not – opening a wormhole to a vacuum world, or an underwater destination, neither floods nor evacuates the gate room. However, the gate does not offer warnings about conditions at the destination – if you want to walk through into vacuum without a spacesuit, it won’t stop you.

The Stargate network was created by the Ancients long ago, perhaps as much as three million years in the past. Most of the parts for a crude but workable Stargate are freely available on late 20th century Earth, if we only knew how to assemble them... (*Ascension*, season 5).

How Did They Get It Down There?

Redemption (season 6) answers this question... The ceiling of the gate room splits open to reveal a shaft to the surface; the stargate can be raised or lowered through this shaft, a process taking some two hours.

Peculiarities

Only radio waves can travel both ways through a Stargate. People or objects can only travel one way. This means that before an SG team can return, it must shut down the wormhole and “dial home” from its destination. Therefore, it is essential to identify the destination Stargate’s unique symbol before the team can go home (*Stargate*, the movie).

Only one wormhole can be active at a time. No other gate can dial in while the gate has a wormhole already open. If a planet has two stargates, they have the same “telephone number” (because it is a set of spatial coordinates); if one is open, the other cannot dial in or out. If one stargate has a DHD and the other does not, the one with the DHD takes precedence. (Various episodes, seasons 3 and 4).

Wormholes cannot be held open indefinitely. After a maximum of 38 minutes, the stargate closes down the wormhole by itself. In rare circumstances where the environment at the destination provides unlimited energy, the stargate will absorb this and keep the wormhole open, but this usually involves something like Ancient superweapons or a black hole on the far side, and you don’t want to go anywhere that can do this. (*A Matter of Time*, season 2; *Watergate*, season 4; *Redemption*, season 6).

Shutting down a wormhole during transit kills the travelers. The traveler is disintegrated at the transmitting Stargate and reintegrated at the receiving one; if the wormhole is shut down before he arrives, partial reintegration occurs, up to the level of individual atoms, killing the traveler – a pile of carbon, iron and so forth does not constitute a viable human being (*Red Sky*, season 5).

Wormholes can't be traced. It is impossible to determine where someone dialed in from – you must persuade them to tell you or find out their homeworld's coordinates yourself. Also, Stargates can't be detected by Goa'uld starship sensors (*Exodus*, season 4).

Stargates can be used to travel through time as well as space. (1969, season 2; 2010, season 4.) If the stargate is set to open a wormhole through the centre of the sun during a solar flare, the travelers reappear at their starting point, but at a different time. The difficulty lies in predicting a suitable solar flare far enough in advance, so during the timeframe of the game and the series such travel is uncontrollable; but there are hints that eventually SGC will understand how to use the gates in this way.

Charged stargates can make one last dial-out even if disconnected. (*Nemesis*, season 3). If for some reason the Stargate is cut off from power, but has been used recently, its superconducting internal energy storage is sufficient for one final dial-out. However, the ring must be rotated manually to lock the chevrons. At a pinch, the gate can be charged up from any source of electrical energy – half-a-dozen truck alternators is enough (1969, season 2).

Objects or persons leave a stargate with the same velocity that they entered. Walk in, walk out. Sprint in, sprint out. (*Upgrades*, season 4). Initially, SGC had slightly inaccurate positioning data (gathered from obsolete records on Abydos), which led to a rough ride and frost forming on the travelers, as the gate tried to match out-of-date parameters.

Addresses are specific to a location, not to a Stargate. You can place one Stargate at another's address, and it will still work.

Stargate wormholes over 300 lightyears long cannot be controlled without up-to-date coordinates. Since the time of the Ancients, stellar drift has rendered the coordinates for the network obsolete. To make a wormhole more than 300 lightyears long, both the coordinates and drift corrections must be known. At the time of *Stargate* the movie, only Abydos could be reached, so presumably it is the only planet with a Stargate within 300 lightyears of Earth.

DHD safety protocols protect the users against many dangers. However, SGC operates their Stargate without a DHD, ignores many of the output signals, and overrides the protocols to achieve wormhole locks on interesting planets. Basically, the GM can introduce any problem or complication he feels is dramatically appropriate, and explain it by saying that SGC aren't using the Stargate properly. For example, in *48 Hours* (season 5) this approach is used to explain why Teal'c gets stuck in the Stargate without being able to rematerialize.

Defensive Measures

The Stargate represents a great threat to Earth, as a variety of hostile aliens, diseases and so on can travel through it. SGC has layers of defences around it to minimise the risk.

The Iris

If a Stargate is buried under something substantial, it becomes unusable, as there must be a clear area in front of it for the wormhole to form. The USAF built a giant iris over the SGC Stargate, which is so close to the wormhole's event horizon (less than 0.01 millimetres) that nothing can rematerialise on the Earth side of the gate unless the iris is first opened - anyone or anything trying while it is closed is destroyed. Originally the iris was of titanium, but after

the events in the episode *A Matter of Time* (season 2) it was replaced with a trinium-reinforced one.

The SG teams carry a small transmitter capable of sending a coded signal through the gate, notifying the SGC which team would like the gate opened. This device is called a GDO ("Garage Door Opener"). Once this signal is sent from the GDO, it is safe to pass through the Stargate. The iris is then closed behind the traveler immediately upon their arrival on Earth.

Brute Force and Ignorance

All inbound travellers are met by an armed squad of S-F troopers and a couple of autocannons – even those transmitting the right GDO codes might be operating under duress.

From late season 6 (*Prophecy*), if these troops suspect that hostiles may emerge when the gate is next opened, they bring in portable shields to hide behind. These appear to be riveted metal and about an inch thick, big enough to kneel behind, with slots to fire through. If they're made of armour-grade steel they would be roughly PD 4, DR 70, and heavier than you really want to think about.

Sonic Pulse

Several alien races have technology or abilities allowing them to impersonate captured SG team members. One such technology (*Foothold*, season 3) can be disrupted by a specific high-frequency sound pulse, so all returning teams are subjected to one from mid-season 3 onwards.

Self Destruct Sequence

As a final line of defense, if an unknown traveler is inbound, a self-destruct countdown is started automatically. If the countdown is not stopped by a senior officer, a nuclear blast destroys SGC.

Plausible Deniability

Equally important is the task of keeping SGC's existence and mission secret. All personnel involved in the programme have cover stories – for example, Major Carter is allegedly conducting deep space radar experiments.

From late season 5, the science-fiction TV show *Wormhole X-Treme* is encouraged by the Air Force, so that any leaks from SGC can be attributed to scripts or props from cable TV. (Wait a minute... you don't suppose? No, surely not...)

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.

Most starships in the *Stargate* universe are "negligibly large" - so big and powerful that the actual statistics are irrelevant to the average adventuring party with hand weapons.

Distances and Travel Times

Insystem travel times are measured in hours; flights between star systems take days or weeks; flights between galaxies take decades. The closest Goa'uld world to Earth is 1-2 days away by *Tal'tac* (*Tangent*, season 4). Since Abydos was the only planet reachable by Stargate until its ephemeris allowed Carter to deduce the drift calculations, and without drift calculations the maximum range of a wormhole is 300 lightyears (*2001*, season 5), presumably 1-2 days by starship represents several hundred lightyears, so drive systems are assumed to propel ships at about 100 parsecs per day, despite a statement at one point that ships travel at "twice the speed of light".

The *Prometheus* appears capable of cruising at roughly 25 lightyears per hour – say 180 parsecs per day – based on a statement in *Memento* (season 6) that 90 minutes in hyperspace would carry it some 40 lightyears. It's not clear whether this is unusually high because of the *naquadria* power plant.

Sample Spacecraft

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 (*Into the Fire*, season 3). Since Teal'c's betrayal of Apophis, that System Lord has booby-trapped 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 (*Tangent*, season 4). SGC have captured a number of these at various times, and have at least one in working order from the end of season 4.

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.

At the end of season 4 (*Double Jeopardy*, *Exodus*) SGC briefly had a captured *Ha'tak*, which they loan to the Tok'ra in exchange for flying lessons. It was destroyed in the first episode of season 5 (*Enemies*), but no doubt a few interesting goodies were offloaded for study first.

***Nal'kesh*-Class Bomber (Goa'uld)**

A midrange strike craft, somewhat larger than a *Tal'tac*, armed with twin blasters in a ventral turret. (*Exodus*, season 4, and several subsequent episodes, including *The Other Guys* in season 6). Larger troop carriers are seen in *Full Circle* (season 6), but it isn't clear whether these are unique to the forces of Anubis or not.

Goa'uld Planetary Assaults

These normally occur in three phases. First, *Hat'ak* or Motherships bombard the planet from orbit to destroy any planetary defences, while the invading System Lord broadcasts cliched messages to instil fear and hopelessness in the population at large.

Second, *Nal'kesh* bombers and Death Gliders are launched from the larger vessels to conduct tactical strikes against surviving bases and troop concentrations.

Finally, the Motherships land and disgorge troops to occupy the conquered planet. Goa'uld forces appear to consist solely of infantry and spacecraft; no fighting vehicles have been seen so far.

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 (pointed at but never actually shown); 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. (*Tangent*, season 4). 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. From late season 5 onwards, SGC have one too, captured during a mission.

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 defence. Asgard ships appear to be named for notable persons; names include *Belissna* and *O'Neill*.

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. (*Tangent*, season 4).

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 in a huge explosion (*Redemption*, season 6).

X-303 Prometheus

A prototype starship first seen under construction by Goa'uld fugitives in *Nightwalkers* (season 6); evidently captured by SGC and seen being prepared for use in *Prometheus* (season 6). 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 (*Memento*), and by late season 6 has been retrofitted with Asgard shields and weapons (*Disclosure*) as well as a set of Goa'uld transporter rings.

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*. (*Meridian*, season 5).

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 (*Nemesis*, season 3). Inertialless drives are used for manoeuvring in normal space (*Tangent*, season 4). The wave-front from an exploding supernova – and possibly other similarly large energy releases – can disrupt the drive, flinging the ship millions of light-years off course (*Exodus*, season 4).

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. (*Fail Safe*, season 5.) It is implied, but not explicitly stated, that hyperdrives shift a specific volume into hyperspace, regardless of mass.

Hyperdrive coolant fluid can be vented into the interior of a starship as an improvised knockout gas (*Revelations*, season 5); it is toxic after prolonged periods.

Sensors: Ships can detect and track each other while in hyperspace (*Small Victories*, season 4).

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 TL 7 thermonuclear warheads without the ships taking damage; that suggests a DR of about 85,000. 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 scientific breakthrough towards the end of season 5.

Armour: In *Enemies* (season 5), we learn that fully charged mothership shields enhance the ship's radiation tolerance tenfold. *GURPS Space* p. 106 suggests this means the ship's armour DR is roughly half that of its shields, say DR 42,500 or so.

Space Combat

Space combat in the *Stargate* universe is rare. Whether this means it doesn't happen much, or just that SG teams aren't usually around when it does, isn't clear. It seems to resemble mid-20th century carrier warfare, with motherships launching Death Gliders and bombers to attack their enemies, as well as using “honking big space guns” on each other.

For the moment, if space combat occurs in the campaign, it will be resolved using the *Compendium II Space Opera Combat System*. Don't worry about it - the GM will tell the players what they need to know, when they need to know it.

Campaigns and Adventures

*Down from the Mountain, the Mountain, the Mountain,
Far from the world I know
Things unfamiliar may sneak up and kill ya, but bravely I must go!
Gotta show what I'm made of, that I'm not afraid of whatever there might be -
Down from the Mountain, the Mountain, come follow me!
- from "The Troll Prince".*

Campaigns

This worldbook assumes that the PCs are another SGC team, essentially like SG-1 and based in the Cheyenne Mountain complex. However, there are alternatives which don't lock your team so tightly to the official story arc and timeline...

- Your team could operate in a parallel universe, accessible via the Quantum Mirror. This way, you can change anything you don't like about the official milieu – and the team can always use find the mirror and use it for visits to the “real” SGC.
- They could be mercenaries working for NID's black ops teams, based offworld (and trapped there once SGC recover the second stargate from Area 51). This might suit more anarchic or criminal parties better.
- They could work for the Russian Federation, reading SG-1's mission reports (which represents players watching the show) but having entirely different adventures. The Russian Stargate is offline, but we know that at least one team was left offworld when it was shut down (*The Tomb*, season 5).
- They could be teams working from a "backup" SGC set up on some planet other than Earth. It would make sense to give these teams more dangerous missions, as they would be harder to trace back to Earth; they might even stage to particularly hostile worlds via multiple wormholes to muddy their trail. It would also make sense to minimise supply requirements by having them trade with your favourite TL 1-3 culture (conveniently located on the same planet as their gate) for food. I rather like the idea of a British team working offworld, their loved ones believing they are attached to the British Antarctic Survey, looking for untraceable loot to prop up our failing economy.
- They could be explorers from the Tollan, the Aschen, or some other advanced culture. This is a more traditional science-fiction campaign, with high tech goodies galore, and possibly visits to an unimportant, primitive world called Dirt, or Earth, or something like that...
- From the beginning of season 5, the team could be the crew of a *Tal'tac*-class cargo vessel captured by SGC when they acquired Chronos' mothership, sent to explore nearby systems without a Stargate. Again this is a more traditional campaign style. The team should include a Tok'ra liaison or renegade Jaffa to pilot the ship.
- The GM may set his campaign some decades in the future, when the Stargate is better understood and the Goa'uld vanquished, to be replaced by some other enemy. This is the premise of the animated spinoff series *Stargate Infinity*, and gives a game closer to more typical science fiction, with the PCs at TL 8-10 according to taste.

Precognition and the Many Worlds Hypothesis

In *Prophecy* (season 6), an experiment by Neerti results in one character gaining limited precognition. In one case, action taken based on a glimpse of the future changes that future, so in *Stargate* at least the future is not preordained.

This fits in well with the alternate universes seen through the quantum mirror, assuming that when the characters learn what the future is like and act to change it, a new parallel universe “splits off” in which the change occurs, while in the “original” universe things go on as before.

Adventure 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... Note that each time I update this document, I delete the ones that the series writers have used as plotlines for later episodes. ☺

- 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 programme 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'Neill 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'Neill 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.

Appendix A: Dramatis Personae

Here are the main series regulars, rated for *GURPS Lite* using this worldbook. As always, it's tempting to give the heroes superhuman levels of everything, but I prefer to rate them roughly on a par with 100-point PCs who've gained a few points while adventuring.

SG-1

Characters that have numerous romantic entanglements in the show have been rated as Attractive. If using the *Basic Set*, the O'Neill and Carter could have a Secret to represent their suppressed romantic impulses (Serious Embarrassment if Discovered, -5 points) from early season 4 onwards (*Divide and Conquer*). This is a serious breach of military protocol as they are in the same chain of command, but they seem to get over it and move on to other partners later towards the end of season 5.

Colonel Jack O'Neill (144 Points)

Born in Chicago and raised in Minnesota, Jack O'Neill is a veteran Special Forces trooper with over 20 years' experience. This character is built by "stacking" the Pilot and Special Tactics templates in section 6, with the IQ upgraded to reflect the higher education expected of officers and higher Military Rank, and using a few extra skill points to add things we've seen him do in the series, like Astronomy.

Attributes: ST 10 [0]. DX 11 [10]. IQ 13 [30]. HT 13 [30]. *Total:* 70 points.

Advantages: Attractive [5], Combat Reflexes [15], Empathy [15], Military Rank 6 [30], Patron (Thor of the Asgard Fleet, extremely powerful individual with special abilities, appears rarely) [10]. *Total:* 65 points.

Disadvantages: Code of Honour (Officer's) [-10], Reputation (Insubordinate, -3 reaction, senior USAF officers, always) [-5], Sense of Duty (Comrades) [-5], Truthfulness [-5]. *Total:* -25 points.

Skills: Area Knowledge (Chicago) (M/E) IQ [1]-13, Astronomy (M/H) IQ-2 [1]-11, Bow (P/H) DX-3 [0.5]-8, Brawling (P/E) DX [1]-11, Camouflage (M/E) IQ [1]-13, Climbing (P/A) DX [2]-11, Driving (P/A) DX-1 [1]-10, Demolition (M/A) IQ-1 [1]-12, Electronics Operation (M/A) IQ [2]-13, First Aid (M/E) IQ [1]-13, *Forward Observer* (M/A) IQ-1 [1]-12, Guns (Light Automatic) (P/E) DX+2 [1]-13*, Guns (Pistol) (P/E) DX+2 [1]-13*, Leadership (M/A) IQ [2]-13, Navigation (M/H) IQ-1 [2]-12, Lockpicking (M/A) IQ-2 [0.5]-11, Piloting (P/A) DX+2 [8]-13, *Parachuting* (P/E) DX+2 [4]-13, Running (P/H) HT-3 [0.5]-10, *Savoir-Faire* (M/E) IQ [1]-13, *Scuba* (M/A) IQ-1 [1]-12, Survival (NBC) (M/A) IQ-2 [0.5]-11, Survival (Vacuum) (M/A) IQ-2 [0.5]-11, Survival (Woodlands) (M/A) IQ-2 [0.5]-11, Swimming (P/E) DX-1 [0.5]-10, Tactics (M/H) IQ-1 [2]-12. *Total:* 37.

Quirks: Always says "For cryin' out loud!" or "Doh!" when frustrated; keen fisherman; loves *The Simpsons*. [-3]

Notes: Under full *GURPS*, O'Neill also has "hobby skills" in Golf, Juggling, and Pottery (*Window of Opportunity*, season 4). You could argue for fluency in Latin also (same episode), but it seems more likely that he just remembered Daniel Jackson's earlier translations. In *Chain Reaction* (season 4) O'Neill implies to Maybourne that he is on good personal terms with the US President, but that could be a lie or a one-shot Favour (*GURPS Basic Set*) rather than a Patron, so it is not rated above. The Lockpicking skill he demonstrates in *Desperate Measures* (season 5) seems reasonable for a Special Forces character, so it is added.

In early season 6 (*Frozen*), O'Neill is persuaded to become a Tok'ra host temporarily. The long-term effects of this are unclear as yet.

Captain (later Major) Samantha Carter (121 Points)

Sam Carter is a fighter pilot with a doctorate in astrophysics. The character is built by taking the Pilot template from Section 6, Characters, and making a few changes: IQ is boosted to 14, and Astrophysics (M/H)-14 is added to represent her doctorate in astrophysics; Military Rank is increased to 4 to reflect her actual rank; and half a point is applied to Brawling to reflect her "basic training in hand-to-hand". The Lockpicking skill is shown in *Point of No Return* (season 4) – one wonders where she learned that...

Note that due to her involuntary stint as a Goa'uld host for one of the Tok'ra during season 2, Carter is able to detect other Goa'uld at ranges of one yard or less – this is represented by the Empathy advantage, being treated as a special case of knowing when people are lying to her. She is also able to use some Goa'uld equipment at default skill levels (i.e., whenever it is dramatically appropriate).

Attributes: ST 10 [0]. DX 10 [0]. IQ 14 [45]. HT 10 [0]. *Total:* 45 points.

Advantages: Attractive [5], Empathy [15], Military Rank 4 [20], Patron (Nareem, individual Tollan, appears rarely)* [5], Patron (Tok'ra, small group, appears rarely) [5], Reputation (Air Force Cross, +3, large class of people, sometimes) [15]. *Total:* 65 points.

Disadvantages: Code of Honour (Officer's) [-10], Sense of Duty (Comrades) [-5]. *Total:* -15 points.

Skills: Area Knowledge (Hometown) (M/E) IQ [1]-14, Astrophysics (M/H) IQ [4]-14, Brawling (P/E) DX-1 [0.5]-9, Driving (P/A) DX-1 [1]-9, Electronics Operation (M/A) IQ [2]-14, First Aid (M/E) IQ-1 [0.5]-14, Guns (Light Automatic) (P/E) DX+1 [0.5]-11*, Guns (Pistol) (P/E) DX+1 [0.5]-11*, Leadership (M/A) IQ [2]-14, Lockpicking (M/A) IQ-2 [0.5]-12, Navigation (M/H) IQ-1 [2]-13, Parachuting (P/E) DX [1]-10, Piloting (P/A) DX + 2 [8]-12, Savoir-Faire (M/E) IQ [1]-1, Survival (Vacc Suit) (M/A) IQ-1 [1]-12, Tactics (M/H) IQ-1 [2]-13. *Total:* 28 points.

* Includes +2 for IQ 12+.

Quirks: Talks to her plants; has traces of *naquada* and Goa'uld protein signatures in her blood. [-2].

Dr Daniel Jackson (50 Points)

Daniel is an Egyptologist and field archaeologist, based on the Scholar template from Section 6. Initially a confirmed pacifist, over the seasons he grows more accustomed to violence, and by early season 5 is using automatic weapons with as much confidence as the rest of the team. Towards the end of season 5, Dr Jackson undergoes Ascension and becomes an Energy Being; in *GURPS* terms, he acquires the Being of Pure Thought advantage from *Compendium I*, worth an extra 290 points. It's rumoured that he will return in season 7.

Attributes: ST 10 [0]. DX 10 [0]. IQ 14 [45]. HT 10 [0]. *Total:* 45 points.

Advantages: Attractive [5], Language Talent +2 [4], Reputation (brilliant scholar: +2, academics, sometimes) [5]. *Total:* 14 points.

Disadvantages: Bad Sight (correctable) [-10], Pacifism (self-defence only) [-15], Reputation (crank; -3, conservative academics, sometimes) [-2], Sense of Duty (Comrades) [-5], Vow (rescue wife from Goa'uld*) [-5]. *Total:* -37 points.

* Between *Forever in a Day* and *Maternal Instinct* (both season 3), this vow changes to "save the boy" [-5]. 'Nuff said until you've seen that episode. ☺ After the second of these episodes, Daniel has kept his vow and his point cost goes up by 5 to 55 points.

Skills: Anthropology (M/H) IQ-1 [2]-13, Area Knowledge (Hometown) (M/E) IQ [1]-14, Driving (P/A) DX-1 [1]-9, Guns (Light Automatic) (P/E) DX+2 (1)-12*, Guns (Pistol) (P/E) DX+2 (1)-12*, History (M/H) IQ+1 [6]-15, Research (M/A) IQ-1 [1]-13, Survival (Vacc Suit) (M/A) IQ-1 [1]-12, Teaching (M/A) IQ-1 [1]-13, Theology (M/H) IQ-1 [2]-13, Writing (M/A) IQ-1 [1]-13. 22 additional languages, including German, Goa'uld, Latin, Phoenician and Russian, each (M/A) IQ [0.5]-14 including the +2 for Language Talent. *Total:* 28 points.

* Includes +2 for IQ 12+.

Quirks: Suffers from hay-fever and other allergies. [-1].

Teal'c (110 Points)

Every group of PCs has at least one member who doesn't fit the standard templates, and SG-1 is no exception. Teal'c is a renegade Jaffa guard, the former First Prime of Apophis, now serving with SG-1. This interpretation is based on the Goa'uld Host and Security Forces templates from section 6, amended for Goa'uld technology.

Attributes: ST 13 [30]. DX 12 [20]. IQ 11 [10]. HT 12 [20]. *Total:* 80 points.

Advantages: Combat Reflexes [15], Goa'uld Host (Jaffa) [20], Patron (Bra'Tac, powerful individual, appears rarely) [5]. *Total:* 40 points.

Disadvantages: Code of Honour (Officer's) [-10], Enemy (Goa'uld System Lords, utterly formidable group, appear rarely) [-20], Sense of Duty (Comrades) [-5], Truthfulness [-5].
Total: -40

Primary Skills: Area Knowledge (Chulak) (M/E) IQ-1 [0.5]-10, Beam Weapons/TL 13 (P/E) DX+3 [4]-15*, Brawling (P/E) DX [1]-12, Driving (P/A) DX-1 [0.5]-11, Electronics Operation (M/A) IQ-2 [0.5]-9, Escape (P/H) DX-1 [2]-11, First Aid (M/E) IQ-1 [0.5]-10, Guns/TL 7 (Light Automatic) (P/E) DX [0.5]-12*, Guns/TL 7 (Pistol) (P/E) DX [0.5]-12*, Holdout (M/A) IQ-2 [0.5]-9, Interrogation (M/A) IQ-1 [1]-10, Intimidation (M/A) IQ-1 [1]-10, Leadership (M/A) IQ [2]-11, Navigation (M/H) IQ-2 [1]-9, Piloting (P/A) DX [8]-14**, Savoir-Faire (Goa'uld) (M/E) IQ+1 [2]-12, Staff (P/H) DX [4]-12, Survival (Vacc Suit) (M/A) IQ-1 [1]-12, Survival (Woodlands) (M/A) IQ [2]-11, Tactics (M/H) IQ+1 [6]-12, Throwing (P/H) DX-2 [1]-9. *Total: 33 points.*

* Includes +1 for IQ 11.

** Based on performance in *Into the Fire* (season 3) and statements made in *Jolinar's Memories* (season 3).

Quirks: Gold mark on forehead; poor sense of humour; rarely displays emotion [-3].

Notes: If using the *GURPS Basic Set*, Teal'c should also have Gunner (Starship Weapons) (P/A), as he is seen operating them in *Exodus* (season 4). During season 6 it is revealed that Daniel Jackson taught him to drive while they were marooned in 1969.

Jonas Quinn (118 Points)

A native of P2S43C, first encountered towards the end of season 5, Quinn eventually replaces Dr Jackson as the fourth member of SG-1. Quinn spent six years on the Kelownan *naquadria* bomb project after leaving university, and so is presumably in his late twenties or early thirties.

Attributes: ST 10 [0]. DX 10 [0]. IQ 14 [45]. HT 13 [30]. *Total: 75 points.*

Advantages: Alertness 2 (10), Eidetic Memory (30). *Total: 40 points.*

Disadvantages: Primitive -1 [-5], Vow (continue Dr Jackson's work) [-5]. *Total: -10 points.*

Skills: Area Knowledge (Goa'uld Motherships) (M/E) IQ [1]-14, Area Knowledge (Kelowna) (M/E) IQ [1]-14, Demolitions (M/A) IQ-1 [1]-13, First Aid (M/E) IQ [1]-14, Guns (Light Automatic) (P/E) DX+1 [1]-11*, Guns (Pistol) (P/E) DX+1 [1]-11*, Language (Ancient) (M/A) IQ-1 [1]-13, Language (Goa'uld) (M/A) IQ-1 [1]-13, Language (Furling) (M/A) IQ-1 [1]-13, Language (English) (M/A) IQ-1 [1]-13, Language (Kelownan, Native) (M/A) IQ [0]-14, *Physics* (M/H) IQ [4]-14, Research (M/A) IQ-1 [1]-13. *Total: 15 points.*

* Includes +2 for IQ 12+.

Quirks: Compulsive Weather Channel watcher; xenophile. [-2].

Notes: Quinn's HT of 13 reflects his unchallenged assertion that he is "as fit as anyone on this base" (*Redemption*, season 6); his IQ matches the fact that he seems to be about as bright as Carter, sometimes even working things out before she does. *Nightwalkers* demonstrates Quinn's uncanny ability to notice and remember insignificant details; although he clearly has an amazing memory, he is not rated with Eidetic Memory II, as he had to review Mothership schematics a dozen times before he memorised them (*Descent*, season 6). His talent for hyper-observation is represented by Alertness 2, which taken with his IQ means it takes a critical failure for Quinn to fail to notice something significant.

In *Metamorphosis* (season 6), we learn that Quinn is not quite human – the result of independent evolution on his homeworld for about 3,000 years; he is closer to the next step in human development than his Earth-born colleagues. The main tangible benefit from this is that telepaths cannot read his mind – whether this is some form of psionic resistance, the result of genetic manipulation by Neerti, or an innate telepathic mind shield, is not clear. If the result of manipulation, it may disappear following his surgery in *Prophecy*.

Stargate Command and its Visitors

Although these characters are season regulars, they are not generally involved in adventures, and so have been given conservative estimates for skills and attributes. As and when more evidence of skills and advantages surfaces in the TV show, I'll update the characters in future editions of this document.

Major-General Hammond (29 Points)

General Hammond is the overall commander of SGC.

Attributes: ST 10 [0]. DX 10 [0]. IQ 12 [30]. HT 10 [0]. *Total:* 20 points.

Advantages: Military Rank 7 [35], Status 2 (from Military Rank) [0]. *Total:* 35 points.

Disadvantages: Code of Honour (Officer's) [-10], Duty (to SGC, almost all the time) [-15], Overweight [-5], Sense of Duty (his command) [-5]. *Total:* -35 points.

Skills: Area Knowledge (Hometown) (M/E) IQ [1]-12, Driving (P/A) DX-1 [1]-9, First Aid (M/E) IQ-1 [0.5]-11, Guns (Light Automatic) (P/E) DX+1 [0.5]-11*, Guns (Pistol) (P/E) DX+2 [1]-12*, Leadership (M/A) IQ [2]-12, Savoir-Faire (M/E) IQ [1]-12, Tactics (M/H) IQ-1 [2]-11. *Total:* 9 points.

* Includes +2 for IQ 12+.

Quirks: None.

Dr Janet Fraiser (67 Points)

Dr Fraiser is SGC's chief medical officer, and is usually encountered in Cheyenne Mountain, but occasionally ventures offworld to make "house calls". The character is built on the Doctor template from section 6.

Attributes: ST 10 [0]. DX 10 [0]. IQ 14 [45]. HT 10 [0]. *Total:* 45 points.

Advantages: Empathy [15], Military Rank 4 [20]. *Total:* 35 points.

Disadvantages: Code of Honour (Officer's) [-10], Code of Honour (Hippocratic Oath) [-15], Dependent (Cassandra, 26 point adopted offworld child, appears rarely) [-6] Sense of Duty (her patients) [-5]. *Total:* -36 points.

Skills: Area Knowledge (Hometown) (M/E) IQ [1]-14, Biology (M/H) IQ-1 [2]-13, Computer Operation (M/E) IQ [1]-14, Diagnosis (M/H) IQ+1 [6]-15, Driving (P/A) DX-1 [1]-9, Electronics Operation (M/A) IQ-1 [1]-13, First Aid (M/E) IQ [1]-14, Leadership (M/A) IQ [2]-14, Physician (M/H) IQ+1 [6]-15, Research (M/A) IQ-1 [1]-13, Savoir-Faire (M/E) IQ [1]-14. *Total:* 23 points.

Quirks: None.

Colonel Harry Maybourne (122 Points)

Maybourne is an intelligence officer, linked to a shady faction of the NID and with contacts in Russian intelligence. Maybourne shares SGC's determination to keep Earth safe from the Goa'uld and pursue US national interests, but believes that "the ends justify the means". In some ways, Maybourne is an O'Neill who succumbed to the Dark Side. He can be a useful friend or a ruthless foe, depending on whether your objectives match his own. By mid-season 5, Maybourne is an independent operator, but seems to be developing a conscience, or at least a sense of duty to SG-1's members, and is getting on with O'Neill as well as Jackson and Carter did in their early meetings with him. Towards the end of season 6, O'Neill arranges for Maybourne to claim sanctuary among the Tok'ra, allowing him to avoid prison.

Maybourne is built on the Security Forces template, with three batches of intelligence training, officer-level IQ, and Military Rank 6. Note that most of his capability comes from his Pentagon connections and his innate cunning, rather than skills and attributes.

Attributes: ST 10 [0]. DX 11 [10]. IQ 13 [30]. HT 10 [0]. *Total:* 40 points.

Advantages: Legal Enforcement Powers +2 [10], Military Rank 6 [30]; Patron (NID, powerful organization, supplies equipment, appears fairly often) [20]. *Total:* 60.

Disadvantages: Sense of Duty (Nation) [-10].

Skills: Area Knowledge (hometown) (M/E) IQ-1 [0.5]-12, Computer Operation (M/E) IQ [1]-13, Criminology (M/A) IQ-1 [1]-12, Electronics Operation (M/A) IQ-2 [0.5]-11, Escape (P/H) DX-1 [2]-10, Fast-Talk (M/A) IQ-1 [1]-12, Forensics (M/H) IQ-2 [1]-11, Forgery (M/H) IQ-2 [1]-11, First Aid (M/E) IQ-1 [0.5]-12, Guns (Grenade Launcher) (P/E) DX+1 [0.5]-12*, Guns (Pistol) (P/E) DX+2 [1]-13*, Guns (Light Automatic) (P/E) DX+4 [4]-15*, Holdout (M/A) IQ-2 [0.5]-11, Interrogation (M/A) IQ-1 [1]-12, Law (M/H) IQ-2 [1]-11, Leadership (M/A) IQ [2]-13, Lockpicking (M/A) IQ-1 [1]-12, Navigation (M/H) IQ-2 [1]-11, Photography (M/A) IQ-1 [1]-12, Research (M/A) IQ-1 [1]-12, Savoir-Faire (M/E) IQ+1 [2]-14, Shadowing (M/A) IQ-1 [1]-12, Tactics (M/H) IQ+1 [6]-14, Throwing (P/H) DX-3 [0.5]-8. *Total:* 32 points.

* Includes +2 for IQ 12+.

Quirks: None.

Regular Visitors

These crop up in various episodes, but not in enough depth to get a real handle on in game terms.

- *Aldwyn:* Tok'ra leader, killed in action in season 5 (*Last Stand*).
- *Anise/Freya:* Tok'ra liaison and archaeologist. Freya (the host) has a crush on O'Neill, but Anise (the Goa'uld) prefers Daniel Jackson. Killed in action in season 5.
- *Anubis:* The Goa'uld so evil that even other Goa'uld are afraid of him. Exiled centuries ago, and long thought dead, Anubis returns at the end of season 5 and has access to at least some Ancient technology. In late season 6 we learn that he is a Goa'uld who gained powers as wide-ranging as those of the Ancient energy beings, but thanks to a concerted Ancient effort he is stuck halfway between the mortal and ascended planes.
- *Apophis:* SG-1's recurring Goa'uld nemesis. Killed several times, but keeps coming back...

- *Agent Barrett*: Unusually, this NID operative has a sense of personal ethics and will do anything to expose and stop rogue agents. Less unusually, he has a crush on Sam Carter.
- *Bra'tac*: A Jaffa master, Teal'c's mentor and leader of the resistance against Apophis on Chulak. Reported dead by the Goa'uld in mid-season 4, but they lie all the time, as evidenced by his reappearance in season 5.
- *Jacob Carter/Selmac*: Jacob (Samantha's father) is a former senior USAF officer who voluntarily became host to the Tok'ra Selmac to escape death by cancer. He now acts as occasional liaison and roving troubleshooter for the Tok'ra.
- *Major Davis, USAF*: SGC liaison at the Pentagon, and commander of the Alpha Team, should it ever be needed.
- *Oma Desala*: An Ancient, exiled from her race because she refuses to be bound by their strict code of non-interference; however, they tolerate her hobby of helping deserving mortals to "ascend". Formerly guardian of the temple on Keb.
- *Senator Kinsey*: US Senator on the Stargate appropriations committee, vehemently opposed to the SGC's existence, and connected to the NID – while he would rather the Stargate was destroyed, so long as it is in use he wants as much alien technology as possible recovered, and isn't fussy about how. "I'm willing to shake hands with the Devil to do the Lord's work," he says. By late season 6, Kinsey is moving from appropriation to intelligence oversight, which makes him de facto controller of the NID.
- *Martin Lloyd*: Currently working as a creative consultant on Wormhole X-Treme, Martin is actually an amnesiac alien from a world destroyed by the Goa'uld, who occasionally remembers that he doesn't just write about outer space, he's from there...
- *Nareem*: A Tollan with a crush on Sam Carter.
- *Neerti*: A female System Lord obsessed with forcing humans to the next step of the evolution, thus creating the perfect host. Such hosts often have telepathic or telekinetic powers, but are normally disfigured or in poor health. Neerti has used both genetic engineering and selective breeding on her subjects. Fortunately, she is not powerful as System Lords go, and generally has only a dozen or so Jaffa at her disposal.
- *Martouf/Lantash*: SG-1's Tok'ra liaison through season 3 – the former lover of Jolinar, the Goa'uld who briefly inhabited Sam Carter. Martouf, the host, is killed in action in early season 4; Lantash, the symbiote, lasts until mid-season 5 but is also killed.
- *Dr Robert Rothman*: One of Daniel Jackson's research assistants, based in SGC. Bearded, bespectacled, with even worse allergies than Daniel himself, and not very well liked by the rest of SGC. Killed in action in early season 4.
- *Colonel Simmons*: A "spook" dispatched by the NID to oversee SGC's operations; also known as "User 4574" after one of his identities on the SGC computer network. In some ways, he takes on the role of Colonel Maybourne once that worthy retires informally from NID. Killed in action in Prometheus (season 6).
- *Sgt Siler*: One of the senior gate room technicians.
- *Sgt Walter (last name unknown)*: One of the gate room technicians, responsible for monitoring offworld gate activations and controlling the iris and the Stargate.

Appendix B: Tactics 101

The majority of Player Characters are elite troops, and while the playtest group has some experienced gamers in it, none of them are trained soldiers. These notes give the players an overview of things their characters know about tactics that they might not.

Standing Orders for Rogers' Rangers

These were first issued by Major Robert Rogers in 1759, and are still taught to soldiers today, although not always in Rogers' blunt, pragmatic prose. Any PC with half a point in Tactics knows them, probably by heart.

1. Don't forget nothing.
2. Have your musket clean as a whistle, hatchet scoured, sixty rounds powder and ball, and be ready to march at a minute's warning.
3. When you're on the march, act the way you would if you was sneaking up on a deer. See the enemy first.
4. Tell the truth about what you see and what you do. There is an army depending on us for correct information. You can lie all you please when you tell other folks about the Rangers, but don't ever lie to a Ranger or officer.
5. Don't never take a chance you don't have to.
6. When you're on the march we march single file, far enough apart so one shot can't go through two men.
7. If we strike swamps, or soft ground, we spread out abreast, so it's hard to track us.
8. When we march, we keep moving til dark, so as to give the enemy the least possible chance at us.
9. When we camp, half the party stays awake while the other half sleeps.
10. If we take prisoners, we keep 'em separate til we have time to examine them, so they can't cook up a story between 'em.
11. Don't ever march home the same way. Take a different route so you won't be ambushed.
12. No matter whether we travel in big parties or little ones, each party has to keep a scout twenty yards on each flank and twenty yards in the rear, so the main body can't be surprised and wiped out.
13. Every night you'll be told where to meet if surrounded by a superior force.
14. Don't sit down to eat without posting sentries.
15. Don't sleep beyond dawn. Dawn's when the French and Indians attack.
16. Don't cross a river by a regular ford.
17. If somebody's trailing you, make a circle, come back on your tracks, and ambush the folks that aim to ambush you.

18. Don't stand up when the enemy's coming against you. Kneel down, lie down, hide behind a tree.
19. Let the enemy come til he's almost close enough to touch. Then let him have it and jump out and finish him up with your hatchet.

Two Up, One Back

In a fight, the commander normally divides his force into thirds. One third engages the enemy to pin him, another third moves to outflank the enemy and hit him from the side or rear, and the final third is the reserve, held back to exploit a breakthrough or support another element in trouble.

Offensive Gestures

Any character with infantry training (including PJs, Combat Controllers and security troops) has a repertoire of hand and arm signals, used to communicate when they can't hear each other (e.g. over gunfire or engine noise) or if they don't want to be heard (e.g. while sneaking up on someone). This isn't complicated enough to count as a language, and requires no skill points to learn – anyone who hangs around infantry types for a few weeks can pick it up.

The signals allow PCs to send each other some basic, standard messages in total silence, so long as they can see each other; it's more convenient if the *players* speak, but the *characters* need not. There are several dozen signals, the most useful for SG teams are:

- *Action* and a direction - left, right, ahead. ("Go that way, ready to fight").
- *Advance*.
- *Assemble* at a specific point (often the signaller).
- *Cease fire*. This one is important as the order to cease fire may not be heard over the sort of sustained automatic fire PCs go in for. (There is also a signal for "open fire", but usually somebody starts shooting and everyone else joins in.)
- *Change formation* - to any one of half a dozen standard formations, including column, line, and wedge.
- *Come forward*.
- *Danger*.
- *Disperse* ("Spread out!")
- *Enemy in sight* (and which direction)
- *Follow me*
- *Freeze*
- *Speed up*
- *Take cover*

Appendix C: Resources

On the Web

Stargate

The official *Stargate SG-1* website is at <http://www.stargate-sg1.com/home.html>. This link bypasses the Flash introduction and takes you straight to the index. Doesn't seem to have been updated since season 4 ended.

Richard Dean Anderson's website has an extensive *Stargate* section, <http://www.rdanderson.com/stargate/>, which includes a mission database, full episode guide, and many other goodies. Someday, I must trawl through it and compare it to this document...

Starguide (<http://www.scifiguide.net/stargate/index.shtml>) is a solid collection of episode summaries and analysis, unanswered questions (for our purposes, that means adventure seeds) and character sketches, and also has various articles about season-related topics and rumours of what is to come.

<http://www.stargatefan.com> has the full scripts for some episodes, transcribed by fans, and other goodies, including a useful range of links to other Stargate sites.

There are Goa'uld dictionaries at both http://www.tulok.com/COC/goauld_dictionary.htm and <http://members.liwest.at/reno/index1.htm>.

GURPS and Other Games

Steve Jackson Games' *GURPS* website is at <http://www.sjgames.com/gurps>.

You can download a free copy of *GURPS Lite* in Adobe Acrobat format from <http://www.sjgames.com/gurps/lite>.

Shortly before it ceased trading, West End Games commissioned a *Stargate* role-playing game. The designer hosts the unfinished draft at http://www.johntynes.com/rl_sg0.html. It looks a lot like the original *Star Wars* roleplaying game, also from West End, but you'll need to create some character templates and equipment to use it.

Real Life

The main USAF website is at <http://www.af.mil>. The USAF acts as technical adviser to *Stargate* (the actual General Ryan from the Joint Chiefs of Staff has a cameo role in *Prodigy*, season 4). Many bases and units have their own sites, too; especially useful in researching the templates for this worldbook were <http://www.militaryaviator.com> (pilot training), <http://www.sfteam9.com> (Security Forces training) and <http://www.specialtactics.com> (combat controllers and pararescuemen).

The "industrial-strength" combat teams of SGC are US Marines, and you can reach public-domain information about them through MarineLINK at <http://www.usmc.mil/info.nsf/info>, including one-page writeups of their equipment, weapons and vehicles. Note that the USMC "replacement cost" is between one and three times the *GURPS* cost, apparently because it includes running costs over several years for some items. You can find infantry hand signals at http://www.uwosh.edu/departments/military_science/class/hand_and_arm_signals.html.

Movies and TV

Stargate the movie, and *Stargate SG-1* the TV series. Also the animated series *Stargate Infinity* if you're that way inclined. The *Stargate SG-1* website lists when and where you can see the show; you can also rent most of the episodes on video or DVD. *Sliders* has a similar

premise, and offers some interesting alternate Earths your team could visit via quantum mirror.

Movies with similar themes, or plots suitable for recycling as *Stargate* scenarios: *Aliens*, *Atlantis* (yes, the Walt Disney one – the hero even looks like Daniel Jackson), *Congo*, *Fluppy Dogs* (Disney again), *Pitch Black*, *Sphere*, *The Abyss*, *The Road to El Dorado*.

Games

Everway from Gaslight Press. The Spherewalkers in this game are a fantasy equivalent of SG teams, and most of the scenarios are easily converted. It has some especially useful advice on creating low-tech cultures for the players to blunder into.

Half-Life. Yes, the computer game. Picture the scene: Scientists experimenting with the Quantum Mirror while the PCs are on leave accidentally open a portal to Xen, and assorted nastiness of a vile description boils out. The PCs return to Cheyenne Mountain to find it under quarantine, and are sent in to clear it out... this effectively casts them as the grunts, although they may not feel compelled to waste all the scientists.

Twilight: 2000 and *Merc: 2000* by Game Designers' Workshop. Both out of print now, but still available if you look around. A wealth of detail on military equipment and topics, lots of useful generic floor plans, and many easily adapted scenarios.

Books

How to Make War by James F Dunnigan. A wealth of information on how modern warfare works, presented without pro- or anti-military bias.

GURPS High Tech and *Ultra Tech*: Cool gadgetry for your PCs to acquire, or for nasty NPCs to use against them.

GURPS Special Ops: More detail on Special Forces organisation, missions, etc; aimed at campaigns with 200-400 point PCs, which is higher than I like to go, but interesting nonetheless.

Novels with plots you can plagiarise:

- *The Manchurian Candidate* by Richard Condon is the classic story of brainwashed assassins, and offers insights into *Zatarcs*. The idea seems to be inspired by the CIA's Project ARTICHOKE, which is worth searching for on the internet – that organization found that it is possible to create a human *Zatarc* using TL 7 technology, but that the resulting assassins are not sufficiently trustworthy. Presumably the Goa'uld have improved the techniques.
- Phillip Jose Farmer's *World of Tiers* novels use a technology much like Stargates, and have a cast of truly nasty immortal system overlords. Well worth reading for cultures, traps and plot ideas for your team.
- Eric Flint's novels *1632* and *Mother of Demons* both offer a view of humans cast away in alien cultures, one historical and one non-human.
- Most of Bob Mayer's *Dave Riley* novels have something usable in them. *Synbat* and *Eternity Base* work well as *Stargate* scenarios; Colonel Maybourne is a good choice for the mastermind behind both - using stolen Retou technology to create the synbats, or creating Eternity Base on a distant planet as a bolthole for his paymasters in case the Goa'uld overrun Earth.

- H Beam Piper's *Lord Kalvan of Otherwhen* makes a nice short campaign - Styphon becomes a Goa'uld System Lord, and the stargate should be somewhere in his territory to force the PCs to overcome him before they can return home. A number of stories from Piper's future history are also usable as scenarios, notably *Naudsonce*, *Omnilingual*, *Oomphel in the Sky*, *The Return*, and *The Keeper*.
- Frederick Pohl's *Heechee* saga has a similar theme to Stargate - bewildered humans exploring hostile alien worlds using technologies they barely understand, although in this case the technology is abandoned starships.
- Jack Vance's *Planet of Adventure* series abounds in exotic human cultures, although at least one of the alien factions should be replaced with Goa'uld. Again, the Goa'uld should control the stargate so that the PCs can't simply go home.

Originally I'd intended to run the players through these before adding them to this document, but sadly life's too hectic for that!

Appendix D: Armour and Weapon Ratings

The things you can't get quickly from reference books or an internet search are game statistics like PD, DR, and damage. Here's a quick summary of useful guides from *GURPS Vehicles*:

Vehicle Armour Ratings

Vehicle Type	PD	DR
Car, light aircraft	2-3	3-6
Transport aircraft	2-3	4-8
Truck, armoured vehicle, bomber	3-4	5-20
Fighter, warship	3-4	10-40

Tanks and other fighting vehicles are usually PD 4 and have enough DR to survive being hit by their own main guns; those which fight with missiles or bombs tend to rely on escorts, ECM or agility to avoid being hit in the first place. Specialist antiarmour weapons like RPG launchers and TOW missiles have shaped charge warheads, which divide target armour by 10; e.g. an Abrams tank might have DR 400 armour, but if you attack it with an antitank rocket, it counts as having DR 40.

Weapons

Weapon Damage

Gun Type	Dice of Damage
Pistol	0.225 x bore*
Shotgun, submachinegun	0.3 x bore*
Rifle, machinegun	0.9 x bore
Heavy machinegun, sniper rifle	1.05 x bore

* Includes additional factor for low-power option.

"Bore" is the gun's bore size in millimetres, e.g. 9mm for the typical pistol. Damage of more than 24d is expressed as "6d x n", where n = damage dice divided by 6, rounded to the nearest whole number.

Other Weapon Stats

These are fairly complex to work out, but can be approximated by comparison to other similar weapons, as follows:

Stat	Depends On	Look for Similar...
Acc	½ D range	Bore and length
SS	Unloaded weight	Weight
RoF	Action (e.g. fast autoloader)	Action
Recoil	Bore and unloaded weight	Bore and weight
Min ST	Recoil and loaded weight	Bore and weight

So for example most 7.62mm rifles (that's 0.30 inches for you Imperialists) will have similar Acc, SS, Recoil and Min ST.

Appendix E: SG-13

Team Members

The players' team consists of any or all of the following, depending on who turns up and who acts as GM:

- Major Jane Kastr, USAF (Giulia) – Special Forces officer
- Dr Nathan Matthews (Anna) – archaeologist and anthropologist
- To'pah the Tok'ra (Esther) – expendable Tok'ra liaison
- SSgt "Lucky" Stoner, USAF (Andy) – Pararescueman
- Captain Nia Sian, USAF (Jenny) – Special Forces officer with a Dark Secret.
- Dr Jasper Adlai (Ruth) – Canadian xenobiologist.
- Professor Sergeant-Major Bertram Garnet (Abby) – eccentric philosopher turned soldier.

Only my PC is listed here at the moment; other players should give their permission before their characters are described in detail. Especially if they have Secrets...

Staff Sergeant "Lucky" Stoner (100 Points)

A pararescueman, assigned to SG-13 as guard and field medic. Lucky is a Security Forces trooper who later retrained as a Special Tactics PJ, and is built by combining those templates from the *Characters* section; Pyromania is used to reflect his delight in blowing things up

whenever possible. (Stoner has acquired some CP during play, but he's saving them up to buy Military Rank 2).

Attributes: ST 10 [0], DX 12 [20], IQ 12 [20], HT 13 [30]. *Total:* 70 points.

Advantages: Combat Reflexes [15], Luck [15], Military Rank 1 (SSgt, USAF) [5]. *Total:* 35 points.

Disadvantages: Code of Honour (Soldier's) [-10], Overconfidence [-10], Pyromania (Explosives) [-5], Sense of Duty (Comrades) [-5], Stubbornness [-5], Truthfulness [-5]. *Total:* -40.

Skills: Area Knowledge (Boston) (M/E) IQ [1]-12, Demolition (M/A) IQ+1 [4]-13, Diagnosis (M/H) IQ-2 [1]-10, Driving (P/A) DX-1 [1]-11, Electronics Operation (M/A) IQ-2 [0.5]-10, Escape (P/H) DX-1 [1]-11, First Aid (M/E) IQ+2 [4]-14, Guns (Grenade Launcher) (P/E) DX+1 [0.5]-13*, Guns (Light Automatic) (P/E) DX+4 [4]-16*, Guns (Pistol) (P/E) DX+1 [0.5]-13*, Holdout (M/A) IQ-2 [0.5]-10, Interrogation (M/A) IQ-1 [1]-11, Leadership (M/A) IQ [2]-12, Navigation (M/H) IQ-2 [1]-10, Parachuting (P/E) DX+2 [4]-14, Running (P/H) HT-3 [0.5]-10, Savoir-Faire (M/E) IQ+1 [2]-13, Scuba (M/A) IQ-1 [1]-11, Survival (Woodlands) (M/A) IQ-2 [0.5]-10, Swimming (P/E) DX-1 [0.5]-11, Tactics (M/H) IQ+2 [8]-14, Throwing (P/H) DX-3 [0.5]-9.

* Includes +2 for IQ 12+.

Quirks: Addresses officers in the third person; never misses a chance to eat or sleep; never tells anyone his first name; runs every morning to keep fit; taciturn. [-5].

Stoner for Classic Traveller and 2300 AD

Book 4 version: 79A977 Army 4. Combat Rifleman-4, Demolitions-2, Medical-2, Leader-1, Pistol-2, Tactics-2.

Book 1 version: 79A977 Army 4. Medical-2, Rifle-3, Tactics-1.

2300 AD version: Veteran Ground Military. Motivations: Heart King (Honest), Club Queen (Stubborn).

Friends and Foes

Every group should have its own personal Goa'uld enemies, and for SG-13 these include Aten and Sekhmet. The latter's husband, Ptah, is assumed to be present, but has yet to be encountered; she is thought to have a daughter, Nefer-Tem. Ptah and Sekhmet are the System Lords of the Memphis system.

Aten

Aten is that rarest of creatures, a Goa'uld System Lord who keeps his given word. That doesn't mean he is a nice person, or that his word of honour is easily given. His host is a ten year old boy.

Sekhmet

Sekhmet is the Egyptian goddess of war, usually represented as a lion-headed woman. She is an ally of Ra, fighting to destroy his enemies. She is noted for her savagery and uncontrollable rage.

Sekhmet's Lion Guards

These are the cannon-fodder enemies most commonly encountered by the PCs. They carry staff weapons which inflict 2d(4) impaling damage, and wear heavy kevlar armour (PD 2, DR 12). The typical Lion Guard is a 50 point character; lesser troops are 25 point characters without the Jaffa advantage and the groovy lion's head helmets; elite guards are 75 point characters with better DX and IQ, and also know Piloting to operate Death Gliders.

Attributes: ST 10, DX 11, IQ 10, HT 12.

Advantages: Combat Reflexes, Jaffa.

Disadvantages: Bully, Code of Honour (Soldier's).

Skills: Area Knowledge (Memphis)-10, Beam Weapons-12, Brawling-11, First Aid (TL 3)-10, Intimidation-9, Savoir-Faire-10, Staff-9, Stealth-10, Survival (Any)-9, Tracking-9.

You can use this stock Jaffa for other System Lords – just change the shape of the helmet.

Lion Guards in Classic Traveller and 2300 AD

Classic Traveller: 789777. Laser Rifle-1. (Note that randomly-encountered NPCs in this system usually have 7 in all characteristics and skill level 1 in whatever they do for a living.)

2300 AD: Experienced Ground Military.

Ptah - the Opener of the Way

Ptah is the creator god, patron deity of architects, artisans and artists; amongst other things he is said to have built the boats used by the souls of the dead, and the pillars holding up the sky. He is normally portrayed as a bearded man with a shaven head, wrapped in a mummy's bandages, carrying his staff of power. In later times he was identified with the Greek god Hephaestus or the Roman Vulcan.

Mission Logs

SG-13's adventures begin at some point during season 2, shortly after *The Tok'ra, Part II*, and are summarised below for the benefit of players in the SG-13 campaign.

Season 1 (1998)

Temporarily Bewildered

Writer: Andy Slack. Director: Anna Slack. Date of Play: 3rd March 2001

SG-13 are dispatched to PX1437 to recover Senator Waite, a member of the Senate Oversight Committee for SGC, who became separated from SG-11 during a Goa'uld raid on a supposedly safe and uninhabited planet.

When the Bough Breaks

Writer: Andy Slack. Director: Anna Slack. Date of Play: 22nd April, 2001

Cassandra, the little girl Sam Carter rescued from P8X987, goes missing in suspicious circumstances, and SG-13 are sent to find her. So are the FBI, but whose side are they really on?

Of Gods and Men (Part I) – The Fall of Hisarlik

Writer: Anna Slack. Director: Anna Slack. Date of Play: 18th August 2001

Arriving in a Greek temple rocked by explosions which disable the stargate, SG-13 discover

the local city is besieged by the System Lord Aten for harbouring a Tok'ra operative on the run. Aten captures the team when they attempt to escape through a second gate, and offers to free them if they will assassinate his mortal enemy, Apis. Have the team finally found a Goa'uld whose word they can trust?

Of Gods and Men (Part II) – The Santorini Hypothesis

Writer: Anna Slack. Director: Anna Slack Date of Play: 19th August 2001

Arriving on Apis' homeworld, SG-13 inexplicably decide to reveal that Aten has sent them to kill Apis, who being a more typical System Lord has them thrown into his dungeons. Now thoroughly miffed at his ingratitude, they escape and kill him after all. On their return to Aten, they are astonished to find he keeps his word and sets them free. What's in this for him?

Through the Looking Glass

Writer: Anna and Giulia Slack. Director: Giulia Slack Date of Play: 19th August 2001

Regaining consciousness to find themselves isolated in separate mediaeval prison cells, SG-13 break free – only to find an old man poised to sacrifice Major Kastra to the stargate. They attack, and in the confusion fall through the stargate into a parallel universe – one where SG-13 are brainwashed turncoats who serve the System Lord Anubis, albeit unwillingly. Anubis proves to have hundreds of quantum mirrors on his mothership; the team must find the right one to return home, and decide what to do with the others.

Atu'pal (Part I) – The Price of the Phoenix

Writer: Anna Slack. Director: Anna Slack. Date of Play: 20th August 2001

The episode opens with To'pah bringing Nathan's dead body home through the stargate, pursued by Jaffa. Sorting through his personal effects, each team member finds a message from Nathan to be read in the event of his death. Returning to the planet where he was killed to investigate, Nathan's friends discover that Aten has a complete copy of him, complete with up-to-date memories. Aten is willing to give SG-13 the copy, if they bring him a stone which he needs to activate a great weapon. The team realise that this Nathan is the original, who now knows the activation code for the weapon. The team finds the stone, and use it to raise a huge island from the seabed. Several Goa'uld ships race for the island, and Aten's gets there first.

Atu'pal (Part II) – The Ossidian Hearth

Writer: Anna Slack. Director: Anna Slack. Date of Play: 21st August 2001

In the main throne room, the PCs find Aten, who has gained control of the island's weapons and used them to destroy his rivals – but he still needs the stone. SG-13 offer him a fake and are locked up in the palace bedrooms. Nathan realises how to destroy the island, just as Aten's arch-enemies Nut and Geb attack with overwhelming force and capture everyone. Despite painful interrogations by the new arrivals, the team and Aten's men form a temporary alliance and manage to escape before going their separate ways. However, under torture Nathan revealed... *something*. What was it?

Gorgon

Writer: Anna Slack. Director: Anna Slack. Date of Play: 21st August 2001

SG-13 visit a planet where the ruler, Medusa, chooses warriors for her fight against the Snakemen from the unmarried, and Adlai – mistaken for Hermes by the locals – is asked to marry a local girl to prevent her being chosen. Meanwhile, Bertie and Kastra are chosen, and disappear to be briefed. When the team returns to Earth, the pair activate the SGC self-destruct mechanism and are killed in a shoot-out. Returning to investigate, the team learn that Medusa is a Goa'uld host who has learned to control her symbiote; she clones the chosen and sends the clones off to fight the Goa'uld. SG-13 convince her that they are also enemies of the System Lords, and make a new ally.

Planet of the Apes

Writer: Andy Slack. Director: Anna Slack Date of Play: 23rd August 2001

Goa'uld hosts don't have to be human, but they're usually a lot like us. There's an obvious source of strong, healthy humanoid stock without the technology to get uppity on a second-rate System Lord... SG-13 are astonished when they discover chimpanzee Jaffa, and positively alarmed when the System Lord in the chimpanzee host decides he'd much rather have a human being.

All For One

Writer: Esther Miller. Director: Esther Miller. Date of Play: 24th August 2001

Sent to rescue a Tok'ra agent from the System Lord Molech, SG-13 are captured, and are shocked to learn that To'pah is a traitor. Confusingly, he also seems to facilitate their escape, but during it they are forced to kill him. On their return to Earth, the team find a letter explaining his actions. This leaves each member of the team, especially Nathan, pondering whether they should continue with SGC – as they should at the end of a season. ☺

Season 2 (1999)

The Night of the Long Knives

Writer: Anna Slack. Director: Anna Slack. Date of Play: 31st October, 2001.

On a Graeco-Roman world, SG-13 agree to take an offering of a white bull from the city of Corinth to Sobek, its overlord. Things begin to go wrong when Sobek's right-hand man is murdered with one of Nia's knives, and the team must find the guilty party within three days or be condemned to death.

Exogamous Mating

Writer: Andy Slack. Director: Andy Slack. Date of Play: 21st December, 2002

A recycled *Space: 1889* scenario, available online from my website. Carson, the liaison to a primitive nomadic culture, appears to have been kidnapped, and SG-13 are sent to recover him. But what is really going on?

Appendix F: Classic Traveller Stargate

The *Classic Traveller* rules system is one of my favourites, and fits the *Stargate* universe well. It is less complex, conveys information about characters and worlds in a more concise format, and already known to most of my players; these attributes make it eminently suitable for Play By eMail games, or "quick and dirty" face to face ones.

The Basic Set is enough to run most games with, but I recommend you also adopt Book 4, *Mercenary*, and either the BITS or Digest Group task systems. Supplement 4 (*Citizens of the Imperium*) is nice to have, but by no means essential.

The rules are out of print, but facsimiles can still be obtained from Far Future Enterprises at <http://www.farfuture.net/> or at Travellerrpg.com. If ordering from outside the USA, ignore any statements on websites about surface mail taking 4-6 weeks – double that or longer is more usual, if it arrives at all – I've experienced about a 50% loss rate in the post, but maybe I'm just unlucky.

Classic Traveller rules are also very similar to the CODA system used by Decipher in their *Lord of the Rings* and *Star Trek* RPGs.

Guidelines for converting *CT* characters to *GURPS* are found in *GURPS Traveller*; you can use them in reverse easily enough. The quick-and-dirty method is to deduct three from each of Strength, Dexterity, Endurance and Intelligence, drop Education, and assign Social Standing

as you see fit based on Status. *CT* expertise level is roughly $2/3 \times$ (*GURPS* skill level – 10), and drop any skill that you can't see an immediate equivalent for – mostly they have the same names. Advantages and disadvantages are written up as a character description in plain English.

Characters

Military personnel are generated using the Army careers from Books 1 or 4 – yes, even USAF characters, but allow them to specify Vehicle skill as Helicopter, Jet-Propelled Fixed-Wing Aircraft, or Propeller-Driven Fixed-Wing Aircraft in addition to the usual options. Alternatively, USAF pilots can use the Flyer career from Supplement 4.

Scholars should have high Intelligence and Education; they can use either the Other career from Book 1, or the Doctor or Scientist careers from Supplement 4. I tend to use Jack-of-Trades or Education to simulate scholars' ability to work out most things related to their field of expertise.

Skills

Characters from Earth may not acquire the following skills during prior service: Air/Raft, Battle Dress, Engineering, Gravitics, Gunnery, Navigation, Pilot, Ship's Boat or Zero-G Combat. Gun Combat and Vehicle skills are limited to those available at Tech Level 7. (Reroll if necessary.) However, such skills may be acquired during play.

Air/Raft skill is used to control Death Gliders, which are essentially armed speeders.

Mustering Out Benefits

Treat one Credit as equal to one dollar. Characters from Earth may not acquire JTAS membership, starship passages, or starships as benefits; reroll as necessary. Optionally, treat JTAS membership as a Tok'ra or other offworld contact with access to a starship, who may be prevailed upon to transport the character once every other month.

Psionics

Adult Goa'uld grant their hosts a limited form of the Awareness talent, specifically the Suspended Animation and Regeneration abilities; events in *Prometheus* (season 6) argue for Enhanced Strength as well. Characters with Goa'uld larvae are considered untrained psionics, and must seek out a teacher (for example, a Jaffa master) to learn these abilities.

Equipment

Standard equipment up to Tech Level 7 from Books 3 and 4 is available to PCs from Earth. P90s and M16s are both represented by Book 4 Assault Rifles – if you only have Book 1, treat them as SMGs, it's close enough for government work.

The Goa'uld have access to Tech Level 15 items. Jaffa wear Mesh; their staff weapons can be used as Laser Rifles or Cudgels, but do not require the bulky power packs *Traveller* associates with Laser Rifles.

The Goa'uld ribbon device grants the user the Telekinesis and Telepathy psionic talents; if the user is (or has been) a Goa'uld host, he also gains as a special talent the ability to apply his Regeneration ability to others as well as himself.

SG-1 Rated for Classic Traveller

Colonel Jack O'Neill

78AA87. Army 5 terms, Colonel. Combat Rifle-2, Demolitions-1, Electronics-2, Forward Observer-1, Leader-2, Medical-2, Pistol-2, Recon-2, Tactics-1, Vehicle (Jet-Propelled Fixed Wing Aircraft)-2.

Major Samantha Carter

777BB7. Army 3 terms, Major. Combat Rifle-1, Electronics-2, Leader-2, Medical-2, Tactics-2, Vehicle (Jet-Propelled Fixed-Wing Aircraft)-1.

Dr Daniel Jackson

777BB7. Other 3 terms. Auto Pistol-1, Instruction-1, SMG-1.

Since Jackson is specified as an archaeologist and linguist, I would allow him to use his Education on any task relating to those fields, which would allow him a +2 DM (11 / 2, rounded down).

Teal'c

A99877-9. Army 7 terms, Sgt Major (rough equivalent for First Prime). Air/Raft-2, Brawling-1, Combat Rifle-1, Laser Rifle-3 (for staff weapon), Pilot-2*, Pistol-1, Tactics-1, Vacc Suit-1. Awareness-9.

* You could either say that Jaffa can learn this as a Vehicle skill, or that Teal'c used the four-year sabbatical rule (Book 2) at some point in his long life to gain level 2 in Pilot.

Jonas Quinn

77ABCA. Other 3 terms. Jack Of Trades-2.

Appendix G: Stargate 2300 AD

Another one of my favourite games, intermediate in complexity between *Classic Traveller* and *GURPS*.

Again, the rules are out of print, but facsimiles should be available from Far Future Enterprises at <http://www.farfuture.net/> by late 2003.

Characters

Player Characters are normally humans from late 20th or early 21st century Earth, typically USAF personnel (use the Ground Military or Interface Military careers) or civilian specialists (use the Academic career).

Other careers are permitted, except that no Earth human may select Space Military, Exploratory, Frontier World, Core World, Independent Trader, Ship Crew, or Smuggler/Pirate careers.

Earth humans must select Normal gravity, but may select either Frontier or Core background skills; however, they may not purchase P-Suit with background skill points.

Equipment

Armour

SG teams use Non-Rigid Vests and Helmets (representing the standard US issue Gentex protective gear), or no armour at all; Jaffa armour is equivalent to a Non-Rigid Suit, and the natty animal headgear to a Combat Helmet. Other types of armour are not much seen in the show. Goa'uld System Lords sometimes use personal force-fields, which have an AV of at least 10.

Weapons by Skill

Melee weapons don't change much, and the standard **2300 AD** weapons can be used. Costs are not given for Goa'uld weapons, as they cannot be bought.

Sidearm

M-9 Pistol: \$400, 1.1 kg, ROF 3, RPB 3, Mag 15, Aimed 40, Area 20, AFV 0.25, DPV 0.2.

Zat Gun: 2.5 kg. ROF 3, Mag 6, Aimed 40, DPV Special. The standard Jafar sidearm. The first shot to hit any target inflicts DPV 4 Stun damage; the second, DPV 8 Normal damage; and the third disintegrates the target.

Combat Rifleman

M-16 Assault Rifle: \$540, 4.1 kg, ROF 3, RPB 10, Mag 30, Aimed 250, Area 200, AFV 1.0, DPV 0.5.

M-203 Grenade Launcher: \$500, adds 1.6 kg to weapon weight, ROF 1, Mag 1, Aimed 100, damage EP1F. Strictly speaking damage should be EP 0.2 F, but that's too clumsy.

MP-5 Submachinegun: \$340, 3.3 kg, ROF 4, RPB 10, Mag 30, Aimed 80, Area 60, AFV 1.0, DPV 0.3.

SPAS-12 Shotgun: \$350, 4.6 kg, ROF 3, RPB 3, Mag 7, Aimed 75, Area 35, AFV 0.5, DPV 0.4 x 1D10.

P90: \$800, 3.0 kg, ROF 4, RPB 15, Mag 50, Aimed 140, Area 100, AFV 1.5, DPV 0.4.

Staff Weapon: 2.5 kg, ROF 3, Mag 20, Aimed 70, damage EP1T. The standard longarm for Goa'uld troops.

Personal Equipment

The basic load is as described in the main text. Most **2300 AD** characters will not be encumbered even with the full subsistence load, because the game treats encumbrance differently.

Converting 2300 AD Equipment

Most equipment is easily converted; one Livre is roughly \$3, and one kilogramme is 2.2 lbs.

I've yet to find an elegant way of converting **GURPS** PD and DR to **2300 AD** Armour Values, so normally use standard **2300 AD** armour types.

Weapons, however, are fairly easy to convert. The table below assumes you're converting **GURPS** weapons to **2300 AD**.

2300 AD	GURPS
Bulk	Length in feet, rounded down.
ROF	For automatic weapons, ROF / 3, rounded down; for other weapons, ROF (minimum 1).
RPB	ROF
Mag	Shots
Aimed Fire Range	50% of 1/2D range if longarm, 25% of 1/2D range if sidearm.
Area Fire Range	75% of Aimed Fire Range if longarm, 50% if sidearm.
Area Fire Value	ROF / 10, rounded off to nearest 0.25. Double this for shotguns.
DPV	Dice of damage divided by 10; e.g., 7d damage becomes DPV 0.7.

Alien Races

Jaffa

Jaffa are a warrior caste, human slaves of the Goa'uld implanted with immature Goa'uld larvae; this grants them access to psionic Awareness, which they may learn as a Primary Skill. Jaffa must pursue a Military career. Awareness tasks are:

Suspended Animation: Simple. Success at this task places the character in suspended animation, reducing his consumption of food, oxygen etc by a factor of 100. He will awaken either at a specified time, or when some external stimulus (e.g. an alarm clock) wakes him. The maximum hibernation period is one day per skill level.

Enhanced Strength: Routine. If successful, the character increases his Endurance attribute by up to his skill level for one hour.

Enhanced Endurance: Routine. If successful, the character increases his Endurance attribute by up to his skill level for one hour.

Regeneration: Difficult. If successful, the character can heal one point of damage per skill level. This occurs over a period of a minute or so.

Goa'uld

Goa'uld are snakelike parasites infesting a human host; they have access to psionic Awareness skill as do Jaffa, and normally wear a "ribbon device" which allows them to attempt the following additional tasks:

Move up to 100 kilogrammes by Telekinesis: Difficult.

Telempathy: Simple. Success allows the character to read the feelings and emotions of another character, or to send a basic emotion such as love, hate or fear to influence another's reactions. It is also useful in controlling animals.

Read Surface Thoughts: Routine. Success allows the user to read the active, current thoughts of another character without this being detected.

Send Thoughts: Routine. This skill allows the character to send his thoughts to others.

Probe: Difficult. Success allows the user to read a character's innermost thoughts, and easily identify lies.

Assault: Difficult. Assaults inflict whatever level of damage the user wishes on the target, depending on how long contact is maintained. The user may specify how many Shock and Stun points he wishes to inflict; it is important that he accurately estimates how much damage victims can endure, if he wishes to keep them alive.

Regeneration: A ribbon device allows the user to regenerate others' wounds as well as his own.

Referee: For most tasks, the ribbon device user must be in physical contact with his victim; however, the effective range for telekinesis is roughly ten metres. Using the ribbon device is based on Theoretical Sciences skill, which most Goa'uld System Lords have at a high level.

SG-1 Rated for 2300 AD

This quick-and-dirty approach treats the team as NPCs, which is what they will be in most campaigns. Most team members have split careers, showing that at some point they changed career – unusual for NPCs, although common for Player Characters in this system. The career before the slash is the initial one; that after the slash is the final career (and the one the character is now treated as being in).

- Colonel Jack O'Neill: Veteran Interface Military/Ground Military.
- Major Sam Carter: Experienced Academic/Interface Military
- Dr Daniel Jackson: Experienced Academic.
- Teal'c: Elite Ground Military. Appears to know Pilot and Gunner skills as well, which would be Unrelated.
- Jonas Quinn: Experienced Academic/Ground Military.