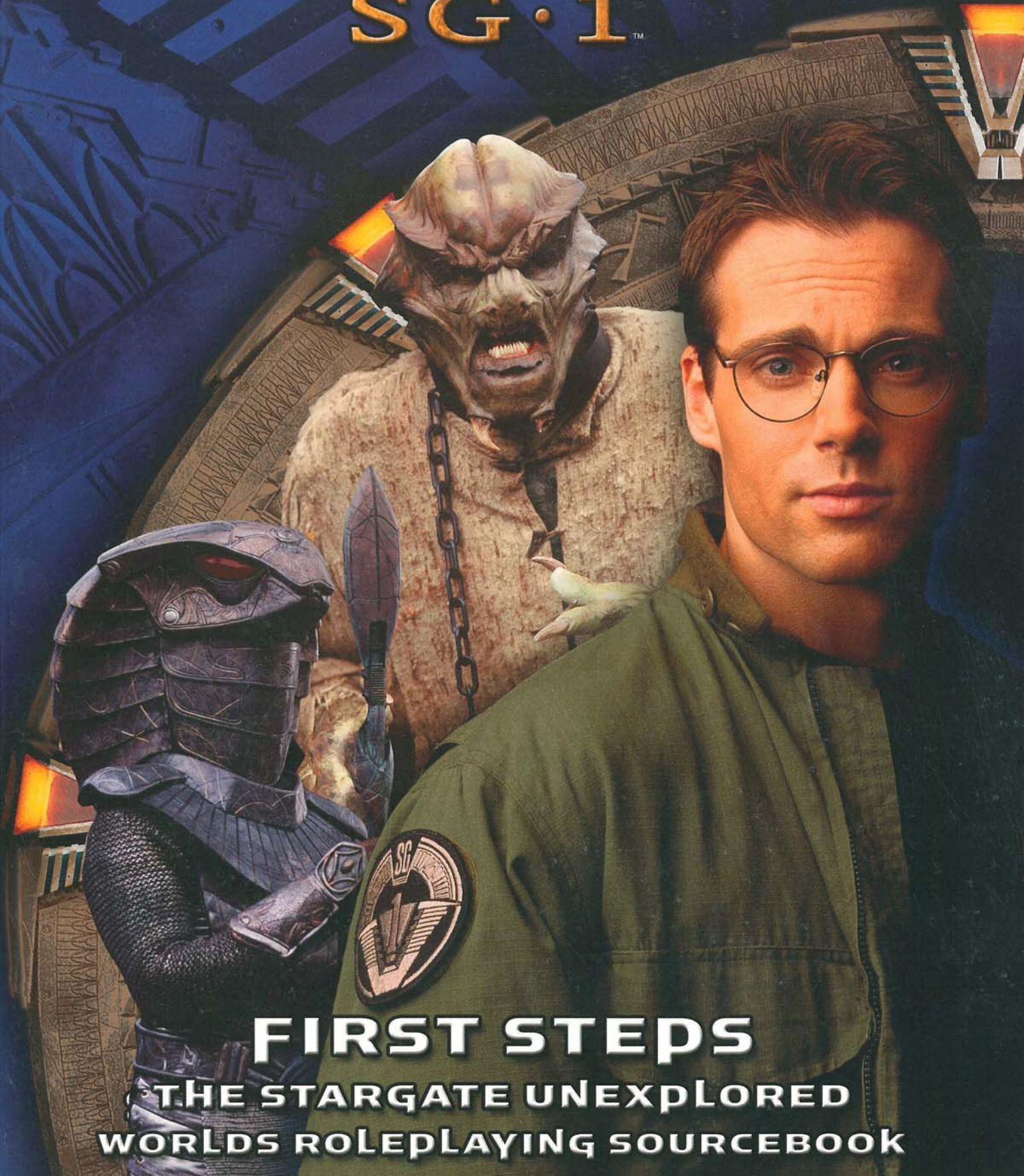


STARGÅTE

SG·1™



FIRST STEPS
THE STARGATE UNEXPLORED
WORLDS ROLEPLAYING SOURCEBOOK

STARGÅTE

SG-1™



FIRST STEPS

STARGATE UNEXPLORED WORLDS SOURCEBOOK

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DEDICATION

Space exploration is not science fiction. It's an important and dangerous endeavor undertaken by the most extraordinary people our planet can produce. This book is dedicated to the men and women who gave their lives in order to further our understanding of the universe:

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CONTENTS

INTRODUCTION	5	NEW RACES	87
CHAPTER ONE: NEW WORLDS	6	K'kaan, Near-Unas	87
ELDEORE (P54-573)	6	NEW BASE CLASS	89
GALLICIA (P4X-124)	12	Wheelman	89
HIDOMA (A1C-201)	18	NEW PRESTIGE CLASSES	90
HIMMEL (P7X-997)	27	Ace	90
HOU KAINGA (P2R-992)	34	Forward	92
LIRA-KE (PZ4-669)	39	NEW SKILL USES	94
LONGINUS (P8V-239)	47	CHASE FEATS	99
MAKKAHN AHK (UX4-721)	54	NEW ADVANCED SKILL FEATS	104
SHCHIZENYA (P3H-719)	58	NEW GEAR FEAT	104
STENNOS (PG7-782)	64	NEW HUMAN EQUIPMENT	104
CHAPTER TWO:		NEW ALIEN EQUIPMENT	105
ADVENTURES IN SPACE	70	MISCELLANEOUS RULES	108
RUNNING MISSIONS IN SPACE	70	Outer Space Rules	108
GOA'ULD FLEETS:		Radiation	111
A BRIEF HISTORY	72	Converting Animal Stats to Stargate Rules	112
Ptah	73	NEW FAUNA	113
OTHER FLEETS	75	CHAPTER FOUR: CHASES	
CHAPTER THREE: NEW RULES	78	AND VEHICLE GUIDE	114
NEW HUMAN SPECIALTIES	78	VEHICLE AND	
NEW ALIEN SPECIALTIES	82	ORDNANCE CLASSES	114
Ta-tanen	82	VEHICLE CATEGORIES	115
Eldeorans	82	VEHICLE QUALITIES	117
Gallicians	83	MASTERWORK MODIFICATIONS	121
Hidomans	84	VEHICULAR ORDNANCE	126
Himmelites	84	VEHICULAR ORDNANCE	
Hou Kaingans	85	AMMUNITION	130
Kettle-Dwellers	85	VEHICLE DESCRIPTIONS	134
Lira-keans	86	CHASES AND VEHICLE COMBAT	137
Stennossians	86	MASTER VEHICLE GUIDE TABLE	157
NEW NEAR-HUMAN		MASTER VEHICLE GUIDE	160
EVOLUTIONARY TRAITS	87	MANEUVER OPTIONS BY FACING	170
		VEHICLE CRITICAL EFFECTS	174

INTRODUCTION

The universe contains countless billions of stars, around which orbit a nearly limitless number of planets. The Stargate Network has at least 1.9 billion possible addresses, which increases exponentially if you include the use of the eighth or the ninth chevron. The numbers are vast, unapproachable, overwhelming. From the vast empires of the System Lords to the Asgards' protected planets, from ancient human cultures scattered across the galaxy to alien planets housing beings who have never before laid eyes on our species, the potential for further discovery dwarfs the imagination.

To date, the SGC has visited just a few thousand of these worlds. Those seen on the *Stargate SG-1* TV show number around two hundred, and even they have taken seven years to find and catalogue. It will take many lifetimes to fully explore the Stargate Network, and many more to sift through the wealth of cultural and scientific knowledge brought back. In cosmic terms, we've barely scratched the surface. Our task is nearly endless, and the benefits to our little world have only begun to be calculated.

As enticing as the rewards are, however, the risk is equally large. Each new address on the gate holds new dangers, whether it be an expansionist Goa'uld, a new foe wishing subjugate Earth to his will, an alien life-form threatening to wipe us out, or just a new disease for which we cannot possibly prepare. The more worlds we visit, the greater the chance of encountering some terrifying new threat, striking at us as easily as stepping through a door.

Nor are such dangers and opportunities limited to the Stargate Network alone. The Goa'uld, Asgard, and many other races possess interstellar spacecraft, able to travel between the stars without having to dial out through the gate. With the christening of the *Prometheus*, Earth joined the space race in earnest, increasing our ability to explore the universe beyond our solar system.

Whether by a wormhole to another planet or a faster-than-light engine propelling us through the void, the vast expanse beckons to us with all its wonders and all its threats. *First Steps* is a sourcebook for those undiscovered portions of the galaxy – planets and adventures which have not yet been seen by the SGC. It includes both worlds accessible through the Stargate and guidelines for space-bound missions, along with vehicle rules and a system for running chases in the *Stargate* universe.

Chapter One contains details on ten new planets: Goa'uld throne worlds, forgotten Nazi colonies, a globe-spanning artificial intelligence and other wonders ready for your SG team. Each entry covers the world's history and civilization, pertinent locations, full

coverage of important NPCs (including statistics), and a set of plot hooks geared towards basing various SGC missions around it.

Chapter Two contains a series of general guidelines concerning missions in outer space. Space-bound missions include several unique aspects which differ from standard missions through the Stargate; tips for properly handling them are covered here. The chapter also contains a series of GM aids, including details on various species' space programs, a Tok'ra NPC for use as a pilot, a history of System Lord fleets, and information on the Goa'uld Ptah: creator of the ha'tak pyramid ships.

Chapter Three contains the usual assortment of new rules: specialties, classes, equipment, and other specifics used in conjunction with the first two chapters. A entirely new class of feat – the chase feat – is included, along with near-human templates for each of the planets in Chapter One.

Chapter Four is a comprehensive guide to *Stargate* vehicles. Every conceivable form of travel, from camels and horse carts to Asgard motherships and Goa'uld ha'taks, are included, along with details on special features, masterwork modifications, and expanded vehicle sizes to accommodate the vast scale of interplanetary ships. Most significantly, this chapter contains the long-awaited *Stargate* chase rules, allowing you to run breathless pursuits across alien worlds or deep in the depths of outer space. The chapter concludes with a master vehicle chart, providing stats for a wealth of vehicle types, as well as a list of chase maneuvers and other important pieces of information.

As always, the rules contained herein are designed under the *Spycraft* d20 system and are fully compatible with both previous *Stargate* books and with other sourcebooks in the *Spycraft* line.

The Stargate is a path to a million possible adventures, each one more amazing than the last. This book holds the key to a handful of them: eager first steps in a potentially endless campaign. Enjoy them, but watch yourself; the dangers they contain are not for the faint of heart...



CHAPTER ONE: NEW WORLDS

This chapter contains a dozen new worlds within the Stargate network, as yet undiscovered by the SGC. Each world is broken down into the following sections:

Terrain: A description of the planet's surface, including any geographical features.

History/Culture: A history of the planet, with details on its occupants, their society and any features of particular interest.

Notable Features: Any aspect of the planet – usually, but not limited to physical locations – which may draw the attention of visiting SG teams.

NPCs: Important figures (rulers, Goa'uld, etc.) who will figure prominently in any SCG exploration of the planet.

Plot Hooks: A series of short adventure ideas, designed to give GMs a spring-board into SG team missions.

ELDEORE (P54-573)

Thermosphere: Hot (CR 0; close orbit; 3d20+5° F).

Atmosphere: Normal (CR 0; .8 atmospheres; Auto: None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Semi-arid (CR 0; daily weather 1-88: none, 89: flood, 90-92: rain (1 in.) or snow (1d4-2 in.), 93: thunderstorm or snowstorm, 94: dust storm, 95: hurricane or blizzard, 96-97: wind 1d10 MPH, 98: wind 1d10+10 MPH, 99: wind 1d10+20 MPH, 00: wind 1d20+30 MPH).

Geosphere: Very Stable tectonic activity (daily earthquakes: none; no volcanoes within 100 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20° F; 51-75: autumn, unchanged; 76-100: winter, -2d20° F).

Anthrosphere: 10,000,000,000 natives; Goa'uld (7 picks, 6 RP); Pantisocracy; Extremely Open (+3 with disposition checks); Special (0 soldiers, squad size 0 soldiers); Very Progressive civil rights.

Origin: Indeterminate.

Stargate Location (temperate region): Rocky terrain in wasteland, museum inside urbanized area.

TERRAIN

Eldeore contains six major landmasses ranging in size from Australia to Eurasia. The planet has more than the usual amount of tectonic plates, and mountainous regions dominate the areas near the coasts. This helps contribute to the drier-than-normal overall climate, aided by the fact that only about half of the planet's surface is covered in water. Despite all that, the planet's tectonic activity has almost completely stopped (due to the natives' technological advances). There is little or no continental drift, and volcanoes and earthquakes are almost unheard of.

The planet is covered in well-adapted vegetation, some of which appear quite alien. Strange plants with red trunks and leaves designed for catching water vapor dot the surface, especially in the desert regions. The wildlife was once dominated by several extremely effective predators but these have now been pushed

back into the more remote regions and onto special nature preserves. Much of the native life has been driven off or paved over by urban areas, and while the Eldeorans carefully preserve the ecosystem, they also disdain tall buildings, which makes for a significant problem with urban sprawl.

The largest of these continents, Hurinur, is located in the northern hemisphere and contains the home of the Eldeoran civilization... including the Stargate. It is bisected north/south by a huge mountain range. The western half has higher rainfall, in places almost Earth-normal. The eastern half is dominated by deserts and wastelands.

The Stargate itself is in a region devastated by an ancient Goa'uld attack. Nothing grows in the native earth here, although in the urban regions, gardens are planted with imported soil. As with everywhere on this continent, the cities have spread far and wide. This region is dominated by shattered rock fields and broken canyons. The surface soil is very loose and somewhat prone to dust storms (outside the weather control regions). Almost no surface moisture exists and the water table is over 1,000 feet below the surface. The Stargate currently resides inside a museum in the city of Geslon, a sprawling metropolitan development in the middle of this wasteland. The museum is large – bigger than the Louvre – and filled with artifacts and art of all kinds.

HISTORY/CULTURE

A Goa'uld overlord seeded the world of Eldeore with human life about six thousand years ago. The identity of the Goa'uld is unknown but whoever it was, he or she was killed shortly after humanity began to take hold. That left the humans to start building a culture and society of their own. No other Goa'uld ever found the world, or if they did, deemed it unworthy of conquering. Without the System Lords to impede them, the society progressed nicely. The populace maintained a continuity of intellectual growth that the Tauri never had, and put their first man into space before the fall of the Roman Empire. In less than two thousand years, they had spread throughout their world, bringing civilization to every continent.

As it grew, their culture fractured along nationalistic lines, and before long they were warring with their neighbors over everything from land to resources to ideology. The wars were violent, bloody and terrible – much like Earth's. They fueled technological advances of the most savage kind and Eldeore soon became the home of some of the most efficient killers in the galaxy. They survived their nuclear age without destroying themselves, but by the time the Renaissance began on Earth, they had developed conversion bombs that could transform matter to energy without any radiation.

These bombs were used.

The cause of the war is lost to time, but the resulting holocaust tore their civilization asunder. When the smoke cleared, little remained: only broken cities and scattered survivors. Their cultures reverted to barbarism, plunging the planet into a new dark age. Only one group, on the continent of Hurinur, maintained their knowledge of technology and science. These people quietly began rebuilding their world, but this time, they decided to do



things differently. Never again would they allow science to walk hand-in-hand with savagery; never again would new advancements enter the world without safeguards. They placed their primary focus on social engineering, moving forward in careful steps rather than reckless sprints.

Their plan developed smoothly. While the rest of the world settled into a medieval level of technology, the Hurinurans examined how people interacted with one another and searched for ways to weed out their violent tendencies. They discovered methods of raising children without a violent drive and invented machines that could suppress genetic aggression at a very early age.

Two hundred years after the collapse of Eldeoran civilization, society began anew. In time, it spread across the planet, and its careful sociological designs helped to create a world with no crime, no war, and no prejudice. They stopped building military equipment and soon didn't even need a police force. Technology continued to improve, and all hardships and illness slowly vanished from their culture. They rebuilt the areas of their continents devastated by war, and conducted surveys into older ruins, hoping to learn more about their ancient past.

It was in one of these locations that they found the Stargate, which they moved to a museum in the nearby city of Geslon. (They never got it to work and remain unsure of its purpose to this day.) They have built faster-than-light ships and explored their part of space, but there aren't any inhabitable worlds nearby and they have yet to encounter any other intelligent species. Like everything else in their culture, space exploration is very cautious. They don't rush into anything they do.

Eldeore is a utopia. They know no hardship whatsoever. Their houses contain technology that automatically attends to their needs, and their construction is designed to prevent them from getting so much as a stubbed toe. They know no illness, and medical monitors catch problems long before they manifest. Indeed, most Eldeorans go their entire lives without experiencing more than the briefest moments of pain. They need little in the way of government because their world has long evolved beyond the needs for laws. Children learn the difference

between right and wrong at an early age, and they learn it so thoroughly that it simply never occurs to them to commit a crime. Theft, assault, and prejudice are effectively nonexistent. Few adults can even remember the feeling of pain, injustice or even anger and fear.

This has left the society in a strange place. While Eldeore appears, to all outside observers, as an absolute paradise – with weather control, perfect health care and the ability to follow individual pursuits that fulfill and enrich their lives – they know no real hardship. In fact, they have no tools for dealing with adversity. They have never known depression or serious loss. They have never encountered a problem they could not immediately solve. Even death is considered a time of transition and joy (presuming it's a natural death, and accidental deaths are unthinkable to them).

The implications of this might not be immediately obvious, especially to an SG team exploring the world. Any trouble, *any at all*, could throw Eldeore into a state of chaos.

A sickness – even a flu that only kills the elderly – is beyond the scope of their medical science and could cause panic in the streets. The sensations of uncertainty, doubt, and fear, could quickly overwhelm their sensitivities, leading to a terror-born reversion to atavism. Such reactions can be triggered by things that would barely raise an eyebrow on Earth: a minor cut, for example, or a brief bout of anger. In creating a “perfect” society, the Eldeorans have produced a world of psychological invalids.

They just don't know it. Yet.

NOTABLE FEATURES

Eldeore's rainfall is quite low by Tauri standards and some areas are so dry that they must pipe in water from elsewhere. Their technology has tamed the planet's tectonic activity and mitigated harsh weather throughout inhabited regions. The figures given for weather in the stat block are only for uninhabited regions; the cities feature no inclement weather at all, save localized rain to replenish water sources and contribute to agriculture (all farming is automated and requires no human supervision). Some areas of the planet were so devastated by the war that they still have no arable soil; recovery is slow, but noticeable as hardy weeds encroach, die, and add nutrients back into the earth. This process will take many more centuries before it's complete. Naturally, none of the natives ever ventures into such places.

Hurinur is the most populated and urbanized continent on the planet. The farther away one travels, the more recent their preplanned utopia becomes. The Hurinur city of

Geslon is the most likely first contact point, since it houses the Geslonian Museum, the current location of the Stargate and the DHD (which are still connected to one another). Located in the middle of one of the Great Devastations (a wasteland caused by the bombs used in the war), the museum also contains a great deal of pre-war artifacts, including many ancient and now-defunct weapons. Anyone coming through the Stargate will immediately face a sterilized walk through the horrors of the Eldeoran past. SG team members walking through the place might be surprised at how clean the war appears, but all the horrors are thoroughly described (in words fit for Earth children) and they should figure out the truth of what they are seeing fairly easily (the sanitizing reflects the natives' sensibilities, not any sense of censorship or denying the truth).

Beyond the museum lies a beautiful city of fountains and sculpted architecture. The locals have embraced the stark landscape as a part of their culture, preferring rock

gardens to the lavish flowers cultivated in other cities. Since nothing grows in the native soil, cities in this area are based around intellectual pursuits and industry. Geslon is an academic mecca of sorts, and contains several universities, think tanks and research facilities. It's also a minor hub of government (such as it is), responsible for maintaining the planet's idyllic lifestyle.

Few buildings in Geslon have more than three stories; the natives prefer to build out instead of up. What tall constructions exist usually serve decorative purposes,

such as towering arches and spires

that improve the city's aesthetics, but serve no practical purpose. Research groups and think tanks too large for a small building work in developed campuses with beautiful landscaping and multiple buildings to house their operations. These areas are like tiny suburbs unto themselves, often containing housing, galleries, and dining areas, as well as utilities and other community services.

LORNUAN RUINS

These ancient ruins are some 5,000 years old; little is known about the original inhabitants, though the extent of the site suggest that it supported a large number of people: a city or similar hub of the ancient world. It was here, in a deep chamber filled with earth and rubble, that the Stargate was found. Only a few other revealing artifacts have been removed from the ruins – scraps of pottery and simple tools – though excavation continues in hopes at finding more. In truth the site holds little of value, although there might be a stray Goa'uld artifact or two in the deepest, undiscovered recesses. Most underground chambers were filled after the Goa'uld abandoned the planet, and are



shielded from naquadah-sensing devices, so that only digging and exploring can unearth them. Given the Eldeorans' sedate pace and propensity for planning, it may take decades before such treasures see the light of day.

ROLDERA

The capital of Eldeore is a major urban sprawl covering thousands of square miles on the far side of Hurinur near the equator. It is the seat of the government bureaucracy, though the Eldeoran government is such an enlightened body that it requires comparatively little bureaucracy. Their work mostly involves the distribution of wealth and the monitoring of road construction, weather control and tectonic subdual programs. It also handles odd problems that no one accounted for.

This city is also something of an industrial center, known as the headquarters of the current space exploration program. Their shipyards lie on the outskirts of the sprawl, and include a working space elevator which connects it with an space-based construction platform set in geosynchronous orbit above the planet. The elevator is a wonder to behold: tens of thousand of miles of fullerene structure about two hundred feet wide at the base, much of it filled with interior construction of its own.

THE SALIRUND RANGE

The Salirund Mountain Range contains one of the most extensive networks of extinct volcanoes in all of Hurinur. It lies only about 500 miles away from Geslon and would make a marvelous shelter in case of societal collapse or weather machine malfunction. The lava tubes running through the area can hold hundreds of people and many months worth of supplies. It was extinct before the invention of the tectonic subdual technology, so the volcanoes will not "reignite" should the Eldeorans' technology fail (not that anyone knows that). Surveys of the area are on file in most major cities.

NOLWEROCH

A major city on the smallest of Eldeoran continents, Nolweroch is a hub of social engineering. It has served as the launching point of some of the finest new programs designed to better Eldeoran society. Most come from the Larinur Sociological Institute, a premier think tank which attracts the finest minds the planet has to offer. The fragility in the current social fabric began here as well... along with the well-meaning cultural progress that disguises it.

NASDOR MINES

The Nasdor mountains, on one of the planet's lesser continents, contain significant naquadah deposits – the reason for the original colonization of the planet. For years, the Goa'uld mines here were nothing more than an archeological curiosity. Now, automated systems extract copious amounts of naquadah to fuel the interstellar expeditions and similar endeavors. No humans enter the mines; it is far too dangerous. Instead, overseers and supervisors monitor the machinery from the safety of the surface, using remote probes to extract anything in need of repair.

Npcs

ELIRAS SORUN

Eliras Sorun, the head of the Geslonian Museum, is a tall thin man with a badly groomed beard and a terrible haircut. He moves about in fits and starts, like a car with transmission problems. He tends to fidget and his hands are always fiddling with a pencil or similar knickknack. When he speaks, he makes little mincing gestures with his hands. His hair is dark, going grey on top (and not gracefully, it makes him look like a skunk). He habitually slouches, which makes him seem perpetually teetering, and when he moves, he looks like he's stumbling forward to keep from falling. Conversely, he is always very well dressed, probably because his wife sets his clothes out and checks him before leaving the house. He wears standard Eldeoran business suits, well-pressed and in power colors. His shoes are always brilliantly shined and he wears an elegant ring, an heirloom from his father.

Sorun is all about history. He devoted his life to the study of Eldeore's past and treats the artifacts under his care like precious children. Travelers through the Stargate would represent the most profound and exciting thing in his life; he will pick their brains for hours on everything they might know about his world's past and the greater universe on the other side of the gate. Sorun is likable, in his own way, and while he is a bitter taskmaster to his employees, he will treat SG teams with almost child-like reverence – fumbling with praise, wheedling for new tidbits of information, and generally acting nothing like a respected historian.

LOW-LEVEL ELIRAS SORUN

Specialty: Eldeoran (Advanced Society Near-Human)

Rank: Museum Curator

Class: Scientist

Level: 2

Strength:	9	Dexterity:	11
Constitution:	10	Intelligence:	16
Wisdom:	14	Charisma:	13
Vitality:	15	Wounds:	10

Defense: 12 (+2 class)

Initiative Bonus: +1 (+1 class)

Speed: 30

Fort: +0 **Ref:** +0 **Will:** +7

Special Qualities: +1 species bonus to Knowledge (Archeology) and Knowledge (History), cultural weaponry, learned, long life, perfect life, PhD (Knowledge (Archeology)), *professor*.

Skills: Appraise +8, Bureaucracy +2, Concentration +8, Cultures +7, Diplomacy +6, Knowledge (Archeology) +18, Knowledge (History) +11, Languages +8, Listen +5, Profession (Museum Curator) +6, Search +10, Spot +9.

Feats: Alertness, Iron Will, Scholarly.

Attacks

Unarmed -1 1d3-1 (subdual)

Gear: Chronometer, PDA.

MID-LEVEL ELIRAS SORUN

Specialty: Eldeoran (Advanced Society Near-Human)

Rank: Museum Curator

Class: Scientist

Level: 9

Strength:	9	Dexterity:	12
Constitution:	10	Intelligence:	18
Wisdom:	14	Charisma:	14
Vitality:	51	Wounds:	10

Defense: 18 (+7 class, +1 Dex)

Initiative Bonus: +5 (+4 class, +1 Dex)

Speed: 30

Fort: +3 **Ref:** +6 **Will:** +10

Special Qualities: +3 species bonus to Knowledge (Archeology) and Knowledge (History), brilliant +2, cultural weaponry, improvise +5, learned, long life, perfect life, PhD (Knowledge (Archeology)), *professor*, research (inspiration 1/session, Bluff/Bureaucracy).

Skills: Appraise +15, Bluff +3, Bureaucracy +11, Computers +5, Concentration +16, Cultures +14, Diplomacy +14, Knowledge (Archeology) +29, Knowledge (History) +22, Languages +15, Listen +6, Profession (Museum Curator) +14, Search +20, Sense Motive +14, Spot +17.

Feats: Advanced Skill Mastery (Alertness, Scholarly), Alertness, Iron Will, Lightning Reflexes, Scholarly.

Attacks

Unarmed +3 1d3-1 (subdual)

Gear: Chronometer, PDA.



HIGH-LEVEL ELIRAS SORUN

Specialty: Eldeoran (Advanced Society Near-Human)

Rank: Museum Curator

Class: Scientist

Level: 16

Strength:	10	Dexterity:	12
Constitution:	10	Intelligence:	20
Wisdom:	15	Charisma:	14
Vitality:	86	Wounds:	10

Defense: 24 (+13 class, +1 Dex)

Initiative Bonus: +7 (+6 class, +1 Dex)

Speed: 30

Fort: +5 **Ref:** +8 **Will:** +14

Special Qualities: +5 species bonus to Knowledge (Archeology) and Knowledge (History), 10-second solution 1/session, brilliant +4, cultural weaponry, improvise +8, know it all 1/mission, learned, long life, perfect life, PhD (Knowledge (Archeology, History)), *professor*, research (inspiration 1/session, Bluff/Bureaucracy/Intimidate).

Skills: Appraise +24, Bluff +6, Bureaucracy +20, Computers +6, Concentration +21, Cultures +21, Diplomacy +23, Intimidate +3/+5, Knowledge (Archeology) +40, Knowledge (History) +40, Languages +24, Listen +8, Profession (Museum Curator) +21, Search +25, Sense Motive +21, Spot +22.

Feats: Advanced Skill Mastery (Alertness, Scholarly), Alertness, Iron Will, Grand Skill Mastery (Alertness, Scholarly), Lightning Reflexes, Persuasive, Scholarly.

Attacks

Unarmed +8 1d3 (subdual)

Gear: Chronometer, PDA.

ALRA URULIN

Alra is Sorun's aide, taking care of museum business while he engages in more "important" research. An accomplished archeologist, she has a great deal more experience in the field than Sorun, and she's only working in the museum while seeking assignment on another dig. Unknown to her, Sorun has been sabotaging her attempts behind her back. He's quite taken with her and has no wish to be deprived of her presence.

Alra walks with an athletic grace, partially because of a childhood studying dance, and partly from working the scaffolding at digs. She's in good shape and wears clothing that, while modest, accents her body rather than hiding it. There is a certain animal fluidity about her. She speaks in a charming and confident manner and her gestures are wide and sweeping. She holds eye contact and smiles with everyone she meets. She's also very casually affectionate, touching people often, and thinking nothing of giving a new acquaintance a friendly hug. Her red hair and green eyes stand in marked contrast to the grays and blues of her usual clothing.

Alra likes everyone, and she trusts easily, but when that trust is broken, she can hold a grudge. True anger is virtually unknown among her people, but she will find

reasons to ignore the target of her ire, even if they require something important from her. She is delighted by science and discovery, but just as delighted by people. Wherever she goes, she collects groups of admirers, though she seldom notices them. She thinks she's the one who follows *them* around, not realizing that her fascination with others is easily matched by their fascination with her.

LOW-LEVEL ALRA URULIN

Specialty: Eldeoran (Advanced Society Near-Human)

Rank: Civilian Archeologist

Class: Explorer/Scientist

Level: 1/1

Strength: 8 **Dexterity:** 10

Constitution: 11 **Intelligence:** 16

Wisdom: 10 **Charisma:** 16

Vitality: 19 **Wounds:** 11

Defense: 12 (+2 class)

Initiative Bonus: +5 (+1 class, +4 feat)

Speed: 30

Fort: +1 **Ref:** +2 **Will:** +3

Special Qualities: +1 species bonus to Knowledge (Archeology) and Knowledge (History), all over the world, cultural weaponry, direction sense +2, learned, long life, *obsessive*, perfect life.

Skills: Appraise +4, Balance +4, Climb +3, Concentration +6, Cultures +7, Diplomacy +5, Gather Information +7, Knowledge (Archeology) +10, Knowledge (History) +6, Languages +9, Listen +5, Profession (Archeologist) +1, Search +9, Spot +6, Swim +1.

Feats: Alertness, Improved Initiative, Scholarly, World Traveler.

Attacks

Unarmed -1 1d3-1 (subdual)

Gear: Chronometer, PDA.

MID-LEVEL ALRA URULIN

Specialty: Eldeoran (Advanced Society Near-Human)

Rank: Civilian Archeologist

Class: Explorer/Scientist

Level: 5/4

Strength: 8 **Dexterity:** 10

Constitution: 12 **Intelligence:** 16

Wisdom: 10 **Charisma:** 17

Vitality: 61 **Wounds:** 12

Defense: 17 (+7 class)

Initiative Bonus: +9 (+5 class, +4 feat)

Speed: 30

Fort: +5 **Ref:** +5 **Will:** +7

Special Qualities: +3 species bonus to Knowledge (Archeology) and Knowledge (History), all over the world, bookworm (1/2), cultural weaponry, direction sense +3, improvise +2, learned, long life, *obsessive*, perfect life, PhD

(Knowledge (Archeology)), research (Bluff/Sport (Ball)), uncanny dodge (Dex bonus).

Skills: Appraise +4, Balance +4, Climb +9, Concentration +10, Cultures +13, Diplomacy +9, First Aid +5, Gather Information +14, Knowledge (Archeology) +28, Knowledge (History) +20, Languages +16, Listen +6, Profession (Archeologist) +3, Search +16, Sport (Ball) +3, Spot +6, Swim +6.

Feats: Advanced Skill Mastery (Scholarly), Alertness, Athletic, Charmer, Endurance, Improved Initiative, The Look, Scholarly, World Traveler.

Attacks

Unarmed +4 1d3-1 (subdual)

Gear: Chronometer, PDA.

HIGH-LEVEL ALRA URULIN

Specialty: Eldeoran (Advanced Society Near-Human)

Rank: Civilian Archeologist

Class: Explorer/Scientist

Level: 8/8

Strength: 8 **Dexterity:** 10

Constitution: 12 **Intelligence:** 17

Wisdom: 10 **Charisma:** 19

Vitality: 103 **Wounds:** 12

Defense: 21 (+11 class)

Initiative Bonus: +13 (+9 class, +4 feat)

Speed: 30

Fort: +7 **Ref:** +8 **Will:** +12

Special Qualities: +5 species bonus to Knowledge (Archeology) and Knowledge (History), all over the world (Advanced), bookworm (1/2), brilliant +1, cultural weaponry, direction sense +4, improvise +4, learned, long life, *obsessive*, perfect life, PhD (Knowledge (Archeology)), research (inspiration 1/session, Bluff/Sport (Ball)), uncanny dodge (Dex bonus, can't be flanked).

Skills: Appraise +8, Balance +9, Bluff +10, Climb +13, Concentration +14, Cultures +19, Diplomacy +18, First Aid +9, Gather Information +21, Knowledge (Archeology) +38, Knowledge (History) +28, Languages +19, Listen +6, Profession (Archeologist) +7, Search +20, Sport (Ball) +3, Spot +8, Swim +10.

Feats: Advanced Skill Mastery (Scholarly, World Traveler), Alertness, Athletic, Charmer, Endurance, Grand Skill Mastery (Scholarly), Improved Initiative, Iron Will, The Look, Scholarly, Silver Tongue, World Traveler.

Attacks

Unarmed +9 1d3-1 (subdual)

Gear: Chronometer, PDA.

PLOT Hooks

Eldeore is a house of cards, so carefully and perfectly balanced that no one realizes how easily it could all collapse. Any SGC missions into Eldeore run the risk of instigating a cascading societal failure. At first, Eldeore appears too good to be true – though they have no weapons, they are happy to share their medical or space travel technology and might trade some of their naquadah supply as well. It should quickly become obvious, however, that the foundations of this society are dangerously unstable.

An easy way to do this is to involve some element which the team couldn't possibly anticipate. For example, they might bring several species of microorganism through the gate, which Eldeore's medical science has long since eliminated. There are no tools with which to treat these illnesses, though they aren't deadly to any save the very weak or infirm. One death is enough however... and the cause of the sickness will take some time to discover. In the interim, the Eldeorans will be confronted with illness and suffering for the first time in their lives, as well as the possibility of death by something other than old age. Panic soon sets in and the society quickly begins to unravel. The team might have to fight their way through throngs of crazed looters to get home. If they try to rescue information or personnel from the world, things will become even more difficult. Even discovering a cure may not be enough to repair the damage, though it can alleviate the worst of it for a time. It will take a fundamental shift in perceptions to rid the Eldeorans of their fragility, and the implications of the characters' actions – however inadvertent – may be felt for generations to come.

Another approach from an adventuring standpoint is to have a Goa'uld rediscover the world and launch an invasion of conquest. The Eldeorans have no means of defending themselves and will be easy prey for arriving Jaffa. Their only hope is the SGC... who luckily sent a MALP through at just the right moment. This mission will seem at first like a straight tactical one. The Eldeorans are obviously near the technology of the Goa'uld and the gate is a narrow entry, enclosed in a tight structure to limit or eliminate the use of death gliders. The planet is remote enough to prevent easy attack from space. Theoretically, they should be able to beat back the Goa'uld with ease. When they discover that the Eldeorans not only have no weapons but are incapable of fighting, things should become more interesting.

Eventually, the team must discover a way to eliminate access through the gate (presumably right after going through themselves). However, burying the gate will cut the SGC off from a progressive and helpful society, and there's no guarantee that the Goa'uld won't return. If they find a way around the problem (possibly through the creation of an iris or similar gizmo), then the immediate concerns may be resolved. Again, though, the damage to the society may be severe, and perhaps irreparable. The team will have to decide between the information and resources available on the planet, and the survival of its childlike people.

GALLICIA (P4X-124)

Thermosphere: Hot (CR 0; standard orbit; 3d20° F).

Atmosphere: Normal (CR 0; 0.9 atmospheres; Auto: None; Exp. Inc: None; SV: None; Dmg: None; Recup: None)

Hydrosphere: Super-humid (CR 0; daily weather 1-72: none, 73-75: flood 1d10 MPH, 76-77: flood 1d10+10 MPH, 78: flood 1d10+20 MPH, 79-88: rain (2d4 in.) or snow (2d6in.), 89-95: thunderstorm or snowstorm, 96-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20° F; 51-75: autumn, unchanged; 76-100: winter, -2d20° F).

Anthrosphere: 4,000,000 natives; 1,000,000 in each temple city and outlying areas; (6 picks, 4 RP); Theocracy; Neutral; Expansionistic (4,000 soldiers, squad size 2d4 soldiers); Neutral civil rights.

Origin: Moroccan/Phoenician.

Stargate Location (coastal terrain): The Stargate is located in the center of the Temple to Becie, Queen of the Stars. Visitors are greeted by priests and armed guards, and if they are allowed to stay, are immediately escorted out of the Temple to the public square.

TERRAIN

Gallicia most closely resembles sub-Saharan Africa, featuring a single continent surrounded by broad shallow oceans. Wide coastal plains form an outward arc along the continent's eastern seaboard, beyond which lies the Sheen'ild Desert, which is bounded at the far western side by the Rif Mountain Range. Most Gallicians on the planet dwell within this arc, with one or two exceptions along the southern coastline.

Gallicia is subject to monsoons and hurricanes along the coasts, sandstorms in the desert, and rockslides in the mountains, sometimes at the discretion of the priests (*see page 14*). Visitors should secure shelter and be prepared for any weather condition while on the planet. The natives usually dwell in walled cities or villages surrounded by vast fields of grains and fruit trees. Llamas and goats are the staple meat source, with camels used for most land transport. Horses are a rarity, but a few do exist, and are highly prized by their owners.

HISTORY/CULTURE

Gallicia is a hospitable, successful planet which may have been ruled by a Goa'uld at some point in the past, but which has been free for at least the last two centuries. Precise information has been lost over time. No signs of any specific Goa'uld worship can be found in their artifacts, and no mention of any System Lord exists in their holy texts. The inhabitants show clear Terran roots, however, exhibiting a culture quite similar to that of ancient Morocco.

Technologically, most of the world is comparable to Earth's early Renaissance, with some variations. The navigation of their oceans is very advanced for the time, and the natives can calculate both longitude and latitude with remarkable accuracy. They have also unlocked the secrets of the Stargate, and explored several nearby system planets (apparently abandoned by the Goa'uld). Two off-world colonies originate from Gallicia, engaging in trade with the "home world" and seeking to expand influence of their native faith to the stars. Expatriates from Goa'uld-held systems occasionally make their way here, and the Tok'ra often use it as a hiding place, since it is evidently not on the Goa'uld's Stargate maps.

As stated earlier, the culture of the planet resembles that of Morocco on Earth, where diverse cultures and ethnic backgrounds have been subsumed into an overarching authority. The planet's leaders are tolerant of outsiders, but not diverse religious belief; a four-part theocracy dominates the social life, and visiting SG teams would do well to respect it. Despite their lack of flexibility, however, the ruling elite is generally peaceful. As long as visitors show dignity and a willingness to listen, they will have few problems with the local priests or population.

Gallicia is essentially a theocracy, and the governing body places a heavy emphasis on faith. Twice-daily prayers are conducted in every city, at dawn and dusk. The state has decreed a dozen holy days throughout the year when all labor is suspended, and festivals and celebrations take place from dawn until dawn of the next day. Visitors are advised to cease work and appear to be in somber contemplation during prayer times, if they do not wish to attend services or join others in worship.

Despite such piety, the Gallicians still find time for more relaxed activities. Camel-racing takes place on the outskirts of most cities when the weather permits, and the open markets make a pleasant diversion from life's toil. Sword-and-knife "clinics" are held in the early morning, near the temples, and serve as a kind of tryout for the city and temple guards. Gunpowder is difficult to develop on Gallicia – many of the required minerals are rare and of middling quality – so bows, swords, and the occasional catapult are the main forms of weaponry.

Polygamy exists in very complicated patterns among the ruling class, and both polygyny and polyandry is tolerated among the lower classes. A man may have up to three wives, so long as all can be treated equally, and a woman may have up to four husbands, providing her first agrees to additional spouses being added to the household. This makes tracing familial relationships very complex, especially when interactions with the priesthood are included. Various priests favor their own families when delegating use of

the technology in the temples, while others hold grudges and deny the use of certain objects based on clan rivalries.

Women hold a lower status than men on Gallicia, but occupy a few well-defined "status niche" professions, such as decorative crafts (rugs, bridle and leather-crafting, jewelry), household goods (guild-controlled production of honey, spices, and coffee), and "weatherworking" (female priestesses who dwell in the Storm temple). Widows hold legal status equal to adult males, and some hold positions of authority as magistrates in the cities of Canaseva and Il-Sheen.

The Gallicians are by and large friendly toward outsiders, but the civil authority is under fire. The last royal prince was killed in a civil war sixty years ago, and governmental authority has since fallen to local noble families and magistrates. As yet, there is too much unrest and opposition for any one family to gain prominence, leaving the planet divided between several would-be kings. Mundane criminals are treated very harshly, and captured ne'er-do-wells often disappear forever in the bowels of a city's jail.

Six ruling families currently hold power, each of which has been anointed by the priests of one of the four temples. The families ask the various temples for assistance and technology, often leaving them beholden to the priests, and though the clergy does not rule directly, their influence can be felt in every aspect of life. The fact that they cannot convince the squabbling nobility to unite makes the populace very uneasy.

The city's rulers welcome off-worlders and off-world trade, but will take reasonable defensive measures until congenial relations have been established. This can take some time; records show they may not trust outsiders with religious or political information for several years. However, individual exceptions have been made in the past for extreme conditions or to meet the needs of the populace.



NOTABLE FEATURES

Gallicia's state religion centers around the protection of four temples, presumably left by unknown aliens (the level of technology attributed to them far exceeds the current level of science on this world). The four deities who govern them, two brothers and two sisters, represent the primal forces of the planet: storm (Il-Sheen), heat (Juhsuld), stars (Becie), and earth (Ulsild). It is rumored that each of their main temples contains technology left behind by their patrons in order to make life better for the general population.

Regardless of the rumors, the priests of these temples exercise considerable control over the native environment. The first SG team on Gallicia (assuming it isn't the player characters) witnessed lightning and storm activity which appeared swiftly, and out of season for the area. The local guides attributed these changes to priestly rituals at the Temple of Il-Sheen. Further research revealed that Ulsild's temple supposedly contained a warehouse of superior seed stock and medicines for use during famine or plagues; and that Becie's Temple of the Stars held star maps and Stargate addresses which may go to worlds unknown to the Goa'uld. The most intriguing rumors, however, concerned Juhsuld's temple. Priests of his faith supposedly guard a device which can kill an individual anywhere on Gallicia by boiling his blood in his body. Such a device, if it exists, could be converted into an advanced weapon against the Goa'uld.

No off-worlder has been able to get close enough to the inner sanctums of the temples to confirm these reports. The native population refuses to let outsiders draw close, and will certainly not allow anyone to leave if caught stealing sacred artifacts. Any reconnaissance of these temples would require a covert ops team to first get in, and examine the structures, then later return to obtain any technology or records which would prove useful, and get out each temple city without being stopped for questioning. The SGC will refuse to authorize any such violation of the natives' trust, though other entities (human and otherwise) may be more willing.

Each temple has three layers of security and increasingly restricted access, depending on one's identity. The public, external layer – where rituals are conducted daily – is open to all, and includes prayer mats, tents for shelter, and bells which call the faithful to worship. The secondary level exists for those inducted into the faith, and contains prayer rooms, residential cells, and the like. It is accessible most of the time with permission of the local priests, who usually handle the public's requests for assistance with weather, healing, farming, and "justice" here as well. An acolyte must escort any member of the public into these areas; temple guards will do so if the priests do not know the petitioner personally. The only exception is musicians, who are allowed into the second level in order to earn donations on the first day of every week. They can often be found here performing quiet tunes to ease the priests' minds.

The third and final area of the temples – where only the priests may enter – contains the devices, information, and materials of interest to the SGC.

THE TEMPLE OF THE STARS (BECIE)

This Temple is the first place any off-world traveler sees. The Stargate is located here, and visitors are greeted by Becie's priests upon arrival. SG team members may be surprised by how readily the priests accept off-world visitors; while they have never seen beings as technologically advanced as the Tauri, the order of Becie is quite accustomed to comings and goings through the Stargate. They will warn travelers about local customs, offer them food and other refreshments, and log them in as official visitors. The main city of Canaseva beyond the temple gates is a cosmopolitan metropolis, with markets, open cafes, lesser temples to saints and ancestors, shops, three universities (medical, theological, and mathematics/engineering) and poets, musicians, dancers, and artists in residence often performing in the streets. In addition to the Stargate, this temple also houses a fairly advanced observatory, where academics from the universities study the movements of the stars and the information about them left by Becie.

Maps on the walls of the inner sanctum show addresses for gates not known to the SGC or Goa'uld. None save the priests may enter these chambers, which are accessed through a system of shifting walls and electro-mechanical locks (requiring an Electronics check, DC 20 to override). However, details exist on the keys which the priests use to enter the chamber, and may be available in the archives of the mathematics university of Joaquin. A duplicate key would allow access to the Temple without necessitating an override. Luckily, such subterfuge may not be necessary... at least not here. Since Becie's priests usually deal directly with off-worlders, they are more open-minded than the other priesthoods and may be willing to trade information in return for further trade, or access to information about unexplored planets.

THE TEMPLE OF STORM (IL-SHEEN)

Located some 450 miles south of Canaseva on a coastal peninsula, Il-Sheen's temple reputedly contains a weather-altering device similar to that previously discovered by the SGC on the planet Madrona (*see the Season Two sourcebook, page 45, and the episode Touchstone for more information*). Gallicia's coast is occasionally subject to sudden and debilitating storms, and farther inland, the Sheen'ild Desert often experiences deadly sandstorms. The SGC suspects that this device is used to mitigate the effects of the local extreme weather. Rumors of an underwater tunnel entrance into the center of the temple suggest that a well-equipped diving team could enter without being detected, and determine if such a device is housed there. According to local sources, the ruins of a previous temple lie at the base of the cliffs below Il-Sheen's complex. However, local help would be required to navigate the currents and rocks along the bay; sailors unfamiliar with the area can easily wreck their ships along the coastline.

If a weather-controlling device *does* exist, removing it from its position might have a disastrous effect on the local weather (much as it did on Madrona). However, while the SGC would never condone such activity, studying the device in-situ might be more sensible and considerate of the local

population. There is also a possibility that the specifications for the device are engraved on the floor of the inner sanctum. Photos and notes regarding these specs would be almost as valuable to the SGC as obtaining a device. *(more on the device can be found on page 107.)*

THE TEMPLE OF EARTH (ULSILD)

Located approximately 250 miles west from the Temple of Storms, on the Jaroon plains near the borders of the Rif Mountains, the Temple of the Earth is devoted to all things that grow. It may have botanical gene-splicing technology, as well as advanced medicines, and local farmers have displayed impressive seed-stock as advanced as anything the SGC has yet encountered. Sacred scrolls which explain their use and cultivation are stored inside the inner sanctum. Usually, they remain the sole purveyance of the priests, but during the fall festival, winners of the desert-wide camel races are allowed into the innermost temple and treated to a feast. A canny member of their company may be able to slip into the library and view the sacred scrolls.

Again, diplomacy may make further covert operations unnecessary. The temple priests are open to trade for their seed stock, as well as medicines, but do not usually allow outsiders to examine the scrolls. However, they would probably be willing to make an exception for the SGC in exchange for more medical knowledge, new equipment, and personnel. Alien equipment, in particular, makes a strong impression, and an SG team may be dispatched to another planet for the sole purpose of uncovering some artifact which could be used to barter for the Temple's secrets.

Transport to the Temple of Ulsild usually takes place by caravan; it's easier to get lost in the desert without local guides, and bandits prowl the canyons and outcroppings in search of victims. Sandstorms are common during the summer months, so most locals only take the trip in mid-fall or early spring, in order to avoid the weather. Three oases lie between Il-Sheen's temple and that of Ulsild along the safest route. Bandits habitually seize one or more of them and demand "tolls" for their use; they usually relinquish control before the ruling families unite against them, but it remains a problem nonetheless. The priests have continually called for more stringent measures against such brigands, but with the planet's current political situation, that seems unlikely. For now, pilgrim and priest alike must be content with protecting themselves as best they can.

THE TEMPLE OF HEAT (JUHSULD)

Juhsuld, God of Heat, Justice and Danger, is an enigmatic deity, but the reputation of his priesthood is unequivocally worrying. Stories abound of spontaneous deaths and assassinations conducted from a great distance, all attributed to Juhsuld's followers. Some may be simple superstition, but considering the technology which lies in the other three temples, it seems unlikely. Evidently, if an individual is denied justice by the local magistrates, he may bring an article of his enemy's clothing, a piece of hair, or the like to the priesthood and lay charges against him. If the priests agree that punishment is justified, they will then offer certain prayers, and access a device inside the inner sanctum. The accused invariably suffers dire

injury as a result. Through their machinations, the planet's chaotic political situation has gone from bad to worse, as bickering families "consult" the priests quite often. Should they wish, the priesthood could take open control of the planet. Only their founding mandates, stressing guidance and impartiality over active rule, prevent them from doing so. Access to the Temple of Becie can determine if any artificial satellites orbit Gallicia, enabling a hi-tech weapons platform to accomplish such effects.

If such a weapon truly does exist, the SGC may wish to remove it from the control

of the Temple priests, since by all

reports they have a tendency to abuse it. It is also believed that specifications for this weapon, and its "operating manual," are engraved on the inner walls of the sanctum. If the weapon cannot be obtained, destroying it might make civil disagreements on Gallicia easier to resolve. Like the Temple of Earth, the Temple of Heat allows members of the public into the inner sanctum once a year for a feast.

This Temple is approximately one week's journey into the mountains, at an altitude of approximately 15,000 feet above the plains; as mentioned earlier, it has become a popular pilgrimage site for many in the ruling caste. The easiest way to reach the Temple of Heat involves following the main river from Ulsild's Temple up to the Temple of Juhsuld. It usually requires native guides or joining a caravan; thieves are just as active here as they are in the sands of the desert. The small city surrounding the temple – Ul-van – is more heavily guarded than the other cities, and it is difficult to leave without drawing attention from the city guards.



Npcs

TEREZA DIMERCA

A native of the desert tribes of Sheen'ild, Tereza has been traveling from the coast to the mountains and back again since she was able to walk. Raised among the camel-riders in the foothills, she married very young, but was widowed within a year, and following the customs of her people, was free to pursue her own inclinations, since she and her husband had no children. Tereza threw herself into learning the harps and drums, and joined a traveling band of musicians when she was twenty years old. For the last fifteen years, she has traveled with caravans from Il-Sheen to Juhsuld's temple, playing music and guiding unwary travelers through the dangerous territory between the desert oases. Her company of musicians is a favorite in the mountains, and they often obtain lodgings and food for the price of a few songs. They have played at the Temple of Juhsuld three times in the last ten years, and spend half the year in the city, performing for the pilgrims.

Tereza is an easy-going and frank woman, honest but disinclined to blindly agree with the edicts of the priesthood. The barbarian tribes of the desert hold to a slightly looser philosophical stance than the city-dwellers do, and she finds it difficult to take all of their rules seriously. Because of this, she has found secret ways in and out of all of the cities. She has often picked up a little extra money helping tourists evade the local officials. Nevertheless, she is far from reckless, and is only willing to share her knowledge for a hefty fee and promises of discretion from those she assists.

TEREZA DIMERCA (SUPPORTING NPC)

Specialty: Gallician (Primitive Society Near-Human)

Rank: N/A

Class: Professional (Guide)

Level: 4

Strength: 12 **Dexterity:** 10

Constitution: 13 **Intelligence:** 15

Wisdom: 11 **Charisma:** 14

Vitality: 11 **Wounds:** 13

Defense: 12 (+2 class)

Initiative Bonus: +3 (+3 class)

Speed: 30

Fort: +2 **Ref:** +4 **Will:** +2

Special Qualities: +2 species bonus with Climb and Handle Animal, cultural weaponry.

Skills: Climb +3*, Concentration+3, Craft (Guide) +6, Cultures +4, Diplomacy +5, First Aid +5, Handle Animal +6, Hobby (Commerce) +6, Knowledge (Desert Craft) +6, Profession (Musician) +6, Profession (Singer) +5, Spot +3.

* can only be used untrained - no skill ranks

Feats: Armor Group Proficiency (Light), Coolness Under Fire, Desert Training, Weapon Group Proficiency (Hurled, Melee).

Background: Outsider (1), Mercenary (1).

Attacks

Unarmed	+3	1d3 (subdual)
Sword	+3	1d8 (accuracy -, error 1, threat 18-20, range -, qualities and mods: 1h).

Gear: Harp, drums, sword, burnoose, camel.



REVEREND MIAMMAR SAHELFI, PRIEST OF IL-SHEEN, LADY OF STORMS

Eager to please and almost painfully helpful, the Rev. Sahelfy is the main liaison between the colleges in Canaseva and those who wish to study the workings of the Globe (the weather-altering device inside the Temple of Il-Sheen). The Globe itself is not allowed to be studied or touched by those not of the priesthood, but the writings on the walls are occasionally available for viewing to the truly devout. Pious and self-effacing, the Reverend can be convinced that a visitor wishes for proof of the works of the goddess in order to further their theological education, and will expound for hours on the mechanisms used to control the storms along the peninsula. In actuality, the good priest has little knowledge of the technology involved, but he is a well-versed meteorologist and mechanic, learning from keen observation when storms are due and where they are likely to hit (as well as what actions must be taken with the Globe to mitigate the damage they can inflict).

He is also the kind of person who tends to say more than he means – including information about the location of his beloved Globe, and the layout of the inner sanctum. However, this is balanced by the fact that he is not a fool; if pumped for information subtly, he may not pick up on it, but he will remember anyone who shows an excessive interest in the workings of the inner Temple, which could prove inconvenient if he has reason to be suspicious later.

The good reverend is also closely related to the ruling families in both Canaseva and Ul-van, and constantly gossips to his cousins about anyone who comes through the temple. However, he is also a fount of information about the workings of those cities, and can recommend contacts in both places for obtaining lodging, camels, guides, and assistance at the universities and temples.

MIAMMAR SAHELFIY (SUPPORTING NPC)

Specialty: Gallician (Primitive Society Near-Human)

Rank: N/A

Class: Professional/Academic

Level: 7/2

Strength:	10	Dexterity:	12
Constitution:	10	Intelligence:	14
Wisdom:	17	Charisma:	11
Vitality:	22	Wounds:	10

Defense: 18 (+6 class, +2 Dex)

Initiative Bonus: +9 (+7 class, +2 Dex)

Speed: 30

Fort: +2 **Ref:** +6 **Will:** +10

Special Qualities: +3 species bonus to Balance and Swim, cultural weaponry, specialty (Craft (Weather Device), Hobby (Information Gathering), Knowledge (Meteorology)).

Skills: Balance +4*, Bureaucracy +8, Computers +4, Concentration +13, Craft (Weather Device) +16, Diplomacy +4, Gather Information +10, Handle Animal +5, Hobby (Information Gathering) +16, Knowledge (Academia) +9, Knowledge (Meteorology) +10, Knowledge (Religion) +8, Languages +6, Profession (Priest) +14, Profession (Scholar) +10, Sense Motive +10, Spot +8, Swim +3*.

* can only be used untrained – no skill ranks

Feats: Advanced Skill Mastery (Ordinary Past, Scholarly), Armor Group Proficiency (Light), Eye for Detail, False Start (Ordinary Past), Ordinary Past, Political Favors, Scholarly, Urban Training, Weapon Group Proficiency (Hurled, Melee).

Background: Family Connections (1), Missionary (1)

Attacks

Unarmed +4 1d3 (subdual)

Gear: Priestly robes.

RIALLO GER-SHIAN, MAGISTRATE OF JUHSULD

Leader of the ruling family in the city which contains the Temple of Heat, Riallo has been controlling events with a subtle but iron hand for the last thirty years. As a magistrate, he oversees the dispensation of justice, and is quite concerned that the peace be kept and the affairs of the temple be preserved. A former soldier and renowned swordsman, he is responsible for hiring the captain of the guard, sentencing criminals, interpreting the law, and “suggesting” new rules for the city’s ordinance. He makes a point of meeting the pilgrims who come in with the seasonal caravans, and invites select travelers to his home, both to defuse potential trouble and to carefully solicit bribes from visitors wishing to gain entrance to the Temple. He is considered a fair criminal judge, but a biased arbiter in civil matters that concern his family and their position.

The Ger-Shian clan has several priests in place in the temple of Juhsuld, as well as the temple of Becie in Canaseva. Riallo’s nephew is captain of the city guard, his cousin is the Keeper of the Gates, and several of the city’s administrators are also close relatives. When Riallo talks, they all listen and usually obey. Officially, Juhsuld has a Mayor – Riallo’s brother, Tomaso – who holds power, but in reality, Riallo determines policy. If he believes that martial law is necessary, as he has during past crises, then Tomaso will declare it. Devout, devoted to his family, and a pleasant man when not crossed, Ger-Shian is a frightening enemy when his anger is aroused. Should he believe that members of the SGC have committed a crime in his city, he will not pause for political considerations, but order his troops to pursue the Tauri operatives with deadly force.

RIALLO GER-SHIAN (SUPPORTING NPC)

Specialty: Gallician (Primitive Society Near-Human)

Rank: N/A

Class: Professional/Diplomat

Level: 8/3

Strength:	10	Dexterity:	10
Constitution:	11	Intelligence:	16
Wisdom:	14	Charisma:	15
Vitality:	30	Wounds:	10

Defense: 17 (+7 class)

Initiative Bonus: +7 (+7 class)

Speed: 30

Fort: +3 **Ref:** +7 **Will:** +9

Special Qualities: +3 species bonus to Balance and Swim, cultural weaponry, specialty (Bluff, Gather Information, Profession (Magistrate)).

Skills: Balance +3*, Bluff +18, Bureaucracy +11, Concentration +8, Craft (Carving) +13, Cultures +5, Diplomacy +14, Gather Information +16, Handle Animal +6, Hobby (Army Miniatures) +13, Innuendo +10, Intimidate +2/+4*, Knowledge (Military Tactics) +8, Languages +7, Profession (Magistrate) +18, Profession (Soldier) +9, Sense Motive +8, Spot +6, Swim +3*.

* can only be used untrained – no skill ranks.

Feats: Advanced Skill Mastery (Ordinary Past), Armor Group Proficiency (Light), Charmer, Desert Training, Mark, Old School, Ordinary Past, Persuasive, Political Favors, Stone Cold, Weapon Group Proficiency (Hurled, Melee).

Background: Ambitious (1), Power Player (1).

Attacks

Unarmed	+6	1d3 (subdual)
Sword	+6	1d8 (accuracy –, error 1, threat 18–20, range –, qualities and mods: 1h).

Gear: Robes, short sword.

PLOT HOOKS

Clearly, Stargate Command would like confirmation on the existence of alien technology within Gallicia's temples, as well as information about its origins if at all possible. This does not necessarily mean obtaining the technology for the SGC. Caution must be used, and careful observation of the alien devices might gain more than appropriating the weapons directly. At least two of the temples seem open to diplomatic negotiations. There is also the delicate political situation to be considered: the ruling families of Gallicia are far from stable in their rule, and any perceived slight could lead to an armed conflict. Furthermore, the SGC cannot be certain what the effects on the local meteorology or population would be if the objects were removed. Handled correctly, the citizens of Gallicia might prove formidable allies. Handled clumsily, they could easily become enemies and declare a vendetta against the SGC – a vendetta that might spread to include Gallicia's six colony planets. None of the technology on Gallicia is so important that the SGC can risk gaining new enemies, or possible allies for the Goa'uld.

On the other hand, a strong alliance with the populace could mean increased opportunities to study their technology... as well as access to planets currently unknown to the Goa'uld. Stabilizing Gallicia's political situation could go a long way towards currying the natives' favor, as could ridding the pilgrimage routes of bandits, delivering a new form of technology or similar displays of good faith (none of which are necessarily as easy as they appear, of course).

The weapon reportedly found in the Temple of Heat could easily be a threat to the general population as well as the SGC. While the Tauri do not support interference in the workings of off-world cultures, this device may be too dangerous for anyone to possess, and finding a way to destroy it may be the smartest course of action. If the NID were to hear of its existence and send its operatives to retrieve it, they could cause a great deal of trouble. Likewise, the rest of the devices left by the long-ago overlords are exactly the kind of things which would tempt the rogue agency. And naturally, if the Goa'uld were to claim such a weapon, they could cause no end of trouble.

Were the SGC to attempt to destroy it, however, they would need to take into account the damage it would cause the planet's social structure, and have a plan for redressing it that involves something other than running for their lives to the gate.

HIDOMA (A1C-201)

Thermosphere: Warm (CR 0; standard orbit; 2d20+25° F).

Atmosphere: Normal (CR0; 0.92 atmospheres; Auto: None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Semi-arid (CR 0; daily weather 1-82: none, 83-91: rain (1d4-1 in.), 92-98: storm, 99-100: wind 1d10 MPH).

Geosphere: Very Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 500 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20° F; 51-75: autumn unchanged, 76-100: winter, -2d20° F).

Anthrosphere*: 8,000,000/1,100,000 natives (Exotic [Late Medieval (4 picks, 2 RP)/Industrial (5 picks, 3 RP)]), Feudalism/Meritocracy, Friendly (+1 with disposition checks)/Neutral (No disposition modifier), Extremely Cautious (160 soldiers, squad size 1d4 soldiers)/Moderate (22 soldiers, squad size 1d4 soldiers); Very Progressive/Moderate civil rights.

* Two distinct cultures exist on A1C-201. Anthrospheric information is given for the lower-technology culture first, with the higher-technology culture's information following a slash.

Origin: Japanese.

Stargate Location (urban region): A park surrounded by multi-story structures, some exhibiting damage from environmental factors.

TERRAIN

Hidoma is a warm, dry world, orbiting a yellow G6-class star a little dimmer and cooler than Earth's sun. The planet itself is, in geologic terms, fairly old, with no mountain ranges higher than the Appalachians. Low, rolling hills with grasslands and light forestation comprise the dominant terrain, making overland travel fairly easy.

The world's Stargate and DHD stand in a park, in an extensively urbanized area. Twenty-plus-story structures surround the Stargate, all showing signs of unrepaired damage to the upper floors. A fitted stone ramp leads up to the transit side of the Stargate, with the back side looking down on a stone replica of the DHD.

The city, Shimana, covers approximately 150 square miles, including outlying "suburban" areas. Construction techniques and architectural styles are similar to modern-day Tokyo, with a superior network of streets and highways. Shimana stands on the coast of a small ocean, and at one time was a center for trade and commerce with a similarly-sized city on the other side of the ocean. Several large structures stand in the water between two and three miles offshore: the still-functioning components of a tide-powered electricity generation system.

Roughly one million people reside in Shimana, one-fifth of the area's former population. Electrical power is available in all of the still-inhabited areas, allowing limited manufacturing and a reasonably comfortable lifestyle. Battery-powered automobile traffic is common, with streetcars providing mass transit.

As one travels further from the Stargate, the urbanization gradually diminishes, giving way to low, lightly-forested hills. Small, lower-technology villages are scattered throughout the area surrounding Shimana. Most have no more than a thousand residents, and serve as collection points for agricultural products. There is no electricity available outside of Shimana, and activity in the smaller towns is limited to sunlit hours outdoors, with oil lamps or candles providing lighting indoors.

Farms fill much of the land outside of Shimana. Fields tend to be of uniform size and shape, with paths allowing access by farmers and beasts of burden. Grains, including a rice derivative, are the most common crops, with smaller plots given over to leafy greens and other vegetables. Cattle and chickens – descendants of animals transported from Earth with the human inhabitants – are raised on some farms, but aquaculture provides most of the animal protein in local diets.

Weather patterns on A1C-201 are stable, with predictable seasonal variations. Local winters are more often wet than extremely cold, with dry and warm summers. Damaging storms are rare, occurring infrequently enough to make them effectively calendar events. A1C-201 has one large natural satellite, Okata. The moon's orbital period is 30 local days, with an average orbital distance of 290,000 miles. Okata produces strong regular tides, and Shimana's seafaring community has highly accurate tide tables. The world uses a ten-month lunar calendar; the "extra" six days are considered holidays and placed at intervals throughout the calendar year.

armed with biological agents to Hidoma, covering the planet with a fast-acting microscopic organism – developed, ironically, by Hidoman scientists – to rapidly kill human subjects. The diseases spawned by Susanowa's attack wiped out over 93 percent of Hidoma's population within 12 days. As soon as he confirmed the planet's decimation, Raiden executed his subordinate for treason. The gate coordinates to Hidoma were lost with Susanowa's death, and Raiden saw no need to waste any further resources seizing what was now effectively a ghost world.

But the planet's residents had not been entirely destroyed. A community of surviving Hidomans began broadcasting a message requesting any listeners to assemble in Shimana. Tomoko Hirana, whose voice was heard on the message, became Shimana's new leader. Hirana had been a city engineer before the holocaust, and quickly began assigning reconstruction and salvage tasks to individuals based on their aptitudes and abilities. Within a few months, enough of the city's dead had been buried or cremated to allow expanded habitation of residential areas, and utilities had been modified to provide reliable service to a greatly diminished population. Food supplies were plentiful, and the survivors' efforts soon focused on matters beyond basic day-to-day existence.

A year after Susanowa's attack, life had settled into a routine. The Stargate remained idle, and Hirana's orders to avoid the device were followed without exception. Stored foodstuffs had begun to dwindle, and greenhouses and gardens were constructed throughout the city. The amount

"LADIES AND GENTLEMEN, THIS IS YOUR COLONEL SPEAKING. WELCOME TO P3X NINER-EIGHT-NINER, WHERE IT'S A BALMY... ROOM TEMPERATURE."

- COL. JACK O'NEILL

HISTORY/CULTURE

A1C-201 was initially populated by several thousand Japanese removed from their islands by Susanowa, a Goa'uld in service to Raiden (*see the Season One sourcebook, page 115*). Susanowa secretly encouraged and enabled scientific development among his subjects, and even delivered Goa'uld-adapted technology to the transplanted humans. He planned to use advancements developed by the Hidomans to overthrow his master and take Raiden's place in the Goa'uld hierarchy. Within half a millennium, Hidoma had developed an advanced society, with a technology level superior to that of early 21st-century Earth.

Susanowa took only a handful of Jaffa into his confidence, preparing them to lead the eventual attack on Raiden's forces. Despite the secrecy, one of the Jaffa reported his master's plans to Raiden, who ordered Susanowa to destroy the world and culture he had secretly nurtured over the centuries. His plans exposed, the Goa'uld underlord had little choice; he dispatched death gliders

of food produced by these measures was insufficient to feed a now-growing population, and several thousand survivors left the city's borders to begin full-scale farming in the surrounding regions (referred to as the Province). Satisfied with Hirana's directives of placing survivors in positions best suited to individual abilities, the citizens of Shimana established a series of aptitude tests to determine leadership positions, as well as the occupations of the population at large.

The farmers were more concerned with efficient food production than a particular system of government. Tracts of farmland were assigned to individuals, families, and cooperatives, and the first post-holocaust crops were planted in early spring. Good weather led to a huge harvest in the fall, and an agrarian society began to establish itself in the Province. Stocks of fertilizers and farming equipment gradually became trade goods and hereditary property in the following years. Within a half-dozen generations, a feudal system had come into being.

Despite the best efforts of Shimana's citizens, technology began failing. The facilities to manufacture replacement machines were available, as well as information on manufacturing processes, but A1C-201's severely depleted population was unable to provide the level of maintenance and upkeep required to keep the factories and devices in complete working order. Within a century, the sustainable technology had dropped to a level equivalent to Earth's late nineteenth century. The massive tidal power generation stations, however, continued to operate without any appreciable loss of efficiency. Researchers and historians worked alongside one another to stop the technological regression while recovering usable bits and pieces of pre-holocaust knowledge.

Today, Shimana and the Province exist alongside one another, having developed two separate and distinct societies. The Province provides most of Shimana's food, and the city supplies the Province with fuel and repair parts for the farming machinery. The pre-holocaust monetary system has been restored, allowing for easy trade of both essential and luxury items between the two regions. Technology research and recovery continues in Shimana, and the global population is growing steadily.

SOCIETY

With a population of about one million, Shimana is far and away the largest concentration of inhabitants on A1C-201. The city is governed by a council of 25 citizens, selected for six-year terms through a series of tests and upon positive evaluation of public service. The council selects one of its own as the city's director, who holds the position until voted out by the council.

The current director is Yatuka Ohbuchi, who ascended to the Shimana council after two decades working in roadway maintenance and construction. She has pushed for a gradual improvement in the transportation network linking Shimana and the Province, hoping to eventually bring the two regions together under a single governing body. Ohbuchi is popular among the city's council and residents, and spends much of her time directing urban recovery and construction projects.

Shimana maintains a small standing military, which operates more like a police force. The troops are armed with lovingly-maintained semiautomatic weapons, and can be found in all parts of the city, patrolling in pairs, either on foot or in battery-powered cars. In an emergency, a lightly-armed militia could be raised from the city's populace, but this condition has never risen in the 300 years since Susanowa's holocaust. Saburo Minama is the force's commanding officer.

In recent months, some members of Shimana's fishing fleet have expressed interest in longer-ranging expeditions up and down the seacoast. Shimana was one of several large cities on A1C-201 before the biological attack, and more adventurous souls would like to try salvaging materials from or even reclaiming the other cities.

Day-to-day life in Shimana tends to be peaceful and orderly. The meritocratic government promotes harmony, and the city's mustered soldiery rarely has to resort to force in the course of their duties. Societal memories and records of the biological holocaust are sufficient to discourage any sort of wide-ranging conflict among the citizens. Human life is considered very valuable in the city, and while ancestor worship remains the religion, no one is especially eager to create new spirits to venerate.

The city feels very empty, in spite of generations of habitation. The million or so Hidomans who live there comprise only about 20 percent of the city's pre-holocaust population. Entire neighborhoods remain abandoned, and some structures have been nearly destroyed by three centuries of neglect. One area of thirteen city blocks was leveled by fire shortly after refugees began arriving, and was never rebuilt, leaving a huge scar near the central nexus. Loud sounds echo for long minutes before fading away completely. When night falls, and the



city's buildings are channeling wind down ancient concrete and glass canyons, it feels as if the former residents still haunt their old homes, waiting for someone or something to acknowledge them.

Out in the Province, small villages of farmers tend to their crops and livestock. These communities are governed by a hierarchy of hereditary leaders, usually the largest landowner or wealthiest individual in the region. They arrange trade missions to Shimana and instruct individual farmers as to what crops to grow during a given season. Most village leaders provide for their followers' needs, acquiring goods from Shimana as necessary and making sure that the farmers are not taken for granted by their city-dwelling counterparts.

The Province as a whole is led by Hideo Matsuno, who considers Ohbuchi to be his friend and equal, conducting business arrangements with the city director as he would a family member. Matsuno's easygoing demeanor sometimes conflicts with Ohbuchi's more direct manner, but the two leaders respect one another and the different circumstances with which each one lives.

In contrast to Shimana's standing police force, the Province relies on a loosely-organized militia for defense and law-enforcement. Citizens are selected for militia duty based on their standing within their home community, relationship to the local ruler, and physical ability. The militia is armed with simple smoothbore muskets and batons made of dense wood.

Daily life in the Province is less structured than in Shimana. Most days begin with a brief prayer to the individual's ancestors. The day is spent tending to crops and livestock, with a few hours a week set aside to visit neighbors and make requests of the community leader. The nature of life here – and the lack of advanced technology – keeps most people indoors after nightfall. Most property is considered communal, provided by the local leader to the population as a whole.

Most families in both Shimana and the Province are large – a half-dozen children is not uncommon. In the city, children attend school from age six until eighteen, when they undergo the aptitude tests and begin their adult lives. Large families in the Province mean more workers for the farms, and more caretakers for parents in later years. Marriages are simple affairs in both regions, and usually follow long courtships.

The Province and Shimana maintain close and friendly relations. Neither society restricts travel, and immigration is common. Residents of the Province who wish to find a new life in Shimana are assigned a host for several weeks, who is responsible for teaching his charge the day-to-day aspects of existence in Shimana. When the host feels that the new arrival is comfortable with the city, the immigrant is tested and assigned his new occupation. Likewise, any citizen of Shimana who wishes to emigrate to the Province is required – though less formally – to have usable skills or the aptitude and willingness to develop them.

The aptitude tests and assigned occupations are not inviolate in Shimana. A citizen's inherent abilities may not match his interests at all, in which case he may undergo training in a post more to his liking. As long as he develops the skills necessary to his new occupation, he suffers no

ELECTRIC CARS?

Battery-powered automobiles are not a recent invention on Earth, despite their lack of widespread use in the present day. A successful education check (DC 18) or appropriate Hobby or Knowledge focus skill check (DC 14) provides a character with the following information, and some insight into how terrestrial ground transportation could have evolved.

In Des Moines, Iowa, in 1890, William Morrison began producing large-wheeled battery-powered cars that would run at 14 miles per hour for 13 hours straight. Four years later, Britain's Walter Bersey had produced a similarly-powered van for postal service use, as well as a four-seat passenger car. 90 percent of New York City's taxicabs in 1899 were electric. The simply-named Electric Vehicle Company produced hundreds of Hansom electric cabs, based on horse-drawn predecessors, for use in New York. Even the famed Studebaker company manufactured electric cars from 1902 until switching to internal combustion only in 1908.

Lead-acid storage batteries, the power source for early electric cars, were in fact a major contributor to the decline of the vehicles. The electrolyte remained corrosive, and the batteries had to be replaced every couple of years at great expense. Even when not in use, the batteries deteriorated.

Internal combustion engines improved in design as petroleum products became cheaper and more readily available. Combined with the problems of lead-acid batteries, this led to the demise of the electric car and the ascendancy of gasoline and diesel engines.

stigmata, and has the same opportunities for advancement and career development as anyone else.

Religion on A1C-201 evolved from traditional early Japanese ancestor worship. Deceased relatives – particularly those in direct ascent from the individual – are accorded great regard. Susanawo insinuated himself into this belief structure when he removed the original Hidomans from Japan to their new world. The Goa'uld, in his role as the god of storms, presented himself as a provider of energy, directing technological development towards the planet's advanced electrical generation and distribution network. As the perceived ultimate source of technological advancements, Susanawo became viewed as a planet-wide ancestor figure. From the Hidoman point of view, his disappearance and the consequent biological attack revealed the Goa'uld's deception, rendering him unworthy of worship.

In the centuries since Susanawo's holocaust, a personality cult based around Tomoko Hirana has arisen. The engineer is viewed as the savior of Hidoma's inhabitants and the progenitor of the current culture and society. Shrines and statues devoted to him appear in most neighborhoods and villages. Parents make simple offerings to Hirana in hopes that the engineer's spirit will impart good judgment and scientific ability to their children, and images of Hirana are carried by most of Shimana's engineers and researchers.

NOTABLE FEATURES

The region of A1C-201 that contains Shimana and the Province is also home to some remarkable technological and natural elements.

THE TIDAL TOWERS

Massive cylindrical structures stand in the ocean, a few miles out from Shimana's harbor. They contain dozens of highly efficient turbines. This is the source of almost all of Shimana's electrical power – a tidal power generation system. The towers were built to withstand hundreds of years of constant operation, as well as the abuse of ebbing and rising tides. They have surpassed their long-dead designers' most optimistic estimates of operational life span and durability. Forgotten by current-day Shimanans, a complement of purpose-built robots maintains the power facility, repairing damage and keeping power flowing to a city completely unaware of its existence.

The towers are prominent in the mythology of the Tomoko Hirana personality cult. Once Shimana's power grid had been modified into a lower-demand system, Hirana led a handful of engineers and researchers out to the towers. The expedition hoped to gain access to the generator equipment and control systems. Hirana believed that parts of the power facility could be taken off-line, in order to provide repair components for the still-operational generators. The engineers traveled out to the towers and spent two days exploring the facility before a storm blew in. Hirana's expedition was lost in the storm – the wind blew the boats out to sea, and no trace of the vessels or engineers was ever found.

Today, the towers represent Hirana's dedication to Shimana and the goal of rebuilding the planet's society. The power-generation facility is viewed as sacred ground by many of Shimana's engineers and researchers, and members of the growing personality cult can be found on the city's shoreline at dawn, watching the sun rise over the massive structures that claimed their predecessor's life, and still provide the power necessary for day-to-day life in the city.

HIDOMAN SQUIDS

Approximately 80 miles southwest of Shimana, the Liusu River empties into the central ocean, forming a massive brackish marsh along the coast. The marsh was never mapped before the holocaust, and in the time since A1C-201's inhabitants began rebuilding their society, no attempt has been made to investigate it. A curious and astute explorer might notice long dragging tracks in the soil of the low islands nearest the sea, leading from the water up to shady places hollowed out between the roots of towering cypress-like trees. Crude symbols have been carved into the bark of some of these trees – the first steps towards a written language from a species of squid-like creatures slowly finding their way towards sapience. The giant towers near Shimana's harbor make the most interesting sounds, and it's only a matter of time before the invertebrates swim – or crawl – north to investigate the racket. *(More information can be found on page 113.)*

TIDE-GENERATED POWER

The movement of seawater during tidal cycles has the potential to generate large amounts of electrical power. Any area with significant rising and falling tides is a potential candidate for this technology. Large fan- or screw-type propellers are placed beneath the level of water at low tide. As tidewater comes in or goes out, the force of the shifting water turns the propeller, which powers a generator.

Such a power-generation system is very expensive – offshore construction is never easy, and the salt water itself is corrosive to metal components. In addition, distributing and transporting the power generated is difficult, as most potential locations for a tidal power generation system are far enough offshore that high-tension lines are the only viable method of conducting the electricity. However, there is no fuel to consume, and the generators operate on an easily-predicted cycle.

A character encountering Shimana's system for the first time can make a Knowledge (Engineering) or Profession (Civil Engineer) skill check (DC 15) to determine the source of the city's power. Other appropriate skill foci may be substituted at the GM's discretion.

OTHER CITIES

Shimana is only one of several similarly-sized urban areas on Hidoma. Highway and railroad networks connect the planet's cities, and traces of these transportation systems can still be found and followed. Given that Shimana's power generation system is still functioning, it is reasonable to assume that other cities have available power networks as well, supplied by tidal generation systems or more "conventional" setups such as fusion or naquadah reactors. What else may lie within their confines – including human communities – is anyone's guess.

Npcs

YATUKA OHBUCHI

Shimana's chosen leader is a 52-year-old civil engineer. Her parents both served on the city's governing council and instilled a strong sense of duty in Yatuka and her four siblings. Her test results indicated ability in mathematics and science, and she earned the Hidoman equivalent of a Master's degree in engineering. She worked for several years on salvage and road-building programs before applying for consideration for the city's council. She was accepted at age 40, and became the city director 10 years later.

Under Yatuka's leadership, transportation networks have become a high priority in Shimana. Road and rail systems are in excellent condition. Geologists have been tasked with locating reserves of petroleum to provide fuel for aircraft. Yatuka is enthusiastic about continuing Tomoko Hirana's work of rebuilding Hidoma. She quietly approves of the personality cult surrounding him, since she believes that her predecessor's reputation can serve as an overwhelmingly positive example for the city's young men and women.

Yatuka is married, with 3 adult children. In her private life, the director is a talented painter. She retains the soft features of her youth, and dresses as comfortably as she can given her position.

YATUKA OHBUCHI (SUPPORTING NPC)

Specialty: Hidoman (Modern Society Near-Human)

Rank: N/A

Class: Scientist

Level: 7

Strength:	9	Dexterity:	13
Constitution:	11	Intelligence:	18
Wisdom:	14	Charisma:	15
Vitality:	38	Wounds:	11

Defense: 17 (+6 class, +1 Dex)

Initiative Bonus: +4 (+3 class, +1 Dex)

Speed: 30

Fort: +2 **Ref:** +3 **Will:** +7

Special Qualities: +2 to Diplomacy and Profession (Civil Engineer), brilliant +1, cultural weaponry, improvise +4, learned, PhD (Knowledge (Engineering)), *professor*, research (Bureaucracy/Diplomacy).

Skills: Appraise +9, Bureaucracy +8, Concentration +6, Craft (Drafting) +11, Demolitions +9, Diplomacy +12, Driver +3, Electronics +9, Hobby (Painting) +11, Knowledge (Engineering) +23, Knowledge (Geology) +11, Knowledge (History) +8, Knowledge (Mathematics) +16, Knowledge (Physics) +14, Listen +5, Mechanics +14, Profession (Civil Engineer) +16, Search +14, Sense Motive +6, Spot +8.

Feats: Alertness, Armor Group Proficiency (Light), Explosives Basics, Ordinary Past, Political Favors, Scholarly, Weapon Group Proficiency (Handgun, Hurling).

Attacks

Unarmed +2 1d3-1 (subdual)

Gear: Craftsman's kits (drafting, painting), notebooks, slide rule.

HIDEO MATSUNO

Sitting at the top of the feudal government structure in the Province, Matsuno ultimately controls food production for the civilized part of Hidoma. He is the fourth in his family line to hold this position, and plans for his own daughter to succeed him in a decade or so.

Matsuno knows he wields tremendous power – at his word, food to Shimana could be cut off, and the city would suffer starvation within months. He sees himself as a steward, however, rather than a ruler, and wishes to avoid conflict with the city and its residents. He is fond of the machines and gadgets that come from Shimana. Should these devices improve harvests – and his personal standing – then so much the better for all parties concerned.

Although a frequent visitor to Shimana, Matsuno knows his home is the Province, and is fond of taking long walks or horseback rides throughout the area. He visits his subjects regularly, and takes note of concerns expressed to



him. He believes that he is as responsible for Hidoma's continued survival as Tomoko Hirana was. Matsuno has instilled this belief into his children, grooming all of them to continue to lead the Province.

At 41 years old, Matsuno is still very fit and can easily spend an entire day working a field alongside his subjects. He is gregarious and friendly, and an excellent musket shot.

LOW-LEVEL HIDEO MATSUNO

Specialty: Hidoman (Modern Society Near-Human)

Rank: N/A

Class: Pointman/Scout

Level: 3/3

Strength:	13	Dexterity:	14
Constitution:	16	Intelligence:	15
Wisdom:	15	Charisma:	16
Vitality:	47	Wounds:	16

Defense: 16 (+2 class, +2 Dex, +2 natural armor)

Initiative Bonus: +6 (+4 class, +2 Dex)

Speed: 30

Fort: +8 **Ref:** +6 **Will:** +6

Special Qualities: +2 to Bureaucracy and Diplomacy, assistance (½ time), bushmaster, *generous*, lead 1/session, rough living +2, stalker, versatility (Gather Information, Handle Animal, Listen, Move Silently, Spot, Survival, Swim).

Skills: Bureaucracy +6, Climb +3, Concentration +4, Craft (Farming) +11, Diplomacy +11, First Aid +4, Gather Information +9, Handle Animal +11, Innuendo +4, Jump +3, Knowledge (Nature) +9, Listen +6, Move Silently +6, Sense Motive +6, Spot +8, Survival +13, Swim +5.



Feats: Armor Group Proficiency (Light, Medium, Heavy), Charmer, Desert Training, Endurance, Outdoorsman, Point-Blank Shot, Swamp Training, Weapon Group Proficiency (Hurled, Rifle).

Attacks

Unarmed	+5	1d3+1 (subdual)
Survival knife	+5	1d6+1 (normal, error 1, threat 20, range 5 ft./25 ft.)
Musket*	+4	2d8 (normal, error 1-3, threat 19-20, range 100 ft.)

* A black powder musket is a large single-shot weapon and takes 3 full actions to reload (3 half actions with the Quick Reload feat). See page 106 for more information.

Gear: Binoculars, musket, riding horse.

MID-LEVEL HIDEO MATSUNO

Specialty: Hidoman (Modern Society Near-Human)

Rank: N/A

Class: Pointman/Scout

Level: 6/6

Strength:	14	Dexterity:	14
Constitution:	16	Intelligence:	15
Wisdom:	14	Charisma:	16
Vitality:	101	Wounds:	16

Defense: 18 (+4 class, +2 Dex, +2 natural armor)

Initiative Bonus: +9 (+7 class, +2 Dex)

Speed: 30

Fort: +11 **Ref:** +8 **Will:** +9

Special Qualities: +4 to Bureaucracy and Diplomacy, assistance (½ time), bushmaster (X2), cross-class ability (armor use +1), *generous*, hunter (feat), lead 2/session, rough living +2, sneak attack +1d6, stalker, tactics 1/session, versatility (Concentration, Gather Information, Handle Animal, Listen, Move Silently, Spot, Survival, Swim).

Skills: Bureaucracy +10, Climb +6, Concentration +6, Craft (Farming) +14, Diplomacy +16, First Aid +6, Gather Information +12, Handle Animal +15, Innuendo +7, Jump +6, Knowledge (Nature) +10, Listen +10, Move Silently +10, Search +4, Sense Motive +9, Spot +13, Survival +18, Swim +8.

Feats: Advanced Skill Mastery (Outdoorsman), Armor Group Proficiency (Light, Medium, Heavy), Charmer, Clockwork Tactics, Desert Training, Endurance, Far Shot, Outdoorsman, Point Blank Shot, Swamp Training, Weapon Group Proficiency (Hurled, Rifle), Zen Focus.

Attacks

Unarmed	+10	1d3+2 (subdual)
Survival knife	+10	1d6+1 (normal, error 1, threat 20, range 5 ft./25 ft.)
Musket*	+9	2d8 (normal, error 1-3, threat 19-20, range 100 ft.)

* A black powder musket is a large single-shot weapon and takes 3 full actions to reload (3 half actions with the Quick Reload feat). See page 106 for more information.

Gear: Binoculars, musket, riding horse.

HIGH-LEVEL HIDEO MATSUNO

Specialty: Hidoman (Modern Society Near-Human)

Rank: N/A

Class: Pointman/Scout

Level: 9/9

Strength:	14	Dexterity:	14
Constitution:	16	Intelligence:	15
Wisdom:	14	Charisma:	17
Vitality:	155	Wounds:	16

Defense: 22 (+8 class, +2 Dex, +2 natural armor)

Initiative Bonus: +13 (+11 class, +2 Dex)

Speed: 30

Fort: +14 **Ref:** +11 **Will:** +12

Special Qualities: +5 to Bureaucracy and Diplomacy, assistance (½ time), bushmaster (X4), cross-class ability (armor use +1, damage reduction 1/-), *generous*, hunter (game hunter, feat), lead 4/session, rough living +2, sneak attack +2d6, stalker, tactics 2/session (+2 bonus), versatility (Concentration, Gather Information, Handle Animal, Listen, Move Silently, Spot, Survival, Swim).

Skills: Bureaucracy +13, Climb +8, Concentration +8, Craft (Farming) +17, Diplomacy +20, First Aid +8, Gather Information +15, Handle Animal +18, Innuendo +10, Jump +8, Knowledge (Nature) +11, Listen +14, Move Silently +14, Search +6, Sense Motive +12, Spot +18, Survival +22, Swim +11.

Feats: Advanced Skill Mastery (Outdoorsman), Armor Group Proficiency (Light, Medium, Heavy), Career Operative, Charmer, Clockwork Tactics, Confident Charge, Desert Training, Endurance, Extreme Range, Far Shot, Martial Arts, Outdoorsman, Point Blank Shot, Swamp Training, Weapon Group Proficiency (Hurled, Rifle), Zen Focus.

Attacks

Unarmed	+14	1d6+2 (normal)
Survival knife	+14	1d6+2 (normal, error 1, threat 20, range 5 ft./25 ft.)
Musket*	+13	2d8 (normal, error 1-3, threat 19-20, range 100 ft.)

* A black powder musket is a large single-shot weapon and takes 3 full actions to reload (3 half actions with the Quick Reload feat). See page 106 for more information.

Gear: Binoculars, musket, riding horse.

SABURO MINAMA

Minama leads Shimana's militia, making him the ranking officer for the entire city. He drills his troops daily, and is very concerned with the city's perception of himself and the soldiers under him. Minama knows Shimana as well as anyone in the city. He spends at least one day a week exploring the still-empty parts of Shimana, making note of any changes or signs of habitation. His office walls are covered with maps which are in turn covered with careful notations and references to his discoveries.

Minama is 29 years old, with a wiry build and short-cropped hair. His black uniform is spotless, and he demands the same fastidious neatness from his troops. He doesn't consider himself a social climber – he has found a position that suits him nicely, and the routine of his life is a comfort to him. The first SGC team to visit Hidoma will likely encounter Saburo Minama very quickly, and make either a dependable friend or a ferocious enemy.

LOW-LEVEL SABURO MINAMA

Specialty: Hidoman (Modern Society Near-Human)

Rank: N/A

Class: Pointman/Soldier

Level: 2/3

Strength:	14	Dexterity:	15
Constitution:	13	Intelligence:	15
Wisdom:	16	Charisma:	13
Vitality:	40	Wounds:	13

Defense: 14 (+2 class, +2 Dex)

Initiative Bonus: +6 (+4 class, +2 Dex)

Speed: 30

Fort: +5 **Ref:** +5 **Will:** +9

Special Qualities: +2 to Diplomacy and Profession (Military), assistance (½ time), damage reduction 1/–, *generous*, versatility (Hide, Listen, Move Silently, Search, Spot, Surveillance).

Skills: Bureaucracy +3, Climb +4, Concentration +5, Diplomacy +6, Driver +5, First Aid +5, Hide +6, Intimidate +7/+6, Knowledge (Civil Engineering) +4, Listen +7, Move Silently +6, Profession (Military) +13, Search +8, Spot +8, Surveillance +9, Survival +5.

Feats: Armor Group Proficiency (Light, Medium, Heavy), By the Book, Clean and Polished, Martial Arts, Quick Draw, Urban Training, Weapon Group Proficiency (Handgun, Rifle).

Attacks

Unarmed	+6	1d6+2
Relic handgun*	+6	1d12 (<i>see below</i>)

* The Shimanan militia makes use of a variety of relic weapons similar to late 20th-century terrestrial firearms. Minama's is an 11mm semiautomatic pistol roughly equivalent to a Colt M1911A1 in performance. (*See the Stargate SG-1 core rulebook, page 334, for more.*)

Gear: Climbing kit, duty uniform, electric car, local maps.

MID-LEVEL SABURO MINAMA

Specialty: Hidoman (Modern Society Near-Human)

Rank: N/A

Class: Pointman/Soldier

Level: 5/5

Strength:	14	Dexterity:	15
Constitution:	13	Intelligence:	15
Wisdom:	16	Charisma:	14
Vitality:	78	Wounds:	13

Defense: 16 (+4 class, +2 Dex)

Initiative Bonus: +8 (+6 class, +2 Dex)

Speed: 30

Fort: +7 **Ref:** +8 **Will:** +11

Special Qualities: +3 to Diplomacy and Profession (Military), armor use +1, assistance (½ time), damage reduction 1/–, *generous*, lead 2/session, tactics 1/session, versatility (Hide, Intimidate, Listen, Move Silently, Search, Spot, Surveillance).

Skills: Bureaucracy +6, Climb +6, Concentration +7, Diplomacy +11, Driver +6, First Aid +7, Hide +8, Intimidate +10/+10, Knowledge (Civil Engineering) +7, Listen +9, Move Silently +8, Profession (Military) +16, Search +10, Sense Motive +5, Spot +11, Surveillance +11, Survival +6.



Feats: Armor Group Proficiency (Light, Medium, Heavy), By the Book, Clean and Polished, Command Decision, Holding Basics, Martial Arts, Point Blank Shot, Quick Draw, Urban Training, Weapon Group Proficiency (Handgun, Rifle).

Attacks

Unarmed +10 1d6+2
Relic handgun* +10 1d12 (*see below*)

* The Shimanan militia makes use of a variety of relic weapons similar to late 20th-century terrestrial firearms. Minama's is an 11mm semiautomatic pistol roughly equivalent to a Colt M1911A1 in performance. (*See the Stargate SG-1 core rulebook, page 334, for more.*)

Gear: Climbing kit, duty uniform, electric car, local maps.

HIGH-LEVEL SABURO MINAMA

Specialty: Hidoman (Modern Society Near-Human)

Rank: N/A

Class: Pointman/Soldier

Level: 8/7

Strength:	14	Dexterity:	16
Constitution:	13	Intelligence:	15
Wisdom:	16	Charisma:	14
Vitality:	116	Wounds:	13

Defense: 19 (+6 class, +3 Dex)

Initiative Bonus: +12 (+9 class, +3 Dex)

Speed: 30

Fort: +9 **Ref:** +9 **Will:** +14

Special Qualities: +4 to Diplomacy and Profession (Military), armor use +1, assistance (1/2 time), cross-class ability (bonus combat feat), damage reduction 1/-, *generous*, lead 3/session, tactics 2/session (+2 bonus),

versatility (Climb, Hide, Intimidate, Listen, Move Silently, Search, Spot, Surveillance), weapon specialization (relic handgun).

Skills: Bureaucracy +8, Climb +8, Concentration +9, Diplomacy +15, Driver +8, First Aid +9, Hide +11, Intimidate +13/+13, Knowledge (Civil Engineering) +10, Listen +13, Move Silently +11, Profession (Military) +19, Search +14, Sense Motive +7, Spot +16, Surveillance +13, Survival +7.

Feats: Alertness, Armor Group Proficiency (Light, Medium, Heavy), Blocking Basics, By the Book, Clean and Polished, Command Decision, Holding Basics, Martial Arts, Point Blank Shot, Political Favors, Precise Shot, Quick Draw, Urban Training, Weapon Group Proficiency (Handgun, Rifle).

Attacks

Unarmed +15 1d6+2
Relic handgun* +16 1d12+2 (*see below*)

* The Shimanan militia makes use of a variety of relic weapons similar to late 20th-century terrestrial firearms. Minama's is an 11mm semiautomatic pistol roughly equivalent to a Colt M1911A1 in performance. (*See the Stargate SG-1 core rulebook, page 334, for more.*)

Gear: Climbing kit, duty uniform, electric car, local maps.

PLOT HOOKS

GMs running adventures on Hidoma should keep the planet's emptiness in mind. Nearly a billion people died during the biological attack and in the chaotic weeks that followed. Farms have gone wild, roads are disintegrating, and the trappings of an advanced civilization are slowly being destroyed by the planet's natural environment.

Language may be another barrier. Hidoma's version of Japanese has had centuries to drift from its source. Technical terms in particular may require extra effort in translation.



Shimana isn't the only urban area on Hidoma. Other cities of similar size lie scattered across the planet, abandoned and empty. A visiting SGC team could be asked to join an expedition to one of these cities, or set out to explore one without local accompaniment. The other cities could be filled with numerous hazards: crumbling structures, wild animals, or even Hidoman humans who devolved into barbarism. The greatest potential threat would be a pocket of Susanawo's biological agent, laying dormant and waiting for a suitable host to appear.

The offshore power generation plant represents a renewable, non-polluting energy source, making it a considerable interest to SGC scientists and engineers. The materials science alone is likely a generation ahead of anything in large-scale production on Earth. However, the towers have a powerful spiritual meaning to a large segment of Shimana's population, and some members of Hirana's cult consider them sacred ground. An SGC team interested in investigating the towers could face strong opposition, ranging from formal requests to turn their curiosity elsewhere to equipment theft and sabotage to violent action against team members.

Tomoko Hirana's radio message didn't reach everybody. Across Hidoma, isolated communities of subsistence farmers, hunter-gatherers, and mobile raiders eke out what life they can. These communities are the descendants of those unfortunates who never heard Hirana's broadcast or did not respond to it. Should they learn of the wonders lying in Shimana and the Province, some of them might wish to take them by force. One of the outlying villages in the Province could easily fall prey to a large raiding party, and the well-tended farms and low population density make tempting targets.

HIMMEL (P7X-997)

Thermosphere: Warm (CR 0; standard orbit; 2d20 + 25° F).

Atmosphere: Normal (CR 0; 1.0 atmospheres; Auto: None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Sub-humid (CR 0; daily weather 1-85: none, 86-87: flood, 88-93: rain (1d4-1 in.) or snow (1d6-1 in.), 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Very Stable tectonic activity (daily earthquakes: none; no volcanoes within 100 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20° F; 51-75: autumn, unchanged; 76-100: winter -2d20° F).

Anthrosphere: 1,000,000 Himmelites; Iron Age (3 Picks, 1 RP); Feudalism; Hostile (-2 Disposition Modifier); Expansionistic (250,000 soldiers, squad size 4d4 soldiers); Very Poor civil rights. 100,000 Germans; Star-faring (7 Picks, 5 RP); Oligarchy; Hostile (-2 Disposition Modifier); Aggressive (25,000 soldiers, squad size 2d4 soldiers); Very Poor civil rights.

Origin: Canaanite ("Himmelites"); German (National Socialist).

Stargate Location (urban region): A large underground concrete bunker, a few miles from the city of Neuberlin.

TERRAIN

The majority of Himmel's surface is covered by idyllic forests, groves of fruit trees, and vast fertile plains, interspersed with large seas of salt water teeming with life. There is a large number of freshwater lakes fed by rivers flowing from towering mountain ranges that break up the planet into continent-sized landmasses.

Concentrated in one of these landmasses is a single large city, originally of Goa'uld construction. Now it more closely resembles the designs Albert Speer created for a victorious Berlin. Within the city (called Neuberlin), live the descendants of the those who colonized the world from Nazi Germany. A few outposts are maintained throughout the world, keeping an eye on the "native" inhabitants of the planet. The Himmelites, as they now call themselves, were originally brought there many thousands of years ago from the Middle East by the Goa'uld Nirrti to serve as a breeding stock for new Jaffa warriors.

CULTURE/HISTORY

In 1928 the Stargate was discovered in the Giza plateau outside Cairo. Little is known of its fate until it reappeared in the United States in 1944. President Roosevelt initiated a project to research its potential military applications, headed by Prof. Paul Langford. But what happened to the Stargate in the intervening years?

Before the Americans captured the Stargate (and Soviet troops captured its Dial Home Device), it was in the hands of the Germans. The Stargate remained a well-guarded secret until Adolf Hitler came to power. Fascinated by the device – and its possible use as a weapon – the Nazis commissioned a project in an attempt to open the Stargate; they approached the problem much like opening a lock without knowing the correct combination. Fortunately for them, they possessed the DHD which made their task that much easier. Eventually, after many thousands of random attempts, a combination worked, and the Stargate opened.

What they found astonished them. The planet beyond the gate appeared to be an idyllic paradise, rich in natural resources and astonishing beauty. The explorers were so enthralled that they named it "Himmel," the German word for "Heaven." This paradise, however, had dark serpents at its heart. In fact, it was controlled by the System Lord Nirrti, who used it to breed Jaffa by forcing the various tribes of natives to fight amongst one another. Once a year, the strongest fighters were taken to be made into Jaffa through the use of a creation device. Ironically, the Goa'uld's ambitions differed little from the Nazis. In other circumstances, they might have made a terrifying combination. Luckily for the rest of the universe, they were immediate enemies from first sight.

Having discovered a new resource to help feed their war machine, the Nazis were unwilling to just walk away. Plans were laid for an invasion, coinciding with their Earth-bound military operations. In early 1940, as German troops marched across Europe, elite SS units passed through the

Stargate to Himmel, and the battle was on. It proved longer and more difficult than Berlin had imagined; thousands of soldiers from all branches of the German military were sent into Heaven. With every setback, however, they grew fiercer, determined to claim the planet for the Fatherland. Finally, after several long and bloody battles, the Nazis emerged victorious, driving the remaining troops off in Nirrti's few remaining starships.

Or so they thought. The reality of the situation was somewhat different. From her vantage point far above the planet, Nirrti watched the conflict and pondered whether or not to simply bomb the planet into oblivion. In the end, she decided to leave it to its own devices. These strange new humans fought extremely well, and if they could seize the world from the resident slaves, they might make superb Jaffa one day. She resolved to leave the planet alone for a period of one hundred years and see what developed; when she returned, she could make whatever use of the survivors that she saw fit. Her death at the hands of the SGC (*see the System Lords sourcebook and the Season Six episode Metamorphosis*) brought an end to the "experiment," and left Himmel's Nazis secure in the delusion that they had successfully conquered the planet.

Since their "victory," the Nazis have attempted, unsuccessfully, to take control of the regions beyond the Stargate. The natives have proven resilient adversaries. The Nazis call them "Himmelites" as they refuse to disclose their origin, though it's clear that they descend from somewhere in the Middle East. They resemble the Nazis in many ways: brutal, uncaring, devious, and intelligent. Even though the Himmelites have a primitive technological level, their ferocity, knowledge of the terrain, and sheer numbers have held the colonists to a stalemate.

The Nazis were further hindered by the fact that they don't wish to destroy their foes, but simply subjugate them. If the colony was to prosper, it required far more man power than currently existed. In the Himmelites, they found a ready-made work force. Now thousands of natives populate labor camps in and around Neuberlin, forced to bend to the will of their conquerors. With their unwilling efforts, the colony has prospered, and while the battle for the planet continues, the colonists have created something resembling a stable empire.

Further information on the Nazis' use of the Stargate during World War II can be found in the *Season One* sourcebook, page 41.

NOTABLE FEATURES

THE CITY OF NEUBERLIN

The former planetary capital for Nirrti and her minions was claimed by the Nazi colonists when they overthrew her. In the ensuing sixty years, they have remade it in their image, spurred on by the Wagnerian visions of Albert Speer. It is built on a large hill overlooking a forest in all directions. A wall encircles the town, but this area was quickly expanded upon by the thousands of colonists who needed living space. The immense structures Nirrti had built are now used as administrative buildings and palaces for the members of the Governing Council. Gleaming white marble, mined from the nearby mountains, has replaced the grayish stone favored by the System Lord. Huge pillars

flank the most important buildings, while eagles and statues of fallen heroes dominate the city's boulevard. The centerpiece is a huge sculpture celebrating the glory of the Aryan people – a man and a woman, standing together and reaching up to the heavens.

Life in Neuberlin is a strange combination of modern living and siege mentality. A Governing Council rules the colony in the Führer's name, represented by various branches of the Nazi party, the armed forces, and specialty groups like the SA. Beneath them, the colonial citizens are expected to devote themselves to the "higher cause," and obey the Council's edicts as they would the Führer himself.

Himmelite slaves do most of the heavy labor, leaving the colonists free to join the army or pursue more esoteric interests. Crime is virtually nonexistent beyond petty theft and the like, and most colonists have a strong work ethic. Several factories lie on

the outskirts of the city near a river where industrial waste is dumped; they employ the vast majority of the colonists (along with a fair sampling of Himmelite labor) and produce everything that cannot be grown or otherwise obtained from a natural source. This is the colony's primary source of war machines and weapons; the Himmelites are a never ending threat and every colonist knows what would happen if they ever gained the upper hand.

Himmelite slaves are relegated to labor camps and similar areas, away from the colonists. The Nazis consider them little more than pack animals, and while they take steps to keep them alive and healthy, they have no real rights under the colonists' regime. The camps are kept under constant guard, as are the factories, mines, and other



areas which depend on the slaves to operate. But the Himmelites have a plan. In recent years, they have purposefully allowed some of their number to be captured and join the work force. These spies then learn as much as they can before trying to escape to their tribe to relate what they have found. Eventually, they hope to discover some key to defeating their enemies forever. If they ever gain some sort of an advantage, the Himmelites would not hesitate to wipe the Nazis out to a man.

The colonist army is well-equipped, their original armaments augmented by reverse engineered staff weapons and other technology captured from the Goa'uld. They even possess a few tanks and fightercraft on par with the modern day U.S. military (*use stats as provided on page 160*), and their firearms are superior to the SGC's in many ways. Despite that, the Himmelites' numbers and knowledge of the terrain have proven an apt match for them. And without more resources, the colonists have not developed enough weapons to crush their enemies once and for all.

A few research facilities also exist within the city, which work to understand and adapt Goa'uld technology. The Stargate is a subject of little interest; the colonists believe it is a one-way conduit that naturally leads only back to Earth. In their joy at unlocking the address, the Nazis never thought that the return address might be different. In early years, they made numerous efforts to contact the Fatherland, which all ended in failure (it had been sealed up by Rommel and eventually captured by the Americans; see the *Season One* sourcebook for more information). With no way back home, and no thought that the gate might lead somewhere besides Himmel, it has been more or less left to gather dust... though many hope that one day, their cousins on Earth will return through it, bringing news of the inevitable Nazi triumph and perhaps reinforcements that will help them complete their conquest of the Himmelites.

Npcs

HEINRICH VON BLÜCHER

The Field Marshall Heinrich von Blücher descends from a long line of military men. He inherited his position from his father, the original military commander of the new colony. As the oldest man on the Governing Council of Himmel, the Field Marshall technically has seniority, but he rarely exercises this right. He has maintained an incredibly high state of readiness and morale amongst his troops, due in no small part to the general perception that the Führer back on Earth must surely win the war and reopen the Stargate soon.

However, the Field Marshall is far from a monster. He loves his people, but the Nazi ideology never sat well with him... and he has far more respect for the Himmelites than his fellows. In fact, he secretly had an affair with a Himmelite woman several decades ago. In a cruel twist of fate, the Field Marshall was ordered by a majority vote of the Governing Council to wipe out the village in which his mistress lived. She died at the hands of a Waffen SS soldier, but not before she could secretly pass her child, the son of the Field Marshall, to a friend in another village. The boy grew up to become a strong warrior, and now leads regular

attacks against the colonial troops. Only one person knows the young man's true origin. If anyone in colony learned the truth, the Field Marshall's life would be forfeit.

These days von Blücher wiles away the time waiting for the opportunity to rid himself, and his people, of the loathsome members of the Governing Council, particularly Hans Schreck. He secretly hopes the Stargate will never open, meaning that Hitler failed in his quest for world domination, and leave the people of Himmel to their own (hopefully brighter) future.

LOW-LEVEL HEINRICH VON BLÜCHER

Specialty: Himmel Army Officer

Rank: Field Marshall

Class: Pointman/Officer

Level: 5/1

Strength:	13	Dexterity:	13
Constitution:	16	Intelligence:	15
Wisdom:	16	Charisma:	16
Vitality:	63	Wounds:	16

Defense: 13 (+2 class, +1 Dex)

Initiative Bonus: +4 (+3 class, +1 Dex)

Speed: 30

Fort: +7

Ref: +5

Will: +11

Special Qualities: Assistance (½ time), encouragement, generous, lead 2/session, tactics 2/session (+2 bonus), versatility (Concentration, Gather Information, Handle Animal, Intimidate, Listen, Search, Spot).

Skills: Bluff +13, Bureaucracy +11, Diplomacy +15, Driver +3, Innuendo +5, Intimidate +13/+15, Knowledge (Military History) +10, Listen +7, Profession (Military) +11, Search +6, Sense Motive +11, Spot +7.

Feats: Armor Group Proficiency (Light, Medium), Fortunate, Hard Core, Old School, Persuasive, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+4	1d3+1 (subdual)
PP55	+4	2d8+1 (normal, error 1-2, threat 19-20, range 20 ft., qualities and mods: AP, TD)

Gear: PP55.

MID-LEVEL HEINRICH VON BLÜCHER

Specialty: Himmel Army Officer

Rank: Field Marshall

Class: Pointman/Officer

Level: 6/6

Strength:	13	Dexterity:	13
Constitution:	16	Intelligence:	17
Wisdom:	17	Charisma:	16
Vitality:	112	Wounds:	16

Defense: 15 (+4 class, +1 Dex)

Initiative Bonus: +8 (+7 class, +1 Dex)

Speed: 30

Fort: +9

Ref: +7

Will: +17

Special Qualities: Assistance (½ time), blood of heroes +8, cross-class ability (bonus combat feat ×1), *encouragement*, field logistics, gallantry, *generous*, lead 2/session, lead the charge (damage), tactics 4/session (+3 bonus), versatility (Concentration, Demolitions, Gather Information, Handle Animal, Intimidate, Listen, Search, Spot).

Skills: Bluff +18, Bureaucracy +15, Cultures +5, Diplomacy +22, Driver +3, Gather Information +7, Handle Animal +5, Innuendo +7, Intimidate +22/+24, Knowledge (Military History) +15, Listen +7, Perform +5, Profession (Military) +17, Search +8, Sense Motive +15, Spot +9.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium), Coolness Under Fire, Fortunate, Hard Core, Old School, Persuasive, Point Blank Shot, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+9	1d3+1 (subdual)
PP55	+4	2d8+1 (normal, error 1-2, threat 19-20, range 20 ft., qualities and mods: AP, TD)

Gear: PP55.

HIGH-LEVEL HEINRICH VON BLÜCHER

Specialty: Himmel Army Officer

Rank: Field Marshall

Class: Pointman/Officer

Level: 8/10

Strength:	13	Dexterity:	13
Constitution:	16	Intelligence:	17
Wisdom:	17	Charisma:	19
Vitality:	172	Wounds:	16

Defense: 18 (+7 class, +1 Dex)

Initiative Bonus: +12 (+11 class, +1 Dex)

Speed: 30

Fort: +12

Ref: +10

Will: +21

Special Qualities: Assistance (½ time), blood of heroes +16, commanding presence, cross-class ability (bonus combat feat ×1), *encouragement*, field logistics, gallantry, *generous*, iron glare, lead 3/session, lead the charge (damage, damage reduction), tactics 7/session (+4 bonus), versatility (Concentration, Demolitions, Gather Information, Handle Animal, Intimidate, Listen, Search, Spot).

Skills: Bluff +25, Bureaucracy +20, Concentration +7, Cultures +5, Diplomacy +30, Driver +3, Gather Information +12, Handle Animal +8, Innuendo +7, Intimidate +30/+33, Knowledge (Military History) +21, Listen +11, Perform +6, Profession (Military) +24, Search +10, Sense Motive +15, Spot +11.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium), Clockwork Tactics, Coolness Under Fire, Fortunate, Hard Core, Old School, Persuasive, Point Blank Shot, Promotion, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+14	1d3+1 (subdual)
PP55	+4	2d8+1 (normal, error 1-2, threat 19-20, range 20 ft., qualities and mods: AP, TD)

Gear: PP55.

HANS SCHRECK

The young Hans Schreck is the *Reichsstatthalter* for Himmel, a fanatical believer in the Reich and Nazi ideology in general. As a boy, he learned of his people's superiority while serving in the Hitler Youth, and his fervor only grew as he became older. At 25, he is the youngest person to ever be elected Reichsstatthalter. He considers it a sign that he was meant to stand at the head of his people – a *de facto* Führer who will lead the colony to glory. Despite his beliefs, his youth remains as much a liability for him as an asset. Only his maniacal devotion to the Nazi cause prevents the members of the SA from chaffing under his command. Slowly, however, they are beginning to gain a begrudging respect for Hans, a respect which will only grow as he matures. Field Marshall von Blücher fears that should the majority of the SA embrace Hans as their leader, he may use that loyalty to attempt to seize all power in Himmel for himself.

LOW-LEVEL HANS SCHRECK

Specialty: Nazi Party Official

Rank: None

Class: Soldier/Diplomat

Level: 1/3

Strength:	12	Dexterity:	11
Constitution:	15	Intelligence:	17
Wisdom:	12	Charisma:	19
Vitality:	27	Wounds:	15

Defense: 12 (+2 class)

Initiative Bonus: +2 (+2 class)

Speed: 30

Fort: +4

Ref: +1

Will: +6

Special Qualities: +1 threat range to Diplomacy and Intimidate checks, *accurate*.

Skills: Bluff +11, Bureaucracy +6, Concentration +5, Cultures +4, Demolitions +7, Diplomacy +10, Driver +3, Gather Information +9, Innuendo +3, Intimidate +10/+13, Knowledge (Politics) +6, Languages +5, Listen +5, Move Silently +2, Profession (Diplomat) +3, Sense Motive +5, Spot +5.



Feats: Alertness, Armor Group Proficiency (Light, Medium, Heavy), Charmer, Hard Core, Political Favors, Weapon Focus (PP55), Weapon Group Proficiency (Handgun, Hurlled, Melee, Rifle, Tactical).

Attacks

Unarmed	+4	1d3+1 (subdual)
PP55	+4	2d8+1 (normal, error 1-2, threat 19-20, range 20 ft., qualities and mods: AP, TD)

Gear: PP55.

MID-LEVEL HANS SCHRECK

Specialty: Nazi Party Official

Rank: None

Class: Soldier/Diplomat

Level: 2/6

Strength:	12	Dexterity:	11
Constitution:	15	Intelligence:	17
Wisdom:	13	Charisma:	21
Vitality:	46	Wounds:	15

Defense: 15 (+5 class)

Initiative Bonus: +4 (+4 class)

Speed: 30

Fort: +6 **Ref:** +2 **Will:** +9

Special Qualities: +2 threat range to Diplomacy and Intimidate checks, *accurate*, damage reduction 1/-.

Skills: Bluff +16, Bureaucracy +11, Concentration +7, Cultures +7, Demolitions +9, Diplomacy +15, Driver +5, Gather Information +15, Innuendo +6, Intimidate +11/+15, Knowledge (Politics) +9, Languages +8, Listen +5, Move Silently +2, Profession (Diplomat) +6, Sense Motive +8, Spot +6.

Feats: Advanced Skill Mastery (Persuasive), Alertness, Armor Group Proficiency (Light, Medium, Heavy), Charmer, Hard Core, Persuasive, Political Favors, Weapon Focus (PP55), Weapon Group Proficiency (Handgun, Hurlled, Melee, Rifle, Tactical).

Attacks

Unarmed	+7	1d3+1 (subdual)
PP55	+4	2d8+1 (normal, error 1-2, threat 19-20, range 20 ft., qualities and mods: AP, TD)

Gear: PP55.

HIGH-LEVEL HANS SCHRECK

Specialty: Nazi Party Official

Rank: None

Class: Soldier/Diplomat

Level: 2/10

Strength:	12	Dexterity:	12
Constitution:	15	Intelligence:	17
Wisdom:	13	Charisma:	21
Vitality:	77	Wounds:	15

Defense: 18 (+7 class, +1 Dex)

Initiative Bonus: +7 (+6 class, +1 Dex)

Speed: 30

Fort: +7 **Ref:** +4 **Will:** +11

Special Qualities: +3 threat range to Diplomacy and Intimidate checks, *accurate*, damage reduction 1/-, linguist.

Skills: Bluff +22, Bureaucracy +14, Concentration +7, Cultures +10, Demolitions +9, Diplomacy +20, Driver +6, Gather Information +19, Innuendo +10, Intimidate +15/+19, Knowledge (Politics) +13, Languages +11, Listen +5, Move Silently +3, Profession (Diplomat) +10, Sense Motive +12, Spot +6.

Feats: Advanced Skill Mastery (Persuasive), Alertness, Armor Group Proficiency (Light, Medium, Heavy), Charmer, Grand Skill Mastery (Persuasive), Hard Core, Persuasive, Political Favors, Traceless, Weapon Focus (PP55), Weapon Group Proficiency (Handgun, Hurlled, Melee, Rifle, Tactical).

Attacks

Unarmed	+10	1d3+1 (subdual)
PP55	+4	2d8+1 (normal, error 1-2, threat 19-20, range 20 ft., qualities and mods: AP, TD)

Gear: PP55.

ZARUBBABEL

Zarubbabel is the leader of the Himmelite tribes. Although they do not recognize him as "king," he does have considerable influence in matters of war. His background is rather mysterious, and his looks cause many to distrust him... or believe he is a sign from their goddess. His light hair and blue eyes are unknown among his people, and some say he has Nazi blood in him. Despite that, his hatred of the colonists is unquestioned, and he has led his people in several successful attacks against the colonists.

Zarubbabel is the son of Field Marshall von Blücher, though only he himself is aware of it. His mother told him shortly before their village was wiped out at the Governing Council's command. The boy grew up despising the Nazis and swearing to avenge himself upon them. His looks bind him with his enemy, he claims, allowing him to draw their strength from them. He specializes in guerrilla tactics, and has a masterful way of leading the Nazi forces exactly where he wants them to go. He looks for any opportunity to weaken the Germans, no matter how insignificant; he can smell opportunity like a bloodhound. If an SG team arrives on-planet, his spies among the Himmelites will doubtless inform him of it, and he will not hesitate to approach the newcomers with a deal.

LOW-LEVEL ZARUBBABEL

Specialty: Himmelite (Primitive Society Near-Human)

Rank: N/A

Class: Scout/Freedom Fighter

Level: 2/3

Strength:	15	Dexterity:	17
Constitution:	16	Intelligence:	10
Wisdom:	12	Charisma:	15
Vitality:	40	Wounds:	18

Defense: 18 (+3 class, +3 Dex, +2 natural armor)

Initiative Bonus: +12 (+4 class, +3 Dex, +4 feat, +1 species)

Speed: 30

Fort: +8 **Ref:** +7 **Will:** +4

Special Qualities: Combat instincts, cultural weaponry, rough living +2, short tempered, stalker, *trailblazer*.

Skills: Balance +6, Climb +3, Craft (Primitive Weapons) +3, Cultures +2, Demolitions +3, First Aid +3, Gather Information +5, Handle Animal +4, Hide +6, Jump +6, Listen +7, Move Silently +9, Search +4, Spot +7, Survival +6, Swim +3, Tumble +5.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Combat Instincts, Coolness Under Fire, Improved Initiative, Outdoorsman, Toughness, Weapon Focus (Large Sword), Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	+6	1d3+2 (subdual)
Large sword	+7	1d12+2 (normal, error 1-2, threat 20, qualities and mods: 2h).

Gear: Large sword.

MID-LEVEL ZARUBBABEL

Specialty: Himmelite (Primitive Society Near-Human)

Rank: N/A

Class: Scout/Freedom Fighter

Level: 4/6

Strength:	15	Dexterity:	18
Constitution:	16	Intelligence:	10
Wisdom:	12	Charisma:	15
Vitality:	78	Wounds:	18

Defense: 22 (+6 class, +4 Dex, +2 natural armor)

Initiative Bonus: +16 (+7 class, +4 Dex, +4 feat, +1 species)

Speed: 30

Fort: +10 **Ref:** +9 **Will:** +7

Special Qualities: Bushmaster, combat instincts, cultural weaponry, lead 1/session, rough living +2, sneak attack +1d6, stalker, *trailblazer*.

Skills: Balance +11, Climb +5, Craft (Primitive Weapons) +4, Cultures +2, Demolitions +6, First Aid +4, Gather Information +8, Handle Animal +4, Hide +10, Jump +7, Listen +8, Move Silently +11, Search +5, Spot +11, Survival +11, Swim +4, Tumble +12.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Combat Instincts, Coolness Under Fire, Explosives Basics, Improved Initiative, Improved Weapon Focus (Large Sword), Martial Arts, Outdoorsman, Quick Draw, Toughness, Weapon Focus (Large Sword), Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	+10	1d6+2 (normal, threat 20)
Large sword	+12	1d12+4 (normal, error 1-2, threat 20, qualities and mods: 2h).

Gear: Large sword.

HIGH-LEVEL ZARUBBABEL

Specialty: Himmelite (Primitive Society Near-Human)

Rank: N/A

Class: Scout/Freedom Fighter

Level: 6/9

Strength:	16	Dexterity:	18
Constitution:	16	Intelligence:	10
Wisdom:	12	Charisma:	15
Vitality:	116	Wounds:	18

Defense: 23 (+7 class, +4 Dex, +2 natural armor)

Initiative Bonus: +19 (+10 class, +4 Dex, +4 feat, +1 species)

Speed: 30

Fort: +12 **Ref:** +11 **Will:** +9

Special Qualities: Bushmaster (x2), cultural weaponry, hunter (man hunter), lead 2/session, rough living +2, sneak attack +1d6, stalker, *trailblazer*.

Skills: Balance +15, Climb +8, Craft (Primitive Weapons) +5, Cultures +2, Demolitions +9, First Aid +6, Gather Information +10, Handle Animal +4, Hide +13, Innuendo +3, Jump +11, Listen +14, Move Silently +15, Search +7, Spot +14, Survival +13, Swim +5, Tumble +14.

Feats: Acrobatic, Armor Group Proficiency (Light, Medium, Heavy), Combat Instincts, Coolness Under Fire, Explosives Basics, Forest Training, Improved Initiative, Improved Weapon Focus (Large Sword), Martial Arts, Outdoorsman, Quick Draw, Toughness, Weapon Focus (Large Sword), Weapon Group Proficiency (Hurled, Melee), Weapon Master (Large Sword).

Attacks

Unarmed	+14	1d6+3 (normal, threat 20)
Large sword	+17	1d12+5 (normal, error 1-2, threat 20, qualities and mods: 2h).

Gear: Large sword.

Plot Hooks

Most missions on Himmel will hinge largely on the circumstances of first contact. When the SGC sends a MALP through the Stargate, it encounters a large concrete room that looks very much like a storage room in a bunker. Two sets of metal doors can be seen, one on either side of the Stargate. Other than that the room has no features; however, there are guards the vicinity, who may or may not notice any Stargate activity (it hasn't done anything in over sixty years, so the troops on duty are understandably lax). Should one of them step in front of the camera, the Nazi regalia will be instantly recognizable. However, if no soldiers arrive before the gate shuts down, the SGC will have no idea who resides on Himmel, only that they are fairly advanced.

If the Nazis notice the MALP, they will likely believe the successor to their Führer has finally won the war and sent a probe to detect any sign of their existence. However, once they send somebody into the room, the odd peculiarity of English writing on the MALP may cause them to wonder whether the British or Americans won the war instead. Ever hopeful, the colonists prepare for the worst, but hope for the best. When the SGC opens the Stargate again to send a team through, they will be confronted by an immense red and white flag proudly displaying the swastika and a group of two dozen honor guards armed to the teeth.

SGC teams who leave the bunker undetected will have the run of the planet (though eventually, the MALP or other evidence may reveal itself). On the other hand, if the Nazis are alerted to their presence before their arrival, one of two things may happen. If the team arrives and says something in English, they are immediately arrested and interrogated by the SS. If they resist the arrest, they will have a fight on

their hands. If, however, the team is wise enough to say something in German first, they may be able to convince the Nazis that they are in fact a group sent by the Fatherland. This will require a great deal of imagination and fast thinking on their part. The GM should not let the players take too long to answer any question posed to them to keep up the tension. If they somehow manage to get on the colonists' good side, they receive guest quarters and can freely roam the city (though they will, of course, be watched closely by the SS and SA for any suspicious activities).

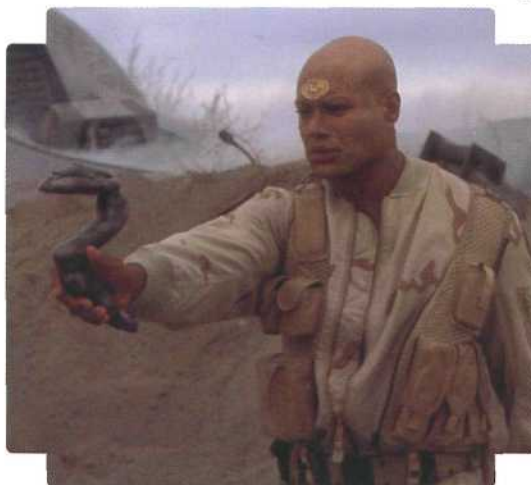
If the SG team is captured, Zarubbabel soon learns of their presence and will launch a daring rescue. Unfortunately, the Himmelites are little better than the colonists. Their tactics are no less brutal, and any SG teams may find themselves forced to choose between two mutually unpleasant opponents. Obviously, either group would benefit from an alliance with the SGC, though the U.S. government would have severe reservations about

helping the Himmelites, and will flat-out refuse to aid the surviving remnant of Nazi Germany. At the same time, there are benefits to peaceful contact. The Himmelites offer a vast human resource, bred for combat. If properly convinced, they would readily fight with the SGC against the Goa'uld. The colonists offer a technological advantage as well: they have had over 50 years to reverse-engineer Goa'uld technology and integrate it with human technology. Such research could easily jump-start many industries back on Earth, and the SGC might become more flexible if they had sufficient reason.

On the other hand, it would be all too easy to get caught up helping one side destroy the other. Even if an alliance is impossible, an individual SG team could do a lot of damage to the situation before returning to Earth. Killing an important leader on one side or the other, or destroying a vital village or factory may be enough to tip the balance of power permanently.

The best outcome would be for the characters to create a peace between the colonists and the Himmelites. This won't be easy by any means, but the seeds for such an outcome are already sown. Zarubbabel and Heinrich von Blücher are blood kin. Von Blücher loathes the Nazi ideology. Together, they could steer their world away from its hateful past and towards something much better. Schreck and those like him (on both sides) could cause serious problems, of course, but there are many colonists and Himmelites who can be convinced to change their ways. Definitive proof of the Nazis' defeat would be a strong first step... as would proof that Nirrti has been destroyed.

Himmel is a world of stifling moral tension, where every choice holds dark consequences. The potential exists for a brighter future however. It just may take a group of outsiders to show them the way.



HOU KAINGA (P2R-992)

Thermosphere: Hot (CR 0; normal orbit; 3d20+50° F).

Atmosphere: Normal (CR 0; 0.98 atmospheres).

Hydrosphere: Super-humid (daily weather 1-72: none, 73-75: flood, 1d10 MPH, 76-77 flood, 1d10+10 MPH, 78: flood, 1d10+20 MPH, 79-88: rain (2d4 in.), 89-95: thunderstorm, 96-98: hurricane, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Unstable tectonic activity (daily earthquakes 1-99: none, 100: minor; volcanoes 1-99: none, 100: small, medium at GM's discretion).

Seasons: Very mild (1-42: spring, unchanged; 43-50: summer, +2d6° F; 51-92: autumn, unchanged; 93-100: winter, -2d6° F).

Anthrosphere: 200,000 natives; Copper Age (2 picks, 0 RP); Oligarchy; Extremely Open (+3 with disposition checks); Extremely Cautious (40 soldiers, squad size 1d4 soldiers); Very Progressive civil rights.

Origin: Polynesian (specifically, Tahitian).

Stargate Location (wasteland region): The crater of an extinct volcano.

TERRAIN

Hou Kainga is a water-rich world, with over 85% of its surface covered by shallow ocean. With the exception of one unpopulated desert continent in its northern hemisphere, its land area is entirely composed of volcanic island chains. The rich soil is home to a profuse array of tropical vegetation ranging from simple ferns and mosses to towering broad-leafed trees. With ample rains and nutrients, plant growth is rapid on virtually all exposed land. The island chains would be a travel agent's dream, with black sand beaches set against sparkling turquoise waters and a backdrop of lush greenery.

The fauna of Hou Kainga has reached a stage of development roughly equivalent to Earth's late Paleozoic era. The land is dominated by six-legged reptiles, the largest of which are roughly man-sized. Flight is a recent evolutionary development, and two separate phyla of winged animals are in competition for the same ecological niche: one with four wings and two legs, and one with the opposite arrangement. At sea, the size limits imposed on land-based creatures by the small amount of habitable territory do not apply, resulting in a fierce ecosystem ruled by reptiles and fish of titanic scale.

By themselves, these features make Hou Kainga interesting, but by no means noteworthy. The incentive for Goa'uld and Tauri interest lies in the planet's composition. Hou Kainga's mantle is rich in naquadah, and the world's relatively heavy volcanic activity ensures that a trickle of the mineral makes its way to the surface on a regular basis. Concentrations of naquadah are unheard of – rather, a few trace atoms of it are present in virtually every cubic inch of soil. In turn, the plants that draw their nutrients from the ground also take in the naquadah, as do the animals which eat those plants. The entire surface and ecosystem of Hou Kainga, from bare rock to predatory reptiles, is infused – or

contaminated, depending on one's point of view – with naquadah. The low-level saturation of the mineral is at least partially responsible for the planet's rapid and seemingly haphazard evolutionary development.

The location of the Hou Kainga Stargate may be of some concern for new visitors. The gate is placed in the caldera of an extinct volcano, a crater about 300 feet deep and a quarter-mile across. Despite the fact that this *is* a volcano, the Ancients presumably knew what they were doing. Geologic observations show the area to be stable and in no danger of eruption (unless the GM requires a suitably dramatic method of stranding a team on Hou Kainga). A single footpath leading from the gate to the crater's eastern lip indicates that someone on this planet travels to the gate with some degree of regularity.

The island on which the gate is located is part of a small archipelago, containing six habitable islands with a total of about 10,000 square miles of land. The majority is heavily covered in tropical foliage, save for the cultivated areas around the local human villages. Each habitable island boasts one village, and the total population of the archipelago is around 8,000 – close to the maximum sustainable amount for the local level of agriculture. The islands are separated by no more than a mile of open water, and the villages are more dispersed parts of a single community than separate entities in and of themselves.



Hou Kaingan population centers are invariably built within a quarter-mile of the sea – close enough for easy daily access to the water, but not so close that storm surges can sweep away an entire community. An outdoor amphitheater or other gathering place forms the core of the community, surrounded by the homes of the first families to establish the settlement. Newer homes are farther from the center of the village, with tended fields lying farther inland. Each village also has a small cluster of buildings on the beach itself, which house the crafting centers necessary for building boats and managing the village's aquaculture. In the rare communities that boast a metalworker, the facilities for this task are located on the beach and well

HOU KAINGAN PEARLS

A typical pearl from a Hou Kaingan oyster is a three-inch glossy black sphere. On the terrestrial market (even one saturated with cultured pearls), such a specimen would fetch at least several thousand dollars. However, the potential energy stored in these pearls is by no means insignificant. The problem is getting it out safely.

A Hou Kaingan pearl is a diminutive item with 1 wound point and Hardness 6. If destroyed, it explodes with the force of a fragmentation grenade (2d10 damage with a 5-foot blast increment). Hou Kaingan pearls are not available for requisition due to their rarity, but characters visiting Hou Kainga may encounter them.

away from any other structures to minimize the risk of fire. The only defenses of a Hou Kaingan village are sharpened logs irregularly placed between the village and the beach to discourage the largest amphibious predators from becoming too inquisitive during storms and high tides.

There are no truly permanent structures on Hou Kainga. The locals use native wood to make the frames of their buildings, then thatch them over with layers of large, waxy leaves from the same trees. It's a rare building whose frame survives more than a decade's worth of storms. The concept of building with stone has never been approached on Hou Kainga – why expend so much effort for something that the next hurricane might well knock down anyway?

HISTORY/CULTURE

Hou Kainga is not on the Abydos cartouche, and is unknown to the majority of the System Lords. Servants of the Goa'uld Olukun discovered the planet approximately 1,500 years ago, stumbling upon the gate coordinates by accident during exploration of Ancient ruins on another world. Once he became aware of the unique properties of Hou Kainga, Olukun moved quickly to ensure that his ownership of it remained a secret, killing all of the Jaffa who had made the initial discovery of the world. He placed exploitation of his new resource in the hands of Tangaroa, one of his underlords who had studied genetic engineering with Nirrti during Olukun's partnership with her (*see the System Lords sourcebook, page 94, for more information*).

At Olukun's direction, Tangaroa established a research facility on Hou Kainga's moon, linking to each of the habitable island chains with a set of ring transporters. This secrecy minimized the visible Goa'uld presence on the world, serving as a second layer of protective camouflage should other powers stumble upon it. Tangaroa then transplanted a small Polynesian human population to the planet, establishing communities on several equatorial island chains.

Applying a certain degree of subterfuge to his dealings with "his" humans, Tangaroa chose to not appear before them directly once the living memories of the colonization had faded. Instead, he has since operated through a variety of myth-based identities when he and his Goa'uld scientists and Jaffa servants have needed to deal directly with their subjects. This is not out of any great degree of

consideration for the Hou Kaingans, but rather a product of Olukun's preference for using subterfuge and misdirection to mask his true strength. A causal observer or explorer might well conclude that there is no direct Goa'uld influence on present-day Hou Kainga.

In truth, Tangaroa is the only underlord of Olukun's who continues to pursue his System Lord's agenda of creating an improved host for the Goa'uld. Over the past centuries, he has used tailored retroviruses to gradually nudge the Hou Kaingans toward various minor evolutionary adaptations suitable for an amphibious lifestyle. In addition, he has continually monitored the absorption of naquadah into the bodies of the natives, making detailed observations of the effects on his Goa'uld subordinates who take these humans as hosts.

Over the past twelve centuries, the Hou Kaingan humans have engaged in four massive waves of migration, occurring over roughly equal intervals. Each wave is prompted by population growth, much as the original settlement of Polynesia on Earth was driven by similar pressures. From the original five island groups, the Hou Kaingans have spread over a quarter of their world's surface, establishing new communities both east and west along the equator. This tradition of exploration and expansion has left its mark on Hou Kaingan oral history, and new arrivals from other island chains are infrequent but not unheard of. Any outsiders arriving on Hou Kainga will likely be treated as such travelers.

The humans of Hou Kainga descend from Polynesian stock and have retained many of the cultural values of their terrestrial ancestors. Their daily existence centers on the sea, where their lives both begin and end. All Hou Kaingans are able swimmers and sailors, and would be even without Tangaroa's alterations.

The concepts of family and relationships are critical to Hou Kaingan culture. Regardless of how distant a relation is by blood, he is still part of a Hou Kaingan's family, and all family members are due equal respect – and equal assistance. The interconnections of marriage and blood are seen as a lesser aspect of the interconnections of all life within the island ecosystem.

As might be expected from any population living in a limited amount of space, resource management and conservation are essential parts of Hou Kaingan life – so much so that the culture has completely internalized them. It's a rare Hou Kaingan community that has grown large enough to strain its archipelago's resources to the critical point. Migrations and careful population control ensure that no village grows beyond its means.

Agriculture is a necessity with the limited land area available, and provides for roughly a third of Hou Kaingan dietary needs. However, primitive aquaculture yields the majority of food supplies. The amphibious nature of Hou Kaingan humans enables them to fish (using nets and spears) and harvest sea life in the coastal shallows with a high degree of efficiency. Dietary staples include fish, seaweed, shellfish, and gourds, with fruits and land-dwelling reptiles considered delicacies.

Technologically, the Hou Kaingans have advanced little from their Polynesian forefathers. The majority of their tools are made from rock, bone, and coral. Building

"IT'S A PARADISE."

- CAPT. SAMANTHA CARTER

materials are primarily wood. A few communities – no more than 20% of Hou Kainga as a whole – have developed a limited capacity for working copper, which is mainly used for personal ornamentation and small hand tools.

As noted above, Hou Kaingan dwellings are semi-permanent at best. A house typically provides living space for an extended family group of up to 20 people. The basic floor plan is circular, with a central room holding a fire pit and a circular wall around it. Individual radial partitions divide the outer area of the dwelling into separate rooms. Furnishings are sparse but comfortable, with woven grass sleeping pads and light blankets.

Boats – a central part of Hou Kaingan existence – are mostly dugout canoes, though some villages construct their vessels out of planks lashed together with braided tree bark fibers and sealed with sap. For long voyages, two canoes are lashed together with crosspieces that support a light wicker deck. Sails are made of woven leaves. Long-distance navigation is a combination of steering by the stars and following migratory birds. Voyages between island clusters happen infrequently – no more than once every few years, normally. Between storms and large deep-water predators, sailing out of sight of land is not a task undertaken lightly. Accordingly, Hou Kaingan communities welcome outside visitors, extending them every possible courtesy out of consideration for the hardships they have endured.

With such a strong sense of community instilled in every Hou Kaingan from birth, violence and subterfuge are almost unheard-of. While Hou Kaingans use spears and clubs for hunting and carry knives as everyday tools, it would never occur to them to use these implements on fellow humans. Likewise, the concepts of "truth," "lies," and "fiction" are alien to them – what possible use is a story or piece of information that isn't true?

NOTABLE FEATURES PLANET OF POWER

Hou Kainga's naquadah-rich composition isn't readily apparent to the naked eye. The substance is dispersed throughout the entire ecosystem. Olukun and Tangaroa haven't forced the local humans to mine naquadah for them because there's no cost-effective way to extract it from the soil. However, there are several ways for an enterprising SG team to learn of the planet's significance.

The most direct way for a team to detect the presence of naquadah is through the Naquadah Sense feat. On Hou Kainga, a character with this feat is subject to a constant automatic awareness of the local naquadah – enough that he must succeed in a Concentration check (DC 15) every day or be subject to a -2 circumstance penalty on all checks for the next 24 hours. In addition, the DC involved in using the Naquadah Sense feat to detect another naquadah-bearing character is increased to 25.

Barring the easy way out, another way for an SG team to learn of Hou Kainga's unique properties is through the scientific analysis that any good exploration team should conduct as part of its initial survey mission. Use of a Geiger counter anywhere on Hou Kainga will show a background count several times that which would be present in a similar region on Earth – not enough to be hazardous to human life, but sufficient to raise eyebrows. In addition, chemical analysis of soil or samples (any appropriate Knowledge or Profession (DC 15)) or of fluid and tissue samples of the local flora and fauna (any appropriate Knowledge or Profession (DC 20)) will reveal the naquadah. This will probably have the most dramatic effect on players if their characters only get around to the analysis after they've eaten a few local meals...

Finally, the simplest – though not necessarily easiest – way for characters to become aware of Hou Kainga's naquadah is through conversation with Tangaroa or one of his subordinate Goa'uld or Jaffa. Every member of Tangaroa's "staff" has been here for at least 50 years and is well-aware of his experiments and agenda. Of course, a civilized face-to-face conversation with one of these individuals is likely to be difficult.

"YEAH, SURE, HAVE AN APPLE. WHAT COULD HAPPEN?"

- COL. JACK O'NEILL

PEARLS BEFORE SWINE

Hou Kainga has several species that are close parallels to Earth plants and animals. One which visitors may find particularly noteworthy is the local oyster equivalent. Hou Kaingan oysters regularly grow as large as several feet, and produce correspondingly huge pearls. The manner in which these oysters secrete the layers of material that make up the pearls, however, concentrates the naquadah in the oysters' environment in a unique crystalline structure. Radioactive decay makes these pearls slightly warm to the touch, and a sufficiently energetic impact can result in an explosion of startling force (*see the sidebar on page 35 for more*).

ISLANDS OF GHOSTS

The gradual dispersion of the Hou Kaingans across the planet led to the establishment of many isolated communities. Many such villages have been the subjects of small-scale experiments by Tangaroa, testing one "improvement" or another before introducing it into the general population. The less successful experiments have resulted in small-scale extinctions over the course of one to three generations. Hou Kaingans regard such islands as haunted and will do virtually anything to avoid them, to the point of willingly sailing into a hurricane rather than touching such accursed ground.

TAHITIAN NAMES

The humans on Hou Kainga are unlikely to become adversaries for a visiting SG team, and so have not received detailed NPC treatment. However, it's a rare GM who doesn't come up short for appropriate-sounding local names every once in a while. Below is a sample list of Tahitian names for use with Hou Kaingan natives.

Male	Female
Arupaeo	Aimata
Mahine	Faahotu
Mare	Maimiti
Menalee	Mareva
Minarii	Mauatua
Niau	Obuarei
Omo	Teatuahitea
Otoo	Teehuteatuaonoa
Paofai	Teio
Pomare	Teraura
Teimua	Tinafornea
Tepau	Toofaiti
Tetahiti	Vahineatua

BAD MOON RISING

Tangaroa's research facility is not located on Hou Kainga itself. Rather, it's a subterranean facility on the face of Hou Kainga's single moon. This extensive base is capable of housing many more inhabitants than its current complement of a half-dozen Goa'uld scientists and about fifty Jaffa. Assignment to the Hou Kainga facility is seen as an easy retirement position for Olukun's most trusted Magi-Uchawi Jaffa and their families, who often choose to establish secondary homes on uninhabited islands. Travel to and from the planet is facilitated by an extensive network of transport rings, with at least one ring on each settled island cluster and four separate rings on the island containing the Stargate. To keep inquisitive Hou Kaingans from stumbling upon the base, there are no ground-based controls for these rings – travelers must take their own or risk being stranded. The base possesses a single poorly-maintained teltac used for installing new transport rings on islands without them, but has no death gliders.

NPCs

TANGAROA, THE FATHER OF THE SEA

In Polynesian myth, Tangaroa is a sea deity, one of the two sons of the earth-goddess Papa. Huge in size, he takes a full day to draw a single breath, and the tides are the products of his exhalations. He is the father of all sea creatures, including merfolk – from whom, in turn, humanity sprang.

The irony of his own attempts to reverse this process is not lost on the Goa'uld who wears this god's identity. Tangaroa is, by Goa'uld standards, hopelessly insane: he cares not one whit for direct worship, as long as the humans under his charge pay respect to the various identities he assumes. This ability to remain detached from the Hou Kaingans makes him a more effective scientific observer than many Goa'uld of his rank, though he would quickly deny such a charge.

Tangaroa is one of Olukun's oldest lieutenants, though not the most trusted by any means. Olukun mainly values his subordinate's uncanny capabilities in genetic engineering. When Nirrti was alive, Olukun habitually kept several *cursor'va* informers within Tangaroa's staff to watch for any sign of contact with his treacherous former ally. Many of these agents remain on duty even after Nirrti's destruction, ensuring that Tangaroa does not turn his work toward treacherous ends.

In truth, Olukun's suspicions are unfounded. Tangaroa knows his limitations, and does not believe himself capable of successfully defying his master's will. He believes his best chance for success and eventual reward is to continue with his experiments upon the Hou Kaingans. He hopes to eventually produce a near-human race that, once indoctrinated into the Goa'uld ways of war, can meet and defeat the Ohnes on their own ground.

As a demonstration of pride and faith in his own work, Tangaroa has taken hosts exclusively from the Hou Kaingans since beginning his experiments on them. He currently wears the body of a handsome young man in his early twenties, with the barrel chest and slightly webbed fingers characteristic of the planet's inhabitants.

TANGAROA (GOA'ULD OVERLORD)

Specialty: Goa'uld Spy

Rank: N/A

Class: Scientist

Level: 8

Strength:	12	Dexterity:	13
Constitution:	14	Intelligence:	18
Wisdom:	16	Charisma:	14
Vitality:	55	Wounds:	14

Defense: 17 (+1 Dex, +6 class)

Initiative Bonus: +4 (+1 Dex, +3 class)

Speed: 30

Fort: +4

Ref: +3

Will: +9

Special Qualities: Brilliant +1, dominated body, immunity to disease, improvise +4, inherited memory, long life, parasite, PhD (Knowledge (Biology)), *professor*, radiation resistance +6, research (inspiration 1/session; Boating, Swim in-class).

Skills: Bluff +6, Boating +7, Concentration +12, Disguise +8, First Aid +14, Hide +7, Intimidate +6, Knowledge (Biology) +25, Knowledge (Goa'uld) +12, Knowledge (Medicine) +18, Mechanics +10, Move Silently +7, Surveillance +14, Survival +9, Swim +12, Xeno-Cultures +9, Xeno-Languages +8.

Feats: Advanced Skill Mastery (Scholarly), Alien Healer*, Aquatic Training, Armor Group Proficiency (Light), Naquadah Sense, Scholarly, Stealthy, Weapon Group Proficiency (Melee, Handgun).

* Tangaroa possesses the Alien Healer feat despite its normal species prerequisites, due to his extensive genetic and medical research.

Attacks

Unarmed	+5	1d3+1 (subdual)
Kinetic blast	+1	2d6 and 2d6 subdual
Zat'nik'tel	+5	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Healing device, kara kesh, zat'nik'tel.

GEL TOB, THE PENNANGALAN

Gel Tob is Tangaroa's right-hand Jaffa, an ebon-skinned giant appearing to be in his late forties. Once a simple warrior, his was identified by Tangaroa for his quick and curious mind, and has become a combination of laboratory assistant and field researcher over the past few decades. His usual duties outside the research complex require him to supervise the collection of blood and tissue samples from Hou Kaingans under the guise of the pennangalan (see *Plot Hooks*, right). To this end, he has become a master of stealth and camouflage, and is capable of waiting in ambush for half the night until an appropriate victim appears. Any SG team encountering him and his fellow Jaffa will be hard-pressed to pin them down.

GEL TOB (SUPPORTING NPC)

Specialty: Jaffa Magi-Uchwai

Rank: N/A

Class: Scout/Guardian

Level: 4/2

Strength:	16	Dexterity:	15
Constitution:	17	Intelligence:	15
Wisdom:	12	Charisma:	8
Vitality:	57	Wounds:	17

Defense: 18 (+2 Dex, +4 class, +2 natural armor)

Initiative Bonus: +6 (+2 Dex, +4 class)

Speed: 30

Fort: +10 **Ref:** +4 **Will:** +5

Special Qualities: Bushmaster (Endurance), enforcer, radiation resistance +4, rough living +2, sneak attack +1d6, soak 1/session, *trailblazer*.

Skills: Boating +7, Concentration +3, First Aid +4, Handle Animal +3, Hide +13, Intimidate +9, Knowledge (Medicine) +6, Listen +8, Move Silently +13, Spot +8, Survival +14, Swim +14.

Feats: Aquatic Training, Armor Group Proficiency (Light, Medium, Heavy), Endurance, Holding Basics, Outdoorsman, Stealthy, Symbiote (Shallow Breathing Trance), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle).

Attacks

Unarmed	+8	1d3+3 (subdual)
Knife	+8	1d6+3 (normal, error 1, threat 20, range 5 ft./25 ft.)
Zat'nik'tel	+7	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Medical sampling equipment, obsidian knife, zat'nik'tel.

PLOT HOOKS

With ocean covering 85% of its surface, Hou Kainga is home to ferocious superstorms. Most hurricanes on the planet's surface are spawned in the equatorial regions and grow in force as they move north or south, but occasionally a rogue storm can drift eastward, ravaging every island in its path. The heavy rains might be enough to temporarily flood the crater in which the planet's Stargate sits, or a tidal wave could threaten to wash over all but the highest points of an island chain. Emerging from the gate into literal sheets of water is enough to test even the toughest SG team's composure. Alternately, a team might arrive immediately after such a storm – or while its eye is over the island – and find themselves in a unique position to provide time-critical lifesaving or disaster relief to the Hou Kaingan survivors. An entire mission could be devoted to dealing with this sort of natural disaster without ever involving Tangaroa's experiments.

As an alternate “disaster movie” mission, a volcanic eruption can jeopardize a village just as easily as a hurricane could. While the GM probably shouldn't cause the volcano housing the Stargate to erupt (and permanently maroon the team on Hou Kainga), every island on the planet is volcanic in origin and some of them might still be growing. For that matter, the appearance of a new island – perhaps complete with a lava flow of molten naquadah – could be a dangerous opportunity for an enterprising team. Detailed rules for the hazards of volcanic eruptions can be found in the *Stargate SG-1* core rulebook, pages 432-433.

Pacific Rim myth speaks of the pennangalan, a type of vampire indistinguishable from a human by day. By night, however, it detaches its head and entrails from its torso and flies through the air, seeking hapless lone individuals to attack. It strangles its prey with its dangling digestive tract, then drinks the victim's blood before returning, satiated, to its torso. As its bloated organs are now too large to fit within its abdominal cavity, the pennangalan must soak itself in vinegar before it can resume its human guise. If it cannot return to its body before dawn – for instance, if the body is moved by an enterprising hero – the pennangalan will burst into flame at the touch of the sun's rays.

During specific cycles of the moon, each village on Hou Kainga is subject to strange nocturnal predations. Individuals sleeping alone, or out and about at night, experience periods of missing time, awakening late in the day with bruised throats, light heads, and puncture marks on their necks. On rare occasions, a lone victim is found dead, horribly mutilated with his throat torn out – yet with surprisingly little blood spattered about the area. The elders of the village shake their heads, make warding signs against evil, and murmur that the victim must have gazed upon the visage of the pennangalan, which killed him to keep its identity secret.

For four hundred years, the pennangalan myth has been the most successful camouflage by which Tangaroa and his researchers have collected the blood and tissue samples necessary for their work. A well-applied choke hold or a blast from a zat'nik'tel provides the unconsciousness and short-term memory loss necessary for the victim to rationalize the attack within his own mythology, and a

slightly modified medical sampling tool inflicts minor wounds like those which would be expected of a fanged creature. If a victim awakens during the sampling and sees through the ruse, it's a simple matter for the Goa'uld or Jaffa performing the procedure to tear out his throat with a locally-made knife.

The apparent lack of Goa'uld involvement on Hou Kainga can easily lead a visiting SG team to conclude that the pennangalan is a local predator or the like. A canny GM who knows his players can easily spin the native tales of the monster and the limited forensic evidence left by its attacks into a web of misdirection that the team may not penetrate until the "pennangalan" comes for them.

LIRA-KE (PZ4-669)

Thermosphere: Cool (CR 0; standard orbit; 2d20° F).

Atmosphere: Normal (CR 0; 0.9 atmospheres; Auto: None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Super-humid (CR 0; daily weather 1-72: none, 73-75: flood 1d10 MPH, 76-77: flood 1d10+10 MPH, 78: flood 1d10+20 MPH, 79-88: rain (2d4 in.) or snow (2d6in.), 89-95: thunderstorm or snowstorm, 96-98: hurricane or blizzard; 99: wind 1d10MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 50 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20° F; 51-75: autumn, unchanged; 76-100: winter, -2d20° F).

Anthrosphere: 4,050,000 natives (4,000,000 in the capital city); Electronic (6 picks, 4 RP); Theocracy; Neutral (no change to disposition checks); Expansionistic (4,000 soldiers, squad size 2d4 soldiers); Very Poor civil rights.

Origin: Roman.

Stargate Location (urban region): The middle of the city of Serquet, isolated as both a monument and mode of transportation.

TERRAIN

The megapolis which spreads out around the local Stargate's dais is called Serquet, after one of its ruling goddess's many aliases. The city is a series of sprawling ethnic barrios broken up by palazzi where different groups come together. While the majority of subjects are of Egyptian/Roman descent, there are also Greek, Phoenician, and a smattering of Eastern European minorities present. High steel-and-glass skyscrapers dominate the center of Serquet and give way to older stone terraces, concrete bridges, and marble stairs along the outskirts.

Beyond the agricultural farms and the ruins of the oldest cemeteries at the cities' limits, Lira-ke is an untamed wilderness full of hostile flora and fauna. A certain percentage of the population escapes to this part of the planet every year, but most don't know how to "rough it" in the tropical jungles, and die within a few months. However, off-planet scans show signs of smaller settlements deep in the forest, where Lira-keans may be living outside of Selket's control. Jaffa patrols occasionally seek to uncover and destroy these settlements, with limited success.

HISTORY/CULTURE

Lira-ke is under the dominion of the Goa'uld Selket – creator of the ashvak assassins – and as such remains a formidable target for SG teams. Everything about the planet – its residents, natives, and culture – stems from the goddess who rules it.

In legends, Selket was petitioned as the protector of innocents and defender against scorpion bites. She is also reputedly one of the goddesses who "bound" Apophis. Images of her go back to Ancient Babylon, where a scorpion/hunter figure is depicted in temple paintings. She eschewed the traditional routes to System Lord power: accumulation of Jaffa troops and material resources. Instead, she built up her unseen armies of assassins from the disaffected ranks of lesser Goa'uld, and instituted an intensive and brutal program intended to turn out the coldest guild of hired killers ever known. Combined with her operatives' abilities as spies and intelligence agents, Selket's tendencies have stood her in good stead to build a small but unassailable empire which has survived since the revolt on Earth. Lira-ke is a vital part of her dominion.

The greatest exports of Lira-ke are ship-building and electronics hardware. Most of Selket's own *ha'taks* and *teltacs* are constructed here, as well as a large number of death gliders. Several other System Lords also contract her for the basics – though not the specifics – of their own ships to be assembled here; while none trust Selket's people enough to construct an entire ship, individual parts are sometimes produced on Lira-ke for export.

A secondary, illegal trade surrounding Selket's off-world pharmaceuticals flourishes in the back streets of the docking districts and in the lower-status and economic areas. While these drugs are consumed by all classes, most who buy them must deal directly with the back-alley suppliers. Middle men on Lira-ke have often betrayed both buyers and sellers to Selket's agents for profit, so each side of the equation is wary of outsiders and unlikely to trust someone "negotiating" for a third party. These drug runners have well-concealed teltacs and small scout ships that make the run to other worlds where most of these substances are grown and cultured. In case of an emergency, they will (for a very large fee) transport people off-world to a second planet which contains a Stargate. But they will not do this for those suspected of serving Selket; they are far too afraid of the consequences should they be caught.

The Lira-keans are actually ahead of Earth technologically, but high-tech devices are used sparingly. Most of the population lives a late 20th-century lifestyle, aside from the inescapable public (and often private) surveillance devices which the authorities use to keep tabs on them. However, those who have regular dealings with Selket's court and the Jaffa and Goa'uld may possess Goa'uld communication devices, advanced computer links, and access to public transport rings. Movement around the cities by transport rings is under constant surveillance, but is often used to save time and money in transporting materials and personnel. Certain sectors of the ship-building yards and electronics construction industries are contained by Goa'uld force fields and security identification codes, as well as the presence of Jaffa guards.



Selket is the supreme ruler of the planet, but for much of the year, she is overseeing other properties and concerns as well. In her absence, the *de facto* ruler is Tehret, her Goa'uld governor, who reports directly to her. Tehret is by all reports extremely strict, following the laws and regulations to the letter, and utterly without mercy. He rose through the ranks of the ashvak to the position he holds today, and can be counted on to remember his training as an assassin when dealing with threats to his position. Beneath him are several Jaffa Second Primes and captains, who command the 15,000 permanent troops stationed on Lira-ke. Such a number would be considered too few to contain the four million residents of the capital city, except that there are approximately a thousand ashvak acolytes on-planet willing to kill members of the population without warning or cause. This results in a high state of anxiety and compliance with most rules as set down by the government. There is no free press, no appeal of judicial sentences, and no guarantee of personal privacy within the city limits.

Worship of Selket is the only legally sanctioned religion on Lira-ke. Selket's priests and priestesses administer affairs in her healing temples, as well as the temples of worship. A combination of priests, ashvak and Goa'uld bureaucrats control the taxes, contracts, and commerce on the planet, with a proportion of all profits going directly to Selket. Worship of other deities (i.e., Goa'uld) is punishable by death without a trial; even the accusation has been known to ruin families. More often, however, these accusations or suspicions are brought out during one of the Festivals (*see below*), when certain family members are designated as targets for the ashvak acolytes.

The priests use Goa'uld healing devices in order to cure disease and repair any bodily damage the Lira-keans may contract. However, the loyalty of the subject is often the determining factor in whether treatment is received or not. Secretly, a handful of healers operate undercover on the docks, in order to help those whom they were forbidden to

treat. The Jaffa turn a blind eye to their activities, as long as they are discreet.

The citizens of Lira-ke live a profitable, luxurious life for the most part of the year, reaping the benefits of their protection by Selket, their shipbuilding and electronics industry, and their place as a major contact post for the ashvak and healing priestesses. But five times a year, the planet holds a Festival of Life and Death: religious "celebrations" to honor their goddess. For the five days each festival lasts, no subject is safe; anyone walking down the street could be marked as a target for execution by the acolytes of Selket, and hunted across the sprawling megapolis before being brought before the System Lord for execution.

The festivals actually serve as training exercises for new ashvak. The assassins set targets for each other in order to see who can accumulate the most silent, untraceable kills before the end of the festival. Certain segments of the population are designated off-limits, including those families who have already lost members to the Festivals or who provide vital functions in Selket's regime. The rest are fair game, with a minimum expected kill count of five subjects per ashvak. All methods of tracking in an urban environment are utilized: computerized monitoring of public venues, disguises in the hectically celebrating crowds, teaming up to herd prey into a trap, and kidnapping from secured locations. No harm is allowed to come to the victims during the abductions, and they must be returned intact to Selket's palace in order to count as kills. All victims are then ritually sacrificed on the last day of each festival, the only days of the year when Selket's presence on-planet is guaranteed. The families of the victims receive compensation for their loss. Goa'uld are immune from attack during four of the five ceremonies, and most make it a point to be off-world during the fifth — the year-ending Festival of Darkness and Stars.

Participation in the Festivals is mandatory: all subjects receive either a gold, silver, or copper bracelet to be worn at all times during the festivities, which cannot be removed without a priest's electronic key. These bracelets designate those who are under the protection of Selket (for loss of previous family members, or need for their skills in ship building); those who are under a death sentence for treason or heresy, who are being allowed the run of the Festival and can not be captured until the last day; and those who are viable targets for the ashtrak. There is a rumor that certain electronics experts have fabricated a key to these bracelets, so that individuals can replace theirs with a gold "protected status" bracelet, but so far, no such individual has made contact with any of the SGC's operatives.

In spite of these gruesome customs – or perhaps because of them – Lira-ke is a peaceful planet, with a very low crime rate and strong bonds within the community. It is rumored that secret police patrol the general population, and are constantly alert for Tok'ra and System Lord spies. It is more likely that the ashtrak acolytes are constantly training in the midst of the general population, honing their skills without taking lives. A black market in drugs is allowed to flourish in order to provide canon-fodder who will not be missed during the Festivals.

Lira-keans favor traditional nuclear families, with an emphasis on child-bearing to replace those killed during the ceremonies. Men and women are of equal legal status and possess the same rights; most marriages are not pre-arranged, but entered into after receiving the consent of both families. Certain families have been isolated from the general population, due to some slight against the goddess, but such occurrences are minimal. Selket is a capricious ruler, and her wrath requires little justification. Only the most daring or defiant are unable to obtain legal work. Those who are left without a job often join the black-market operations in drug smuggling.

The cities feature night clubs, theaters, and coliseums where thrill sports are practiced by the younger subjects. After-hours bars also show a thriving trade in mind-altering substances, although they are officially forbidden by the planetary governor. With a subculture of "risk-takers" growing up around the planet's brutal religious festivals, many of Selket's subjects have evidenced a kind of reckless death-wish mentality, and often test the limits of the Jaffas' tolerance with deadly results. While many of these younger Lira-keans could assist in an uprising or revolt, their erratic behavior makes them questionable assets at best.

Arriving on Lira-ke undetected is not easy. Usually, SGC operatives must sneak on-planet using teltacs and Tok'ra contacts. It is not safe to use the Stargate, since it is guarded around the clock, and any visitors not cleared by Selket are immediately taken into custody. SGC agents must arrive either by setting their transport down somewhere in the jungle and then hiking in to Serquet, or by being smuggled into the planet's docking yards via black market privateers. Immediately upon arrival, or ideally, prior to arrival, SGC personnel must obtain false identifications and authorizations. Random checks of identity papers are common and it is unlikely that personnel could go longer than one week before being accosted by civil authorities and asked to identify themselves.

NOTABLE FEATURES

The most important location on Lira-ke is Selket's temple, on the outskirts of the city. It appears to be an outdoor dais topped by a 7-ft. high quartz obelisk, with carvings dedicated to the Scorpion Goddess. In actuality it is a cybernetic interface where Goa'uld System Lords may make their "appeals" to Selket for assassination contracts. These requests are beamed to her secret complex somewhere on the planet, and confirmation is sent when the assigned ashtrak makes his or her way into the System Lord's court and reports for duty – without being detected prior to revealing his or her identity.

Selket's secret complex is usually deserted, except when she is on-planet in which case it serves as her headquarters and preparation station for her public appearances. A small pyramid buried beneath the jungles some 120 miles south of the capital, it serves as a landing pad for her ha'tak, as well as a holding area for captives taken during the Festivals, prior to their public executions. Access to this temple can be gained either via teleportation rings embedded at the obelisk, or through secret routes known only to the Jaffa, priests, and ashtrak. Not even the Goa'uld who serve Selket know the precise location of her temple, although its general location has been narrowed down to the area described above.

The Stargate stands in the center of Serquet, with an open parkland surrounding it on all sides for 200 yards. There is no cover in between the stone walkways and bridges on each side, and the grassy lawn leading up to the gate. A minimum of ten Jaffa are always on duty here – protecting it from use by the general population – armed with staff weapons and one pulse cannon permanently trained on the gate.

Npcs

SELKET, EGYPTIAN GODDESS OF MEDICINE AND MAGIC

Selket has had little direct contact with the SGC, since her activities do not technically place her among the ranks of System Lords. But her minions are among the most tenacious foes an SG team can encounter. The ashtrak, fear-some assassins, are Selket's brain-child. She organized them, trained them under her wing, and now commands them as a private army of elite killers.

She has little power beyond the ashtrak, but she truly doesn't need it. The System Lords fear her, and ostensibly more powerful Goa'uld must expend considerable resources to hold onto what they have. Selket, on the other hand, knows that power can be measured in more than Jaffa and ha'taks. Hers comes from respect, from the unseen tendrils that bind other Goa'uld to her, and from the look in the System Lords' eyes whenever they approach her for a contract. Let them have their vast empires; she knows how easily she can bring them all crashing down.

Naturally, her position has instilled a deep-seated paranoia in her: a weakness which may yet prove her downfall. One of the most successful ashtrak ever was Marduk, who left her ranks in a bid for personal power. Other ashtrak had done so in the past (the System Lord Kali, for example), but Marduk's defection resulted in widespread political upheaval among the System Lords and

significant loss of personnel and power for Selket. He went insane, killing indiscriminately before finally being entombed alive by his own priests. The lesson was not lost on Selket; not only had one of her former servants slipped wildly out of control, but the manner in which he was defeated – not by a Goa'uld but by simple priests – meant that a similar fate could easily befall her. (*More on Marduk and Kali can be found in the System Lords sourcebook.*)

In response, she instilled a new series of security protocols that even other System Lords considered excessive. It is rumored that brainwashing and post-hypnotic suggestions are now implanted in her ashvak, in order to avoid duplicity within her ranks. Her continued rivalry with Olukun for mastery of information-gathering has also led to her constant attempts to find new ways to disguise her operatives and avoid his intelligence gatherers as well. Perhaps most disturbingly, she insists on constantly changing her host body without warning. Her appearance may alter as often as one month to the next (it averages about twice a year), and her former host bodies are then ritually killed to prevent anyone using their remaining knowledge against her. Selket pioneered the techniques of host submission that allow the ashvak to quickly find new bodies, and so her recovery time after taking a new host is much lower than it is for other System Lords. Only her most trusted advisors know of her latest change. It is believed that she uses her time before her new identity is made public to inspect her students and subjects without their knowledge, accumulating intelligence on the unsuspecting, and attempting to avert what she regards as inevitable betrayal.

According to the Tok'ra's latest information, Selket and her assassins are responsible for their queen Egeria's disappearance and imprisonment by Ra over 2,000 years ago. After giving birth to the resistance movement, Egeria was marked for death by Ra, which led to her capture by ashvak contracted to the Supreme System Lord. Selket's part in bringing down the renegade helped her regain some of the power she lost after Marduk's defection, but it has also contributed to her paranoia regarding her enemies. The Tok'ra do their best to keep tabs on her, hoping to anticipate ashvak attacks against their numbers, and any Tok'ra found within her dominion are tortured for information before being destroyed, without exception.

Selket's personal life is a mystery. While it is rumored that she keeps Jaffa and human consorts for short periods of time, this cannot be confirmed, due to the confined and secretive nature of her court. Any consorts allowed into her inner sanctums are never seen outside of them again.

Selket does not have many personal enemies, since her business with the System Lords makes her a necessary part of their lives. While ashvak may be "bought" – that is, placed under permanent contract of another System Lord – they will always retain their first loyalty to their leader, and will not move against her or betray her whereabouts. Again, this is due to fear and indoctrination as much as loyalty – reportedly, one ashvak attempted to break all ties to Selket approximately 300 years ago; other ashvak hunted down the defector after six years, and scattered the pieces of his

host body and symbiote across five separate systems. Conversely, the services of an ashvak may be contracted for a one-time-only assassination, an agreement more common when the contractor wishes to remain anonymous (for whatever reason).

Selket does not associate much with other Goa'uld outside her assassination and intelligence consortiums, and in fact, has few true "allies" within the System Lord regime. However, she does have benefactors whose support keep less sanguine Goa'uld from actively trying to destroy her. These supporters include Lord Yu, who makes infrequent but necessary use of the ashvak, and Morrigan, who enjoys using terror weapons when other means of rule prove less successful.

SELKET (GOA'ULD OVERLORD)

Specialty: Goa'uld Warmaster

Rank: N/A

Class: Soldier/Pointman/Ashvak

Level: 5/5/3

Strength:	12	Dexterity:	15
Constitution:	13	Intelligence:	15
Wisdom:	15	Charisma:	14
Vitality:	96	Wounds:	13

Defense: 18 (+6 class, +2 Dex)

Initiative Bonus: +11 (+9 class, +2 Dex)

Speed: 30

Fort: +9

Ref: +8

Will: +11

Special Qualities: *Accurate*, armor use +1, assistance (½ time), damage reduction 1/–, dominated body, hand of shadow +2, immunity to disease, imperceptible 1/session, inherited memory, lead 2/session, long life, radiation resistance, *slayer*, tactics 1/session, the chosen +1, versatility (Cultures, Disguise, Gather Information, Intimidate, Listen, Move Silently, Search).

Skills: Balance +6, Bluff +10, Climb +3, Concentration +8, Craft (Weaponsmithing) +10, Cultures +8, Demolitions +6, Disguise +8, First Aid +6, Gather Information +11, Intimidate +11/+12, Listen +8, Move Silently +8, Profession (Assassin) +15, Profession (Interrogator) +8, Profession (Trainer) +12, Search +12, Sense Motive +8, Spot +8, Survival +6, Tumble +4.

Feat: Armor Group Proficiency (Light, Medium, Heavy), Expertise, Improvised Weapon, Martial Arts, Mobility, Naquadah Sense, Sidestep, Surge of Speed, Traceless, Track, Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical, Exotic), Zen Focus.

Attacks

Unarmed	+12	1d6+4 (subdual)
Kinetic blast	+13	2d6+3 and 2d6+3 subdual

Gear: Knife, kara kesh.

JESSINE, PRIESTESS OF SELKET

Like all of Selket's priests, Jessine has been injected with a small quantity of naquadah, which allows her to work the Goa'uld healing devices without the benefit of a symbiote. However, her abilities and position as one of four High Priestesses come with a high price: Selket has a history of taking her priestesses as hosts. Jessine is also required to prepare Selket's frequent new hosts for possession, a duty she finds painful and distressing. As one of Selket's inner circle, she has no choice about her service: should she express the wish to leave, she will be immediately executed for treason and her body burned without any ritual rites to speed her to the afterlife.

Jessine grew up within Selket's domain on Lira-ke, and was thrilled and honored to be accepted into priest's training. Advancing quickly through the healing schools, she was tapped for advanced training and cleared to use the Goa'uld healing devices by the end of her third year. Long experience has made her a skilled trauma surgeon as well as giving her exposure to several different kinds of diseases and disorders. Even by the standards of the Tauri, she would be considered a skilled doctor. However, Selket's policies have slowly soured her appreciation for her calling. If a patient on Lira-ke is indigent, they go untreated; if they offend Selket's officials they may be scheduled for "experimentation" with the newest drugs; and if they are found guilty of a crime, they are used as guinea pigs for new torture techniques, which the priests must witness and record. All of this left her deeply unhappy before Selket chose her as one of her personal high priestesses.

Jessine knows that if Selket ever believes herself to be in immediate danger, or simply wishes to switch bodies, she is on the short list of potential hosts. Long exposure to Selket and the ashvak has eroded her belief in the benevolence of her goddess, and some of Selket's personal quirks have led Jessine to question the Goa'uld's sanity as well. Selket's habit of executing her former hosts without compunction or ceremony also offends Jessine's still tightly-held beliefs, and were it not for the fact that she has nowhere to go and knows that the ashvak would hunt her down, she would have left Selket's service years ago. The knowledge that Selket prefers her company to that of the other three priestesses does nothing to reassure her of her safety; in fact, she believes that it is only a matter of time before she becomes the new "aspect" of her goddess.

Unable to trust anyone around her, and growing more and more desperate, Jessine would be on the verge of contemplating suicide, would she not be immediately revived in Selket's sarcophagus and tortured to death immediately after. The prospect of outside help may move her to acts of courage she never would be capable of otherwise.

JESSINE (SUPPORTING NPC)

Specialty: Lira-kean (Advanced Society Near-Human)

Rank: N/A

Class: Professional (medical doctor)

Level: 4

Strength: 10 **Dexterity:** 11

Constitution: 10 **Intelligence:** 14

Wisdom: 15 **Charisma:** 14

Vitality: 11 **Wounds:** 10

Defense: 12 (+2 class)

Initiative Bonus: +3 (+3 class)

Speed: 30

Fort: +2 **Ref:** +1 **Will:** +6

Special Qualities: +2 species bonus to Craft (Cooking) and Knowledge (Chemistry), specialty (Knowledge (Chemistry)/Profession (Healer)).

Skills: Concentration +7, Craft (Cooking) +11, Cultures +5, Diplomacy +5, Drive +2, First Aid +8, Hobby (Flowering Plants) +8, Knowledge (Chemistry) +13, Profession (Healer) +11, Profession (Pharmacist) +6, Spot +4.

Feats: Armor Group Proficiency (Light), Coolness Under Fire, Ordinary Past, Scholarly, Stone Cold, Weapon Group Proficiency (Melee, Handgun).

Background: At Risk (1), Doubting God (1).

Attacks

Unarmed	+2	1d3 (subdual)
Kinetic blast	+2	2d6 and 2d6 subdual

Gear: First aid kit, healing device, kara kesh.



GERAINT/MATTHIS, TOK'RA SPY AND SCRIBE

Geraint is employed as a mid-level scribe in one of Selket's courts on Lira-ke, in charge of accounting for the ashraks' contracts. As such, he often has access to information about new targets, though the high level of security and paranoia surrounding Selket's regime makes it extremely difficult for him to get the necessary information out to the Tok'ra – a constraint which he finds frustrating and demoralizing. However, recent contact with paid mercenaries has opened a more reliable method of communication, albeit one to which the most sensitive information cannot be trusted.

While maintaining his cover, Geraint has been dismayed to find himself developing a fascination with Jessine, despite his hatred for Selket and her followers. He and his host, Matthis, find her devotion to helping her patients and the victims of Selket's regime admirable, and they have also noted that she frequently appears to be miserable during the more brutal pharmaceutical "testings." He does not dare trust her with his real identity or purpose, but has found himself tracking the High Priestess's movements for no discernible reason.

Matthis's family was killed by Kali during one of the "mock wars" held between the System Lords, and he joined the Tok'ra and became Geraint's host in order to strike a blow at the Goa'uld. However, his prior life as a scholar has made his new career as a covert operative extremely difficult. A more experienced Tok'ra was executed just prior to his arrival in Selket's court, which has left him with no one to rely on beyond his symbiote. They have grown extremely dependent on each other, with no other contact with anyone aware of their true identities in over two years.

Geraint's usual duties take him into the lesser-patrolled parts of the capital city, and he has set up a relay of information through the local underworld which flourishes on bootleg medical supplies and intoxicants. As an ostensible Goa'uld, he is usually safe from the aggressions of the ashrak, and during four of the five Festivals of Life and Death, he is legally immune from being targeted. He uses these advantages to get as much information out to his fellow Tok'ra as he can.



LOW-LEVEL GERAINT/MATTHIS

Specialty: Tok'ra Undercover Operative

Rank: N/A

Class: Scientist

Level: 4

Strength:	10	Dexterity:	10
Constitution:	10	Intelligence:	16
Wisdom:	14	Charisma:	12
Vitality:	23	Wounds:	10

Defense: 13 (+3 class)

Initiative Bonus: +2 (+2 class)

Speed: 30

Fort: +1

Ref: +1

Will: +6

Special Qualities: +4 to Bureaucracy and Gather Information when dealing with Goa'uld and subordinates, improvise +2, immunity to disease, inherited memory, long life, PhD (Cryptography), *professor*, radiation resistance, research (Bureaucracy/Gather Information), shared body, symbiotic bonding.

Skills: Appraise +7, Bluff +3*, Bureaucracy +3, Computers +8, Concentration +8, Cryptography +17, Diplomacy +5, Electronics +7, First Aid +3, Forgery +8, Gather Information +4, Knowledge (Goa'uld Politics) +10, Languages +5, Listen +8, Mechanics +5, Profession (Infiltrator) +6, Profession (Scribe) +6, Search +8, Sense Motive +7, Spot +9, Surveillance +8, Xeno-Languages +5.

* This can only be used untrained – no skill ranks.

Feats: Advanced Technology, Alertness, Armor Group Proficiency (Light), Naquadah Sense, Scholarly, Traceless, Weapon Group Proficiency (Handgun, Melee).

Background: Long-Term Mission (1), Forbidden Love (1).

Attacks

Unarmed	+2	1d3 (subdual)
Kinetic blast	+2	2d6 and 2d6 subdual

Gear: Fine clothes, official records, kara kesh.

MID-LEVEL GERAINT/MATTHIS

Specialty: Tok'ra Undercover Operative

Rank: N/A

Class: Scientist/Field Analyst

Level: 7/2

Strength:	10	Dexterity:	11
Constitution:	10	Intelligence:	17
Wisdom:	14	Charisma:	12
Vitality:	50	Wounds:	10

Defense: 18 (+8 class)

Initiative Bonus: +4 (+4 class)

Speed: 30

Fort: +2

Ref: +5

Will: +7

Special Qualities: +6 to Bureaucracy and Gather Information when dealing with Goa'uld and subordinates, brilliant +1, evidence analysis (Analyst), *eye for detail*, favor for a favor 1/session, immunity to disease, improvise +4,

inherited memory, long life, PhD (Cryptography), *professor*, radiation resistance, research (Bureaucracy/Gather Information), shared body, symbiotic bonding.

Skills: Appraise +10, Bluff +10, Bureaucracy +7, Computers +9, Concentration +10, Cryptography +22, Diplomacy +5, Electronics +8, First Aid +4, Forgery +14, Gather Information +15, Knowledge (Goa'uld Politics) +12, Languages +5, Listen +13, Mechanics +5, Profession (Infiltrator) +9, Profession (Scribe) +9, Search +13, Sense Motive +10, Spot +13, Surveillance +15, Xeno-Languages +8.

Feats: Advanced Skill Mastery (Alertness), Advanced Technology, Alertness, Analyst, Armor Group Proficiency (Light, Medium), Master Fence, Naquadah Sense, Scholarly Traceless, Weapon Group Proficiency (Handgun, Melee).

Background: Long-Term Assignment (1), Forbidden Love (1).

Attacks

Unarmed	+4	1d3 (subdual)
Kinetic blast	+4	2d6 and 2d6 subdual

Gear: Fine clothes, official records, kara kesh.

HIGH-LEVEL GERAINT/MATTHIS

Specialty: Tok'ra Undercover Operative

Rank: N/A

Class: Scientist/Field Analyst

Level: 7/7

Strength:	10	Dexterity:	12
Constitution:	10	Intelligence:	17
Wisdom:	14	Charisma:	12
Vitality:	80	Wounds:	10

Defense: 23 (+12 class, +1 Dex)

Initiative Bonus: +7 (+6 class, +1 Dex)

Speed: 30

Fort: +4 **Ref:** +8 **Will:** +9

Special Qualities: +9 to Bureaucracy and Gather Information when dealing with Goa'uld and subordinates, brilliant +1, evidence analysis (Analyst, Advanced, Grand, False Start), evidence analysis (Analyst), *eye for detail*, favor for a favor 2/session, immunity to disease, improvise +4, inherited memory, leap of logic 1/session, long life, PhD (Cryptography), *professor*, radiation resistance, research (Bureaucracy/Gather Information), shared body, shutterbug, symbiotic bonding.

Skills: Appraise +13, Bluff +16, Bureaucracy +10, Computers +12, Concentration +10, Cryptography +27, Diplomacy +9, Electronics +8, First Aid +4, Forgery +14, Gather Information +21, Knowledge (Goa'uld Politics) +15, Languages +6, Listen +17, Mechanics +5, Profession (Infiltrator) +11, Profession (Scribe) +11, Search +18, Sense Motive +13, Spot +16, Surveillance +20, Xeno-Languages +8.

Feats: Advanced Skill Mastery (Alertness, Analyst), Advanced Technology, Alertness, Analyst, Armor Group Proficiency (Light, Medium), Extra Supplies, False Start (Analyst), Flawless Identity, Grand Skill Mastery (Analyst),

Master Fence, Naquadah Sense, Scholarly Traceless, Weapon Group Proficiency (Handgun, Melee).

Background: Long-Term Assignment (1), Forbidden Love (1).

Attacks

Unarmed	+8	1d3 (subdual)
Kinetic blast	+9	2d6 and 2d6 subdual

Gear: Fine clothes, official records, kara kesh.

ASUL, FIRST PRIME OF SELKET

Despite long years of faithful service as Selket's First Prime, Asul still does not receive the normal level of respect and trust. Selket's paranoia is such that she holds his children and grandchildren on a different planet, under constant guard and surveillance against their grandfather's continued performance. While his innate loyalty to his goddess would not lend itself to questioning her orders or manner of rule, her constant mistrust has undermined his respect for her.

Selket's occasional erratic behavior after taking a new host has also provoked him to fear for his children's welfare. While he is not the type of Jaffa who would ever lead a rebellion against his god under normal circumstances, the constant atmosphere of risk surrounding his offspring has modified his attitude to the point of desperation. If his children were to be removed from the balance of power between himself and Selket, his next course of action could not be predicted.

Outwardly, Asul is stoic and calm, with no difficulty in accomplishing the goals Selket sets for him. However, it has been observed that he is often in *kelno'reem* when not required to wait on Selket, and he has been seen visiting the graves of her victims on the Days of Remembrance, bringing offerings to those he has executed. His men trust him implicitly – more than they trust their overlord – and would follow him into any battle without question. His separation from his family has only increased their respect for him, but none are willing to openly defy Selket and her invisible legions of assassins.

LOW-LEVEL ASUL

Specialty: Jaffa Serpent Guard

Rank: First Prime

Class: Guardian/Prime

Level: 6/1

Strength:	15	Dexterity:	13
Constitution:	14	Intelligence:	10
Wisdom:	11	Charisma:	14
Vitality:	67	Wounds:	16

Defense: 16 (+5 class, +1 Dex)

Initiative Bonus: +4 (+3 class, +1 Dex)

Speed: 30

Fort: +8 **Ref:** +4 **Will:** +6

Special Qualities: Accelerated healing, death squad +1 attack/save, enforcer (Basic, Advanced), *prepared*, radiation resistance, soak 1/session, *unbreakable*.

Skills: Balance +5, Climb +6, Concentration +7, Intimidate +15/+15, Jump +4, Move Silently +4, Pilot +4, Profession (First Prime) +1, Spot +5, Survival +5, Tumble +4.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Hard Core, Power Attack, Rapid Healing, Stone Cold, Symbiote, Toughness, Weapon Group Proficiency (Hurled, Handgun, Melee, Rifle).

Background: Blackmailed (1), Doubting God (1).

Attacks

Unarmed	+8	1d3+2 (subdual)
Staff weapon	+7	6d6 (normal, error 1-2, threat 18-20, range 75 ft., qualities and mods AP, AK)

Gear: Jaffa armor, staff weapon.

MID-LEVEL ASUL

Specialty: Jaffa Serpent Guard

Rank: First Prime

Class: Guardian/Prime

Level: 8/4

Strength:	15	Dexterity:	14
Constitution:	14	Intelligence:	10
Wisdom:	12	Charisma:	14
Vitality:	109	Wounds:	18

Defense: 19 (+7 class, +2 Dex)

Initiative Bonus: +7 (+5 class, +2 Dex)

Speed: 30

Fort: +12 **Ref:** +6 **Will:** +9

Special Qualities: Accelerated healing, death squad +1 attack/save, enforcer (Basic, Advanced), *prepared*, radiation resistance, ring of defense 1/session, Second Prime, soak 2/session, *unbreakable*, uncanny dodge (Dex bonus).

Skills: Balance +8, Bureaucracy +3, Climb +7, Concentration +10, Diplomacy +3, Hide +4, Intimidate +20/+20, Jump +5, Listen +3, Move Silently +6, Pilot +6, Profession (First Prime) +4, Search +2, Sense Motive +2, Spot +7, Survival +8, Tumble +6.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Cleave, Enforcer, Glint of Madness, Great Cleave, Hard Core, Power Attack, Rapid Healing, Stone Cold, Symbiote, Toughness (x2), Weapon Group Proficiency (Hurled, Handgun, Melee, Rifle).

Background: Blackmailed (1), Doubting God (1).

Attacks

Unarmed	+13	1d3+2 (subdual)
Staff weapon	+13	6d6 (normal, error 1-2, threat 18-20, range 75 ft., qualities and mods AP, AK)

Gear: Jaffa armor, staff weapon.



HIGH-LEVEL ASUL

Specialty: Jaffa Serpent Guard

Rank: First Prime

Class: Guardian/Prime

Level: 10/7

Strength:	16	Dexterity:	15
Constitution:	15	Intelligence:	10
Wisdom:	12	Charisma:	14
Vitality:	151	Wounds:	19

Defense: 22 (+10 class, +2 Dex)

Initiative Bonus: +10 (+8 class, +2 Dex)

Speed: 30

Fort: +14 **Ref:** +9 **Will:** +12

Special Qualities: Accelerated healing (x2), death squad +1 attack/save and +2 damage, enforcer (Basic, Advanced), *prepared*, radiation resistance, ring of defense 2/session, Second Prime, soak 3/session, superior conditioning, superior metabolism, true warrior (1 grade), *unbreakable*, uncanny dodge (Dex bonus), voice of the masters.

Skills: Balance +10, Bureaucracy +4, Climb +9, Concentration +12, Diplomacy +4, Hide +6, Intimidate +33/+32, Jump +7, Listen +5, Move Silently +7, Pilot +7, Profession (First Prime) +6, Search +4, Sense Motive +3, Spot +8, Survival +10, Tumble +7.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Cleave, Cleaving Charge, Enforcer, Glint of Madness, Great Cleave, Hard Core, Power Attack, Rapid Healing, Stone Cold, Symbiote, Toughness (x2), Weapon Group Proficiency (Hurled, Handgun, Melee, Rifle).

Background: Blackmailed (1), Doubting God (1).

Attacks

Unarmed	+18	1d3+2 (subdual)
Staff weapon	+17	6d6 (normal, error 1-2, threat 18-20, range 75 ft., qualities and mods AP, AK)

Gear: Jaffa armor, staff weapon.

PLOT Hooks

Few System Lord subjects fear their ruler as much as the residents of Lira-ke. An uprising is unlikely to originate in the general population, due to the intimidation tactics of the ashtrak and the stranglehold Selket has on medical care. However, Selket's cruelty has fomented unrest within her own ranks, and while the ashtrak remain loyal, her Jaffa and retainers do not. Within her court, Selket has alienated all who have regular contact with her. Her sense of humor is sadistic and calculating, and her inability to trust even those closest to her fosters an atmosphere of paranoia. With the exception of those among her priesthood who share her interests in torture and mind control, most of her acolytes are terrified and disgusted by their goddess. It would take little effort to stage a coup within her court, were it not for fear of ashtrak reprisals. A swift assassination could be effective, but it would also have to be as flawless and untraceable as any murder she planned herself.

Of equal interest are her recently-acquired murder contracts. Some of those targeted for assassination are Tok'ra, while others are either sympathetic to the cause of the SGC or play a convenient role in the ongoing conflict with the System Lords. SG teams sent to the planet could save who knows how many lives by obtaining enough warning for the targets of ashtrak interest to flee. Additionally, any strategic information regarding the ships being built and designed here, as well as their ultimate destination, is of interest to both the SGC and the Tok'ra. Industrial espionage and theft, as well as sabotage, can be effective weapons in undermining Goa'uld rule, and reducing the number of ships available to the System Lords could set them back in their plans for conquest of numerous worlds.

It is also possible that Tok'ra agents or SGC operatives might be captured on Lira-ke if they are on-planet during one of the Festivals of Life and Death. If captured, the SGC would regard a rescue as imperative, since torture for information and a brutal execution would be the result. There is also the unpleasant possibility of brainwashing, since Selket employs techniques similar to those which create a *zatarc* (see the upcoming *Season Four Sourcebook* and the episode *Divide and Conquer* for more information). If any SGC personnel are captured they must not be allowed to remain in her hands.

Finally, the unhappiness of the general population, and the growing rebellion in the outlands can not be disregarded. It is not impossible that an armed group of civilians could overwhelm the ashtrak on the planet during the Festivals – especially if the Jaffa were undermined or diverted away at the critical juncture. Selket's subjects would welcome her death, and might even assist in restraining the ashtrak, if it became obvious that a coup d'état was in progress.

LONGINUS (P8V-239)

Thermosphere: Warm (CR 0; standard orbit; 2d20 +25° F)

Atmosphere: Normal (1.15 atmospheres; Auto: None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Humid (CR 0; daily weather 1-79: none, 80-81: flood 1d10 MPH, 82: flood 1d10+10 MPH, 83-91: rain (1d6 in.) or snow (1d10 in.), 92-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 50 miles of Stargate).

Seasons: Severe (1-25: spring, unchanged; 26-50: summer, +4d12° F; 51-75: autumn, unchanged; 76-100: winter, -4d12° F).

Anthrosphere: Varies. Longinus is a battleground world for the Goa'uld, who pit entire civilizations against each other for their own amusement; see History/Culture for more details.

Origin: Varies. See above.

Stargate Location (Goa'uld palace): The Stargate on Longinus is exclusively used by Goa'uld visitors, both commanders and spectators. It was originally located in a rocky field leading up to a precipice which overlooks a deep, verdant river valley. This made an excellent vantage point for the System Lords to observe combat going on below, so a dome has been raised over the Stargate and outfitted with amenities to serve the Goa'uld.

TERRAIN

Lush, wet, and teeming with (mostly botanical) life, Longinus' atmosphere is slightly more nitrogen-rich than Earth's – about 74% as opposed to 71% – but the partial pressure of oxygen is about the same. It experienced considerable tectonic activity not long after its formation, resulting in immense mountain ranges which have worn down (thanks to weathering and plant activity over millions of years) to about the height of Earth's Alps. Deep, still-widening rivers have carved their way through the mountains and formed fertile deltas along the coasts; at present, the coastal marshland is disappearing into the sea at the rate of about half an inch per year, and the gulfs just offshore are the site of annual red and green algal blooms due to the influx of nitrogen-rich soil.

The vast majority of the terrain is still untouched by human or Goa'uld incursion. Dense jungles, similar to the Yucatan or the Amazon basin, go on for millions of square miles throughout the tropical regions. Farther to the north and south, the forest thins out and wetland species take over – beeches, cypress, birches – near the coast, while grasslands prevail farther inland, dotted with woodlands primarily dominated by scrub evergreens. The northern and southern temperate regions are for the most part evergreen rain forest.

Settlement on Longinus has been confined to the second smallest of the planet's continents, a vaguely trapezoidal landmass with an immense V-shaped gulf nearly bisecting it from the south. The continent is dotted with the ruins of defeated cultures, with the oldest remains in the west, and younger and younger relics as one progresses eastward. The number of ruined cities is considerably smaller than the number of civilizations that have lived and died there. Archaeological investigation will reveal dead cities built on top of one another, like a multicultural excavation of the ruins of Troy. Newly transplanted cultures have adapted and rebuilt the ruins they discovered, only to be themselves eradicated and leave their own remains on the trash pile of history.

HISTORY/CULTURE

Longinus – a rich, green planet, similar in climate to a wetter, more atmospherically active Earth – was a gem amid rubbish, a pristine, fertile world surrounded by gas giants, airless balls of rock, and tiny, frozen planets with orbits so distant that their suns were indistinguishable from the backdrop of stars. As such, it went unnoticed by the Goa'uld for thousands of years, until a pair of deep-space probes discovered it within a few months of one another. Unfortunately, the probes belonged to Olukun and Yu, who both saw the world as a staging ground for further conquest, and who each vowed to claim as their own.

Olukun moved as quickly as he could, but had to marshal resources from several key worlds at different ends of his far-flung empire. By the time his fleets arrived to colonize P8V-239, Yu had already deployed several warships to keep any incursions from landing, and within a matter of days, Yu's colony ships reached the system as well. Faced with a standoff, the System Lords turned to their own special brand of diplomacy to resolve the impasse.

P8V-239 was a rich prize indeed, but not worth the cost that outright war would require. Recognizing this, Yu extended an offer: the dispute could still be settled through a display of military prowess, without the needless expenditure of one fleet or another. A "war-game" of this sort would also allow the rivals to settle once and for all a matter which had been an off-and-on point of pride for the both of them: whose chosen civilization really had the superior martial skills. After the briefest of deliberation, Olukun accepted the challenge. After all, fallen mortals were far more easily replaceable than Jaffa, especially with a rich world like Longinus to grow them on.

Once they had agreed on a site, each System Lord landed a human army approximately 5,000 strong – under the pretext of bringing them to a foretold "promised land" – and gave them instructions to secure the territory and wipe out any "barbarian invaders" they might come across. Within a week, scouts from both sides had discovered their intended opponents, and both armies prepared to move. Although neither side could communicate with the other, each knew what an army on the march looked like. Following their masters' orders, descendants of the Empire of Benin clashed with Sanguo (Three Kingdoms-era) China on the field of battle for the first time.

Yu's bold suggestion at first appeared to have been an error in judgment. Highly trained as they were, his soldiers were used to a structured and regimented lifestyle, which had suffered considerably during the journey to the new planet. With their morale down, Olukun's forces broke them in the first skirmish. Dismayed, but determined to engineer a second chance, Yu suggested that the contest be extended into a true mock war, with all the attendant complexities: allow each side the opportunity to settle, dig in, and establish strongholds, then send them against each other with all the resources of a full-fledged nation. Convinced that his chosen empire would continue to prevail, Olukun accepted the renegotiated terms, and the fight went on.

Ultimately, thanks to their superior skills in battlefield organization, the Chinese eradicated the Yoruba, so by rights, P8V-239 belonged to Yu. However, by the time the dust settled, neither System Lord was particularly concerned about the planet any more. The war-game had provided such excellent entertainment that the two agreed to share its ownership between them, so that they could continue to pit armies against one another. Before long, other System Lords got wind of the competition, and petitioned to enter their own armies. A bloody new hobby was born.

At first, the Goa'uld used Longinus only for large-scale combat, for which it is still infamous across the galaxy. However, it has also become customary for the System Lords to run smaller "trials" there as well, either to settle disputes or to test out new equipment and tactics. The Tok'ra have made the planet a priority, for the wagering and socializing which accompany the competition are a fertile ground for gossip and intelligence about possible Goa'uld activity (for those who can successfully navigate the social pitfalls, that is).

The planet got its name from the culture which to date has had the longest unbroken victory: descendants of the Roman Empire, which held the planet for Cronus for over two hundred years. About twenty years ago, a low-ranked, fairly young Goa'uld named Azrael entered the competition with an army of Saracens. Using an extremely mobile cavalry and bold, clever tactics, they shattered the Roman hold on Longinus and assimilated most of the survivors into their own culture, further strengthening their military forces and dramatically raising the stakes for future attempts to unseat them.

The exact breakdown of cultures on Longinus is up to the GM, who is free to establish the rise and fall of empires in whatever order is most convenient for his campaign. The Origin/Culture tables on pages 450-451 of the *Stargate SG-1* core rulebook can be used to quickly generate a series of past and present combatants.

NOTABLE FEATURES THE OBSERVATION DOME

As combat on Longinus became more and more of a spectator sport, several of the System Lords expressed interest in establishing a facility where they could keep a close eye on battles in progress without sacrificing the comforts of their private quarters. Such an edifice would cost a fortune, though, and none of the Goa'uld involved did more than hem and haw about the idea – until Lord Yu got



wind of it. He immediately agreed to undertake the design and construction himself. Less than a year later, the Observation Dome was the result.

Lord Yu elected to raise the Dome over the Stargate, for both the convenience of Goa'uld travelers and added security. Standing about half a mile from the edge of a cliff, its gleaming bronze facade can be seen for miles, rearing thousands of feet into the sky. Not surprisingly, many of the cultures which have been transplanted to Longinus have developed myths about the "temple of the gods" visible in the distance. Elements of Chinese architecture appear in the details and decoration, but the overall design does not draw from any particular Earth culture.

Inside, the Dome is indeed a temple – to Goa'uld decadence and hedonism. The ground floor centers around the Stargate, which is situated near the rear of the Dome in a richly appointed, carefully guarded entrance hall. Dining halls and other functional rooms make up the rest of this floor, providing space for Goa'uld visitors to meet privately away from the spectacle of combat. The floors immediately above are the province of the Dome's caretakers – kitchens, servants' quarters, maintenance rooms, power generation, and other such unspeakable tasks which do not require a pleasant view. Farther above, in the high reaches of the Dome, are the Goa'uld visitors' quarters and the observation halls – lavishly decorated suites, always stocked with rare foods and fine beverages, with immense glass exterior walls to provide a view of the battlefield below. The effect is disturbingly similar to a skybox at a sports arena. Armed Jaffa guards patrol the grounds outside the Dome, and the physical gate never has fewer than twelve of Yu's soldiers on watch.

Although it made an excellent means of displaying his wealth and power, Yu's rationale in erecting the Dome was far from magnanimous. Having sole control over the design and construction allowed him to turn the entire building

into a tool for spying on his fellows. Every room, every wall, every corner of the Dome is bugged, and hidden cameras keep track of all who pass. All the data is funneled to a subterranean chamber, accessible only through a secret elevator which travels only between the Majordomo's quarters on the second floor – at which a guard of two Jaffa is always posted – and the underground areas, where the Majordomo sifts through the vast amounts of data that come in every day and distills it down to items that his master will find valuable. "Lord Yu's Eyes" have thus far allowed him to ferret out and split apart several nascent alliances between rivals, foil the attempted assassination of one of his underlings, and learn about a planned attack on one of his own colony worlds early enough to launch a surprise counterattack of his own. Clearly, the investment that shorter-sighted Goa'uld spurned is paying off.

THE OUTLANDS

Below the cliff where the Dome stands, the Outlands begin. They extend over hundreds of miles of hills, plains and valleys, and have played host to dozens of settlements during Longinus' inhabited history.

All the occupants of the Outlands are humans who have been brought to the planet for combat, and a few Jaffa who maintain order (usually as discreetly as possible). The Jaffa who live and work in the Observation Dome look upon their brethren below as lesser beings, and would be horrified at the idea of departing their comparative luxury and comfort for the brutality of Outland life. Jaffa themselves rarely participate in the combat; even as a war game, the presence of too many "real" troops would make the visiting System Lords extremely nervous.

Not all Outlanders are soldiers; in fact, most are not. Carrying on a perpetual war requires considerable background support and resources, which the settlements in the Outlands are geared to provide. Miners, herders,

weavers, weaponsmiths, animal trainers, farmers, armorers, hunters, tanners, leatherworkers, and even scribes and bookkeepers – along with women and children – make up the bulk of the imported population. Running a well-maintained army is a difficult business, and the champion cultures have always been those with the strongest infrastructures.

At present, that champion is the Saracens, who are actually a blending of several different Islamic cultures who united under the military leader Salah al-Din during the Crusades. Their ancestors were kidnapped by Azrael during the late 1100s and early 1200s to seed his breeding program. Stripped of their original leader, the Saracens were at first plagued by racial and religious infighting, but over time, they realized that their numbers were so few that they would only be able to survive through collaboration. This pleased Azrael, for he had already seen the Goa'uld

**"I HAVE SEEN YOUR WORLD.
I WILL NEED IT."**

- TEAL'C

themselves weakened through internecine bickering, and observed that the most successful leaders were those who co-opted their opponents rather than annihilating them. He encouraged this tendency in the Saracens, who put it into practice when they defeated the Romans on Longinus. This left them in the novel position of having a stronger army after the conflict than when it began. Entire Romanesque units now serve among the Saracens, who refer to them as *yenicieri* – "new troops" – or Janissaries. The former Roman cities of Tarquini and Carsoli were not badly damaged during the Roman-Saracen war, and along with the fortress city of Masyaf and the quickly-growing towns of Edessa and Balbek, make up the main population centers of a rapidly growing empire.

In contrast to this are the disorganized, roving bands of survivors who refer to themselves as the Apostates. They are only the most recent of a number of groups who have banded together after the destruction of their original cultures. These groups are generally hunted down and wiped out within a few years of their formation – the Romans were particularly good at exterminating the "barbarians" – but by remaining nomadic, the Apostates have kept a few steps ahead of the Outlands' ruling powers for about fifty years now.

The core of the Apostates was originally a trio of knights descended from the medieval Europeans which Sokar, posing as Satan, transported away from Earth via the Antarctic Stargate (*see the episode Demons, and the upcoming Season Three sourcebook for more details*). Along with a few peasants, these three barely escaped the Roman legion which wiped out Sokar's last entry in the

never-ending tournament. Some weeks later, they happened across a tiny band descended from the Oglala Sioux whose people had fallen to the Romans four years previously. Out of either desperation or blind luck, the two groups came to an alliance. Combining the nomadic survival skills of the Sioux with the Europeans' knowledge of strategy and tactics – the knights had remarkably sophisticated military minds – the group managed to survive and attract the scattered remnants of other losing civilizations. At present, there are about a hundred Apostates all told, divided into four "camps" which travel separately for the sake of security. They are currently led by the children of the original knights, who married among the Sioux and other people who rallied to the Apostates' cause. Even some Romans have joined the alliance now that the Saracens are in power. Latin has become something of a *lingua franca*.

As befits their chosen name, the Apostates are distrustful of religious authority. They feel betrayed by the gods they once served, but refuse to acknowledge it, feeling that to do so would be to admit that their former slavery had any legitimacy whatsoever. They are a practical and dour people, secure in the rightness of their cause but preoccupied with matters of day-to-day survival. If an SG team encounters the Apostates, they will find them to be fervent and even useful allies, but even the Apostates know that they are fighting just one more losing war.

THE PROVING GROUNDS

A series of ridges along the western reaches of the Outlands marks the border of the Proving Grounds, the area of Longinus which is devoted to smaller, shorter-duration combats. The area was originally mostly jungle, but intense fighting has led to deforestation, and the soil is beginning to wash away; within fifty years, the Proving Grounds may very well become a desert.

Combat here is usually conducted from company (from 100 to 300 soldiers) to battalion (from 2 to 6 companies) levels, as individual squads are generally too small to merit the expense of transporting them, and full regiments are so large that it makes more sense to deploy an entire civilization against the current champion of the Outlands. Settlements in the Proving Grounds are simple and temporary – they're really camps, rather than towns or fortresses – and rapidly obliterated by the elements once the inhabitants leave. The combatants are typically not afforded the time to bury their dead or recover fallen comrades' possessions; the bleached skeletons of previous warriors are an eerily common sight.

Periodically, a Goa'uld may use the Proving Grounds to test out new military technology. This is mostly limited to surveillance and countersurveillance equipment, however; those System Lords who conduct weapons research are too protective of it to display it in front of their rivals. An SGC expedition into the area may very well turn up the remains of prototype or failed Goa'uld technology; there is literally no telling what strange secrets the jungle holds.

Npcs

Any of the Goa'uld who appear in the *System Lords* sourcebook might easily turn up on Longinus, whether to deploy an army or just to socialize. The planet itself has few permanent residents, all of whom reside at or around the Observation Dome. They include the following:

MAJORDOMO KAI YIZHI

The primary caretaker of the Observation Dome spent many years as Lord Yu's personal caretaker, accompanying him to Summits and other Goa'uld functions, and while custom dictated that personal servants be rotated out after a time, Yizhi earned such favor that Lord Yu decided to retire him to a position where he would still be able to put his considerable talents to use.

Foremost among those talents is Yizhi's uncanny ability to move around silently. He is an accomplished martial artist, though few have ever seen him strike another living being. The other servants in the Observation Dome are convinced that his patron's favor and his fervent discipline have gifted him with the ability to see through walls, and they live in terror of his disapproval. On more than one occasion, servants have come to him in order to throw themselves on his mercy and confess even the pettiest crimes – so convinced are they that he already knows everything that goes on inside the Dome.

Of course, Yizhi does know a surprising amount of information about the private goings-on within his sphere of influence, thanks to the surveillance equipment installed throughout the entire structure. Every night, he fastidiously reviews all this intelligence and forwards to his master any data which might prove useful. The fact that it also leaves him with a wealth of information about his subordinates is merely a fringe benefit – with Yu's knowledge and tacit approval – which allows him to maintain petty tyranny over his domain.

In person, Yizhi is quiet to the point of reserve, and unfailingly polite. He stands a mere five feet, five inches tall, with a topknot at the back of his bald head which adds another two inches in height; like all Jaffa, he wears his master's symbol tattooed on his forehead. He dresses in crimson robes, embroidered about the edges with chrysanthemums, and wears brocaded slippers. He is always the first to ritually greet arriving Goa'uld, though any unauthorized visitors will also meet him not long after their capture. Even when forcibly interrogating prisoners, though, his demeanor does not change from its mask of stern civility – though there is a point past which it is possible to push him. One of the first lessons which servants in the Observation Dome impart to their fellows is: "If Yizhi smiles, *run*."

MAJORDOMO KAI YIZHI (SUPPORTING NPC)

Specialty: Emperor's Hand Guard

Rank: N/A

Class: Guardian

Level: 6

Strength: 10 **Dexterity:** 19

Constitution: 12 **Intelligence:** 12

Wisdom: 13 **Charisma:** 14

Vitality: 53 **Wounds:** 14

Defense: 18 (+4 class, +4 Dex)

Initiative Bonus: +6 (+2 class, +4 Dex)

Speed: 30

Fort: +6

Ref: +6

Will: +6

Special Qualities: Accelerated healing, enforcer (Basic, Advanced), radiation resistance, soak 1/session, *unbreakable*.

Skills: Bluff +4*, Concentration +6, Hide +16, Intimidate +10/+12, Listen +5, Move Silently +16, Sense Motive +12.

* This can only be used untrained – no skill ranks.

Feats: Advanced Skill Mastery (Enforcer, Stealthy), Armor Group Proficiency (Light, Medium, Heavy), Blocking Basics, Enforcer, Martial Arts, Stealthy, Talented (Sense Motive), Toughness, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle).

Attacks

Unarmed +6 1d6 (subdual)

Gear: Ceremonial robes.

MACALESTER ST. JOHN/ANTOC (AKA "AENGUS DOYLE")

Most SGC personnel know about the first Tauri to blend with a Tok'ra. Comparatively few know about the second... and that's the way MacAlester St. John likes it. A former CIA counterintelligence agent, he earned a reputation for being all things to all people – except himself. Blessed with a slight but not fragile build, hair that was hard to differentiate between blond and brown, a near-photographic memory for both facts and mannerisms, and a face that blended easily into any crowd from a Western European background, he came to view disguise and infiltration as not merely a career choice, but the most exciting game he could imagine.

Then came the pipe bomb in Belfast that tore through the cab he was in. He spent two months in an emergency ward, clinging to life, before being transferred to a secure facility in Bethesda, Maryland. There, he received the devastating news: his spinal column had been severed. He would never walk again. The doctors set a suicide watch, convinced that he would try to take his own life rather than live without the job he found so fulfilling.

Then a miracle happened. MacAlester received a letter from a man named George Hammond, who had an Air Force command in Cheyenne Mountain. He claimed he had some people he wanted MacAlester to meet. The embittered agent couldn't see how they could help... until the Tok'ra made him an offer he couldn't refuse. He blended with the symbiote Antoc shortly thereafter. It healed his injuries and allowed him to return to duty – though not with the CIA. His new targets lay beyond the stars, the greatest enemy humanity had ever faced. But now they had MacAlester St. John to worry about, and he didn't intend to disappoint them.

Longinus is St. John's second assignment. He cut his teeth as an orderly in one of Pelops' research laboratories, collecting intelligence on the scientist's projects, then faked his death in a rigged explosion and escaped. His current *visage de guerre* is that of a cupbearer in the Observation Dome – “donated” by Mordred, underlord of the System Lord Manannan mac Lir. Secretly, the low-class identities he's adopted amuse him immensely. He's intimately familiar with society etiquette, and enjoys being able to exploit his ability to read and manipulate people in the subtlest way possible – from the bottom up.

St. John suspects that Yizhi has some kind of surveillance network set up in the Dome, but isn't yet aware of how completely integrated it is into the building's structure. To that end, he makes all his encrypted transmissions from outside the Dome, where they're received by a tiny probe disguised as a piece of space debris in geosynchronous orbit above, and relayed to the Tok'ra intelligence network. He broadcasts irregularly, in order to evade Yizhi's suspicion, and as far as he's aware, he hasn't come under the Majordomo's notice. Not yet, anyway.

LOW-LEVEL MACALESTER ST. JOHN/ANTOC

Specialty: Tok'ra Undercover Operative

Rank: N/A

Class: Pointman

Level: 4

Strength: 10 **Dexterity:** 12

Constitution: 12 **Intelligence:** 14

Wisdom: 13 **Charisma:** 16

Vitality: 32 **Wounds:** 12

Defense: 13 (+2 class, +1 Dex)

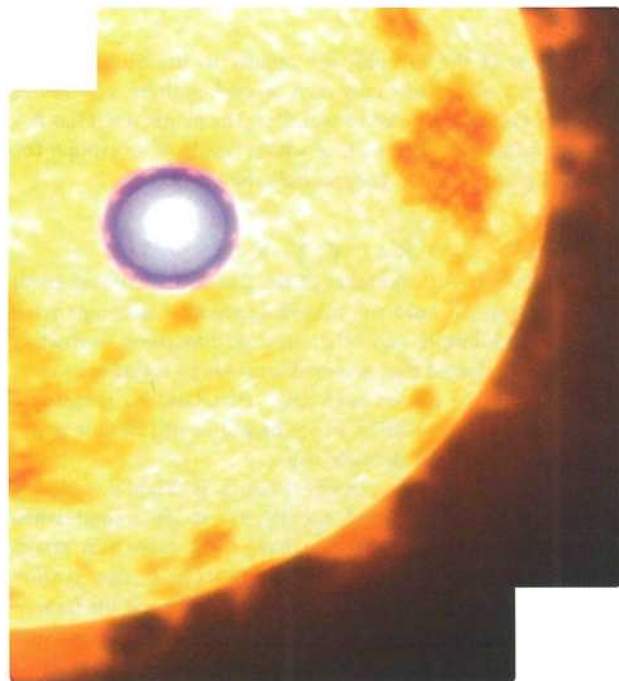
Initiative Bonus: +7 (+2 class, +1 Dex, +4 feat)

Speed: 30

Fort: +3 **Ref:** +3 **Will:** +5

Special Qualities: +3 to Bureaucracy and Gather Information when dealing with Goa'uld and subordinates, assistance (½ time), *generous*, immunity to disease, lead 1/session, long life, radiation resistance, shared body, symbiotic blending, tactics 1/session, versatility (Disguise, Forgery, Gather Information, Innuendo, Perform, Search, Surveillance).

Skills: Bluff +12, Bureaucracy +10, Diplomacy +10, Disguise +10, Forgery +7, Gather Information +10, Innuendo +5, Perform +6, Search +7, Sense Motive +7, Surveillance +8.



Feats: Armor Group Proficiency (Light, Medium), Flawless Identity, Improved Initiative, Naquadah Sense, Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed +3 1d3 (subdual)

Gear: None.

MID-LEVEL MACALESTER ST. JOHN/ANTOC

Specialty: Tok'ra Undercover Operative

Rank: N/A

Class: Pointman

Level: 9

Strength: 10 **Dexterity:** 12

Constitution: 12 **Intelligence:** 14

Wisdom: 14 **Charisma:** 16

Vitality: 67 **Wounds:** 12

Defense: 15 (+4 class, +1 Dex)

Initiative Bonus: +9 (+4 class, +1 Dex, +4 feat)

Speed: 30

Fort: +5 **Ref:** +5 **Will:** +8

Special Qualities: +6 to Bureaucracy and Gather Information when dealing with Goa'uld and subordinates, assistance (½ time), cross-class ability (basic skill feat, sneak attack +1d6), *generous*, immunity to disease, lead 4/session, long life, radiation resistance, shared body, symbiotic blending, tactics 2/session (+2 bonus), versatility (Disguise, Forgery, Gather Information, Innuendo, Listen, Perform, Search, Spot, Surveillance).

Skills: Bluff +16, Bureaucracy +13, Diplomacy +13, Disguise +13, Forgery +10, Gather Information +13, Innuendo +12, Listen +12, Perform +8, Search +11, Sense Motive +12, Spot +9, Surveillance +14.

Feats: Alertness, Armor Group Proficiency (Light, Medium), Charmer, Field Operative, Flawless Identity, Improved Initiative, Naquadah Sense, Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed +6 1d3 (subdual)

Gear: None.

HIGH-LEVEL MACALESTER ST. JOHN/ANTOC

Specialty: Tok'ra Undercover Operative

Rank: N/A

Class: Pointman/Field Analyst

Level: 9/5

Strength:	10	Dexterity:	12
Constitution:	12	Intelligence:	14
Wisdom:	14	Charisma:	17
Vitality:	102	Wounds:	12

Defense: 19 (+8 class, +1 Dex)

Initiative Bonus: +11 (+6 class, +1 Dex, +4 feat)

Speed: 30

Fort: +6 **Ref:** +9 **Will:** +9

Special Qualities: +9 to Bureaucracy and Gather Information when dealing with Goa'uld and subordinates, assistance (½ time), cross-class ability (basic skill feat, sneak attack +1d6), evidence analyst (Analyst, Advanced, Grand), *eye for detail*, favor for a favor 1/session, *generous*, immunity to disease, lead 4/session, leap of logic 1/session, long life, radiation resistance, shared body, shutterbug, symbiotic blending, tactics 2/session (+2 bonus), versatility (Disguise, Forgery, Gather Information, Innuendo, Listen, Perform, Search, Spot, Surveillance).

Skills: Appraise +4, Bluff +20, Bureaucracy +15, Computers +4, Cultures +13, Demolitions +4, Diplomacy +16, Disguise +13, Forgery +9, Gather Information +20, Innuendo +14, Listen +13, Perform +8, Profession (Infiltrator) +5, Search +17, Sense Motive +15, Spot +11, Surveillance +21.

Feats: Advanced Skill Mastery (Analyst, Field Operative), Alertness, Analyst, Armor Group Proficiency (Light, Medium), Charmer, Field Operative, Flawless Identity, Grand Skill Mastery (Analyst), Improved Initiative, Naquadah Sense, Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed +9 1d3 (subdual)

Gear: None.

PLOT HOOKS

After several MALPs have been sent to P8V-239 and disappeared after transmitting back only basic atmospheric data (indicating a breathable environment, but nothing more), Stargate Command reluctantly decides to send a human team to find out what's over there. Equipped to the gills with all the survival gear they could possibly conceive of, the PCs travel through the Stargate...

and immediately falls into the hands of the Observation Dome's Jaffa. They're stripped of their possessions and turned over to the visiting Goa'uld, who view the team's arrival as an unauthorized intrusion on their territory. As such, they consider the team to be prisoners of war, and the Geneva Convention doesn't apply out here. The team is offered a chance at their freedom, though – if they can survive a tour through the Proving Grounds against squads of soldiers from every culture the Goa'uld see fit to throw at them. Whether the Goa'uld have any intention of making good on their offer is, of course, for the GM to decide.

After becoming aware of Longinus' existence (whether through a tip from the Tok'ra, or by another SGC team undergoing the ordeal mentioned above), Stargate Command brokers a deal with the Asgard to transport the PCs' team to Longinus without using a Stargate in order to observe and collect information. They're dropped off several dozen miles from the Proving Grounds, and must make their way through the Outlands in order to determine what purpose the Goa'uld have in their perpetual warfare there, then return for pickup in a week.

Although the Apostates themselves are skeptical of religion, they haven't forgotten the tales of chivalry which their founders handed down. They view the Saracens as enemies on three fronts – historical opponents from the time of the Crusades, religious opponents due to their obvious obedience to the Goa'uld, and first and foremost, cultural opponents who seek to press them into servitude. These educated, Latin-speaking descendants of knights have begun to rally support among the Roman citizens from whom the Janissaries are drawn, and rebellion is brewing. The Goa'uld know the Apostates are out there, but don't care; they expect the Saracens to eradicate the barbarians like every other prevailing culture has in the past. However, the Tok'ra see the growing unrest as a chance to overthrow the social order on Longinus, and request the help of the SGC. Can the PCs turn a scattered resistance movement into a rebellion large enough to sweep the Goa'uld from the surface of Longinus entirely?

The Tok'ra contact Stargate Command with news of a particularly impressive espionage coup: one of their deep-cover operatives has infiltrated the power structure of a powerful System Lord (the GM can pick the one that works best for the campaign). She's been selected to deploy a force in company-level combat on Longinus. Tantalized by the intelligence reports that MacAlester St. John has periodically sent back, the Tok'ra want to send a "retinue" along with their operative – consisting of an SGC team who can scavenge the Observation Dome for valuable information and get out unscathed. They're also requested to recover St. John and replace him with another operative. Unfortunately, by the time they arrive, St. John has fallen afoul of Yizhi's surveillance and is now trapped in one of the cells that honeycomb the subsurface levels of the Dome. It's only a matter of time before the Majordomo breaks him...

MAKKAHN AHK (UX4-721)

Thermosphere: Warm (CR 0; close orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.1 atmospheres; Auto: None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Semi-arid (CR 0; daily weather 1-88: none, 89: flood, 90-92: rain (1d3-1 in.) or snow (1d6-2 in.), 93: thunderstorm or snowstorm, 94: dust storm, 95: hurricane or blizzard, 96-97: wind 1d10 MPH, 98: wind 1d10+10 MPH, 99: wind 1d10+20 MPH, 100: wind 1d20+30 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20° F; 51-75: autumn, unchanged; 76-100: winter, -2d20° F).

Anthrosphere: 1,000,000 natives; Cybernetic Age (6 picks, 5 RP); Democracy; Defensively Pacifistic (100 soldiers, squad size 1d2 soldiers); Very Progressive civil rights.

Origin: Unas.

Stargate Location (equatorial region): Flat terrain in forest, within a nature preserve near the capital city.

TERRAIN

Makkahn Ahk is a temperate world well within the acceptable range of environments for a species as hardy as the K'kaan. The planet is slightly larger than the Earth, and covered with saltwater oceans over 60% of its surface. It is at a phase of biological development roughly analogous to the Cretaceous period on Earth (~100 million years ago), with widely varied plant and animal species, and large predators still dominant. There are no intelligent indigenous species present, aside from the transplanted K'kaan.

The planet is still at an early phase of its geologic development, sporting one supercontinent which comprises 40% of the planet's surface area. The interior is largely flat, while extraordinarily high mountain ranges span hundreds of miles at the periphery of the landmass. In spite of the large percentage of global water coverage, the innermost areas of the continent are barren desert.

The planet is rich in both naquadah and trinium, though the deposits lie closer to the base of the mountain range, far from the Stargate. The presence of a rudimentary mine and ring transporters between the Stargate and the mountains strongly suggest a Goa'uld presence thousands of years ago. There is no indication of why the site was abandoned, but the remains of primitive Unas slaves have been discovered by K'kaan archaeologists. Presumably they could not survive here with their primitive level of technology unless they had the logistical support of a Goa'uld master.

The Stargate stands several hundred miles from the base of the coastal mountain range, where the foothills slowly fade to flatter terrain. This is a lush zone, thick with vegetation and animal life, and adequately wet for large-scale agriculture.

HISTORY/CULTURE

Makkahn Ahk is populated by Unas who fled the world of K'kaa in the face of a Goa'uld attack. Millennia ago, Unas slaves were brought to K'kaa as miners by a low-ranking Goa'uld noble, but the planet was forgotten in the wake of his demise. Over the intervening centuries, the Unas of K'kaa evolved past their primitive roots, and developed a peaceful technological society with a global government and advanced philosophy. They ceased calling themselves Unas and instead adopted the term K'kaan. They use the term "Unas" to refer to their primitive roots, in the same way humans might use the term Neanderthal. The naquadah on their world enabled them to create advanced technologies, but they had no need to develop weapons. They had taken tentative steps into space when they discovered the Stargate; it led directly to their destruction.

From anthropological records (ancient carvings which resembled Goa'uld symbols), they deduced their origins as Goa'uld slaves. This hardened their resolve to fight the Goa'uld, leading to several brief, brutal clashes through the gate. Their leaders knew that eventually the Goa'uld would come via starship, and that K'kaan technology could not stop them. Anticipating defeat, they established a colony on another world – Makkahn Ahk – and began to relocate their populace through the Stargate.

Apophis came to K'kaa with his fleet and killed billions. There were survivors waiting to evacuate when the First Prime of Apophis arrived to claim the Stargate for his master. Rather than be captured (and possibly reveal the location of their fellows) the remaining K'kaan detonated a naquadah reactor, destroying the facility and burying the Stargate under tons of debris.

On Makkahn Ahk, several thousand refugees were left cut off from their native world, trying to make their way on a new planet. They had large stores of supplies and materials, and had been carefully selected as the best candidates to carry on K'kaan civilization, but it was still a daunting task. It soon became apparent that the Stargate on K'kaan was no longer accessible, and there was little hope of launching any sort of counterattack. Still, there were Goa'uld out there and perhaps other worse enemies as well. The K'kaan needed to be ready for them.

The shape of their new society became a point of great contention. There were those who advocated the creation of weapons with which to retake their home world. In spite of their pacifistic natures, some K'kaan felt strongly that it was time to begin cultivating a martial aspect in their society. They formed a sect called the Defensemen, dedicated to the idea that force of arms was a valid pursuit, beneficial to K'kaan society and to be ignored at their peril.

Over the course of generations, the Defensemen became greatly respected and admired, and eventually evolved into a formalized civil defense organization. They are not strictly soldiers, however. Defensemen are first and foremost scholars, dedicated to the pursuit of knowledge that can be used to defend themselves against the Goa'uld.

The K'kaan welcomed their chance to begin again, though it was not an easy life at first. Their technology allowed them to establish an enclave from the predators, to erect barriers around their farmland, and to start manufacturing goods. They soon discovered that Makkahn

Ahk held a wealth of minerals unlike any they'd seen, including trinium and naquadah. K'kaan scientists eventually rebuilt their previous level of technology, including advanced power sources, force fields, and growth accelerators for crops. The population grew rapidly at first, but has leveled off over the last century and today the K'kaan exhibit zero population growth.

K'kaan society is organized as a collective, with a Council designated to make decisions for the public good. Eight seats on the Council are filled with candidates elected by popular vote of the general populace. These eight Chancellors are typically the most accomplished scholars among those willing to serve. The other five seats are guaranteed to Defensemen, and are elected by popular vote of the Defensemen, who are not permitted to participate in the general election.

Gender roles in K'kaan society are divided equally, as their technology allows gestation outside of the womb, and children are raised in a communal fashion by specialists. This is not to say that the K'kaan do not value their family ties – children are well aware who their parents are, and the familial bond is strong between them. They simply acknowledge the rightness of rearing children with their peers, and allowing those with expert knowledge to have a hand in the process.

Due to their advanced technology, the majority of K'kaan society is engaged in the pursuit of knowledge and leisure. Those who do specific jobs are typically drawn to them by an intellectual or spiritual fascination. There are, for example, K'kaan farmers, though automated systems handle such duties. These individuals are botanists and ecological scientists who find satisfaction in the supervision of agricultural work. The exception to this rule are the Defensemen, who consider their profession to be a more rigid (though not inflexible) path of study.

At first glance the K'kaan appear to be pacifists, but in truth, they are simply careful thinkers who are loathe to take action without consideration. They have found that after sufficient thought, there is almost always an alternative to violence, so they do not often engage in it. If, however, the situation calls for it, the K'kaan are not inherently averse to killing.

Their explorations through the Stargate only began in the last twenty years, when a group of Jaffa came through it on a reconnaissance mission. Shortly after dispatching them, the K'kaan formed their own organization to probe the cosmos through the gate. They have been limited to a very few worlds, as they do not have a great many addresses, but even in this timid pursuit they have been extremely reserved. A typical exploration team of K'kaan consists of one Defenseman and one scientist. Standard operating procedure calls for them to avoid contact with native populations if at all possible – especially humans, who tend to react very unfavorably to the sight of them. To this end the K'kaan use a personal stealth screen similar to the ones employed by Goa'uld ashrahs.

Though there is nothing preventing a K'kaan from departing the role of Defenseman, it is unheard of. In fact it is very rare for any K'kaan to make a major change in his life's direction after childhood. Most settle into their chosen role and pursue it diligently for their entire life.



K'kaan come to intellectual maturity much faster than human children, usually by about eight Earth years. During that time, they accumulate knowledge through a standardized education system that rewards self-study and exploration of each individual's interests. At this age they are only slightly smaller than a full adult and are ready to begin their adult lives. By this time each has decided on specific personal interests, and sets out to broaden his or her own expertise and education. Those who have chosen to become Defensemen begin their studies with the order, and will forever after be a part of it.

Though it may seem that the K'kaan should be advancing rapidly, due to their reverence for knowledge and study, in reality they have advanced very little in the last few centuries. They have the accumulated knowledge of a society of billions (from their former home world) at their disposal, but a population of only around a million to maintain and carry it on. In addition, their predispositions and socialization make them far better at incorporating knowledge than in figuring out novel uses for it, or at finding new ways to apply it. They are logical, linear, rational thinkers: excellent at solving problems, but hard-pressed to think outside the box.

K'kaan fashions are utilitarian, consisting of long robes with tailored sleeves, combined with a belt or slung

bag for needed equipment. Most robes have some minor ornamentation, such as a pattern at the collar or sleeve, but are otherwise of largely the same design. K'kaan do not normally wear shoes, but Stargate explorers, or those working in conditions where the ground might be hazardous, will wear an open-top strap-on sandal to protect the soles of their feet.

They wear jewelry of social significance, such as a bracelet to indicate a marriage bond, or a circlet for the Chancellors of the ruling council, but jewelry for personal fashion is not a part of their culture. However, all K'kaan do wear a metal collar around their neck, usually made of trinium and from one to two inches in width. It is a symbol of their heritage and a source of fierce value. It is sometimes adorned with patterns or script, but is most often simply plain.

NOTABLE FEATURES KOAKA CITY

The city of Koaka (which means "to give thanks" in the K'kaan tongue) lies near the foothills of a steeply rising mountain range. It is a modern city, built of worked stone, metal and glass. The architecture is smooth and curving in style, marked by numerous arches and similar supports. Generous parkland punctuates the carefully gridded thoroughfares, and public electric taxis operate autonomously to deliver citizens wherever they wish to go. The city is clean and beautiful and extraordinarily orderly, if a bit lacking in pizzazz.

Koaka is home to approximately a million K'kaan, nearly the entire population of the world.

MEMORIAL PARK/THE STARGATE

This natural forest lies near the periphery of Koaka City. It encompasses enough land, and is dense enough to hide all evidence of civilization from the center. The K'kaan have declared it a natural preserve. Winding footpaths traverse the park at wide intervals, but the woods are not so thick as to make it difficult to travel off the path. The park is not usually crowded, so it is possible to range through it without encountering any other beings (though an astute tracker will easily see the signs of barefoot Unas-like prints in the dirt).

The Stargate stands in a wide clearing in the center of Memorial Park, atop a stone platform and ramp. It has been preserved in the same location where it originally stood, and there is no sign of technology near it, save for the DHD. Any MALP sent through this gate would arrive safely and send back transmissions without problem, but would disappear between the time that the Stargate closes and the next time it activates (the Defense men will deactivate it and send it to the Hall of Defense for analysis).

The park lies on slightly higher terrain than the rest of the region, such that when standing at the edge of the park, a wide grassy area offers a beautiful view of Koaka City.

HALL OF DEFENSE

This large circular building encloses a round courtyard garden suitable for the enjoyment and contemplation of the Defense men who work here. The building houses laboratories and libraries, as well as martial training facilities and shooting ranges. Some young Defense men live here, but most live elsewhere in the city. Though Koaka City does not have a prison, any SGC team member who is "captured" or deemed dangerous will be brought to the Hall of Defense and placed in a locked room under guard.

HALL OF THE COUNCIL

This arch-shaped building reaches high above the city, with the Council chamber located at its apex. Beneath the arch is a large public plaza with statues, trees, fountains and meeting spaces. Force fields projected from the arch overhead shield the plaza from rain and tint to shade the area from harsh sunlight on bright days. The Council's meeting chamber contains a large ring-shaped table with holographic projectors in the center for presentations. One wall of the chamber is entirely transparent, offering a spectacular view of the city.

NPCs RRK SSK'KAA

Senior Defense man Rrk Ssk'kaa is one of the order's best field representatives, and the leading member of the primary contact team sent through the Stargate to study other cultures. He has always desired to forward the cause of his people against the Goa'uld and has studied the enemy extensively. He has a passion for protecting other cultures from the Goa'uld, and is one of the few K'kaan to advocate more open actions on their part against the parasites. Currently the official policy is only to gather information, which he fulfills to the letter.

LOW-LEVEL RRK SSK'KAA

Specialty: K'kaan Defense man

Rank: Senior Defense man (0-5)

Class: Scientist/Pointman

Level: 3/3

Strength: 16 **Dexterity:** 12

Constitution: 16 **Intelligence:** 10

Wisdom: 10 **Charisma:** 10

Vitality: 54 **Wounds:** 16

Defense: 15 (+4 class, +1 Dex)

Initiative Bonus: +3 (+2 class, +1 Dex)

Speed: 30

Fort: +6

Ref: +4

Will: +6

Special Qualities: Assistance (½ time), improvise +2, lead 1/session, learned, PhD (Knowledge (Goa'uld)), professor, regeneration, sarcophagus incompatible, versatility (Boating, Climb, Concentration, Hide, Listen, Jump, Move Silently).

Skills: Boating +5, Climb +9, Computers +4, Concentration +10, Demolitions +2, Electronics +5, First Aid +3, Hide +5, Jump +8, Knowledge (Goa'uld) +12, Knowledge (Military Tactics) +4, Listen +6, Move Silently +5, Search +4, Survival +2.

Feats: Armor Group Proficiency (Light, Medium), Clockwork Tactics, Dodging Basics, Kicking Basics, Martial Arts, Scholarly, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+6	1d6+3 (subdual or normal)
Stunner	+4	3d6 (subdual, error 1-2, threat 20, range 10 ft., ZTD)

Gear: K'kaan stunner, K'kaan hand computer, a K'kaan equivalent of the SG team bundle.

MID-LEVEL RRK SSK'KAA

Specialty: K'kaan Defenseman

Rank: Senior Defenseman (O-5)

Class: Scientist/Pointman

Level: 6/6

Strength:	16	Dexterity:	12
Constitution:	16	Intelligence:	11
Wisdom:	10	Charisma:	11
Vitality:	105	Wounds:	16

Defense: 20 (+7 class, +1 Dex, +2 natural armor)

Initiative Bonus: +5 (+4 class, +1 Dex)

Speed: 30

Fort: +8 **Ref:** +6 **Will:** +10

Special Qualities: Assistance (½ time), brilliant +1, cross-class ability (rough living +2), improvise +3, lead 2/session, learned, PhD (Knowledge (Goa'uld)), *professor*, regeneration, sarcophagus incompatible, versatility (Boating, Climb, Concentration, Hide, Listen, Jump, Move Silently, Spot).

Skills: Boating +7, Climb +11, Computers +5, Concentration +11, Demolitions +6, Electronics +5, First Aid +6, Hide +13, Jump +9, Knowledge (Goa'uld) +16, Knowledge (Military History) +6, Listen +10, Move Silently +13, Search +4, Spot +8, Survival +5.

Feats: Armor Group Proficiency (Light, Medium), Clockwork Tactics, Dodging Basics, Holding Basics, Kicking Basics, Martial Arts, Scholarly, Stealthy, Surge of Speed, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+10	1d6+3 (subdual or normal)
Stunner	+7	3d6 (subdual, error 1-2, threat 20, range 10 ft., ZTD)

Gear: K'kaan stunner, K'kaan hand computer, a K'kaan equivalent of the SG team bundle.

HIGH-LEVEL RRK SSK'KAA

Specialty: K'kaan Defenseman

Rank: Senior Defenseman (O-5)

Class: Scientist/Pointman

Level: 9/9

Strength:	16	Dexterity:	13
Constitution:	16	Intelligence:	12
Wisdom:	11	Charisma:	11
Vitality:	156	Wounds:	16

Defense: 24 (+11 class, +1 Dex, +2 natural armor)

Initiative Bonus: +13 (+8 class, +1 Dex, +4 feat)

Speed: 30

Fort: +10 **Ref:** +8 **Will:** +12

Special Qualities: Assistance (½ time), brilliant +2, cross-class ability (rough living +2, uncanny dodge (Dex bonus)), improvise +5, lead 4/session, learned, PhD (Knowledge (Goa'uld)), *professor*, regeneration, sarcophagus incompatible, tactics 2/session (+2 bonus), versatility (Boating, Climb, Concentration, Hide, Listen, Jump, Move Silently, Spot, Swim).

Skills: Boating +11, Climb +15, Computers +9, Concentration +14, Demolitions +11, Electronics +6, First Aid +9, Hide +17, Jump +10, Knowledge (Goa'uld) +20, Knowledge (Military History) +8, Listen +14, Move Silently +18, Search +5, Spot +12, Survival +9, Swim +8.

Feats: Advanced Skill Mastery (Stealthy), Armor Group Proficiency (Light, Medium), Clockwork Tactics, Dodging Basics, Holding Basics, Improved Initiative, Kicking Basics, Martial Arts, Scholarly, Stealthy, Surge of Speed, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+13	1d6+3 (subdual or normal)
Stunner	+11	3d6 (subdual, error 1-2, threat 20, range 10 ft., ZTD)

Gear: K'kaan stunner, K'kaan hand computer, a K'kaan equivalent of the SG team bundle.

PLOT Hooks

Arriving on a primitive world, an SG team is welcomed by friendly natives and invited to join the chieftain or local lord for a meal in his hut, castle, or equivalent. As they enjoy their meal one of the team members notices an odd trophy on display here. Along with animal heads, skins, swords, and other primitive prizes, there is a clear rod with five concentric rings at one end and a bulbous grip at the other (a K'kaan stunner).

If asked about the prize, the Chief eagerly recounts the tale of a monster that he encountered several weeks ago. The thing had been snared in one of their traps for large game, and his warriors reached it before it could escape. It must have been a foreign wizard, horribly disfigured by evil magic, because he carried this magical rod that put even the large warriors to sleep. The Chief boasts of his role in slaying the creature with a spear (or crossbow, or appropriate primitive ranged weapon) before it could turn the magic rod against him.

Any character can automatically discern that this object is a weapon by making a Profession (Military) or other appropriate skill check at DC 15. It can be fired, though the Chief had never realized how to do so. If it is discharged, he will be concerned about the use of evil magic (lower his Disposition by one level), but can be brought back around by appropriate checks by the characters (*see the Stargate SG-1 core book page 420*). If questioned about the creature, he admits that it survived and has been imprisoned in his dungeon or pit since then. He can be convinced to show the characters the creature, but it might take some cajoling if his Disposition is Neutral or lower.

The creature is a K'kaan, of course, but he has been starved and abused and is in no condition to be questioned. He is wearing the remains of a robe. Though torn and tattered, the material is obviously of technological manufacture (it's a generally weatherproof and comfortable artificial fiber). The Chief is willing to bargain for the creature's release, as he has grown tired of it, but he will demand some sort of payment.

The Chief will not trade the magic rod for anything, as it is a great treasure to him, and the tribe's memory of that day helps him maintain his position. He will, however, freely give the team another object the wizard carried: a rectangular device which any character with Electronics skill can immediately identify as some sort of computer or data storage device. Cracking the encryption will take time, and the device contains no clue as to the creature's place of origin. There are many entries, essentially a journal indicating that this Unas was studying the planet's natives. The language is a derivative of Unas, with an alphabet composed of symbols based on ancient Goa'uld.

If the characters attempt to take the K'kaan to the Stargate, they will be ambushed by Rrk Ssk'kaa, who was his partner. Rrk has been living off the land, waiting for a chance to attempt a rescue and believes this is it. He strongly suspects that the characters are Goa'uld, as he has never heard of the Tauri and has never seen humans wielding advanced technology before.

Rrk has the stealth field belt of his companion, which fell off as he was being dragged away by the Chief's men. If peaceful contact can be made, he will prove a valuable ally, but "peaceful" is easier said than done.

SHCHIZENYA (P3H-719)

Thermosphere: Cold (CR 0; standard orbit; $-1d\%$)° F).

Atmosphere: Thick (1.7 atmospheres; CR 0; Int/Wis Penalty: -2; Exp. Inc: None; SV: Fort (DC 15); Dmg: 1d3 subdual; Recup: 1 round).

Hydrosphere: Desert (CR: 0; daily weather 1-92: none; 93: rain or snow (less than 1 in.); 94-95: dust storm; 96-100: wind 1d10 MPH).

Geosphere: Very Unstable tectonic activity (daily earthquakes 1-90: none, 91-95: minor, 96-99: moderate, 100: major; 1 medium volcano within 1d10 miles of Stargate).

Seasons: Very Mild (1-42: spring, unchanged; 43-50: summer, $+2d6^\circ$ F; 51-92: autumn, unchanged; 93-100: winter, $-2d6^\circ$ F).

Anthrosphere: Exotic (nanotechnological distributed intelligence; see History/Culture for details).

Origin: Alien.

Stargate Location (special): At the bottom of an artificially created crater – it appears to have been blasted out of the surface. The crater is actually about two thousand years old; it has undergone little weathering, but repeated earthquakes have skewed it into a football-shaped oblong rather than its original circular, symmetric form.

TERRAIN

Swept by fierce winds and nearly perpetual storms of fine dust, the frigid, dark world of Shchizenya has harbored no sentient organic life for over fifteen hundred years. What little exists is sparse and hardy. The rocky plains play home to lichens, mosses, succulents, and other low-crawling foliage, and in some of the more remote mountain areas, woody shrubs are beginning to emerge below the treeline, but the grasses, flowering plants, and trees that support a fauna-heavy ecosystem simply don't exist. Pollination is generally carried out by crawling insects, which has led to copious niche specialization among both plants and animals; the winds are simply too strong for many airborne insects to have developed, though the few plants which have evolved the ability to distribute their seeds on the wind have spread to nearly every corner of the globe. At first glance, it would be easy to conclude that Shchizenya was a dead world, devoid of either useful resources or exobiology worthy of study.

First glances are often misleading.

The dense clouds and roiling dust storms are actually the home of a rich variety of artificial lifeforms, all too tiny to be seen with the naked eye. Over two thousand years ago, the inhabitants of Shchizenya developed a network of nanomachines to which they entrusted the custodianship of the planet's ecosystem. Several hundred years afterward, they became embroiled in a cataclysmic civil war which culminated in the total destruction of their civilization. Biological and chemical warfare stripped the surface of almost all organic life, and atomic weapons reduced once-mighty cities to craters and ash. Millions of tons of dirt and dust were kicked into the sky, blotting out so much light and heat that the planet fell into the throes of a nuclear winter. A millennium and a half later, the ambient temperature has risen enough to be cold but habitable, though there's still considerable dust in the sky. The background radiation count is also well above average, but not so much as to be hazardous to human life.

HISTORY/CULTURE

Eleven thousand years ago, a minor System Lord whose name is now lost to history enslaved a nomadic Chinese tribe who called themselves the Zhenhuija. This particular Goa'uld was not adverse to educating some of his human slaves in order to make them more productive. With typical Goa'uld arrogance, he dismissed the risks of education: after all, no matter how educated the Zhenhuija might be, they were still only human.



NOTABLE FEATURES

Many of Shchizenya's most important features are in orbit around the planet, not on Shchizenya itself. These orbital facilities are under the control of Shchizenya, and thus will be unavailable without her cooperation.

ORBITAL POWER TRANSMITTERS

An ultrathin and ultralight array of solar cells, hundreds of kilometers on a side, sits in the L5 orbital point and sends a constant stream of microwaves down to Shchizenya's surface, where they are received by specialized nanites and converted into electricity. Shchizenya is capable of powering electronic devices and delivering savage electrical shocks. (On the other hand, the environmental suits humans have to wear on the surface are usually insulated, so this isn't a concern for PCs.)

Less than a century later, the Zhenhuija staged a revolt and murdered their self-appointed master. They hijacked his spacecraft and fled in search of an uninhabited world far from the Goa'uld. They named the planet they eventually found Heaven, or "Shchizenya" in the Zhenhuija dialect. They soon discovered a Stargate on the planet, which frightened them at first – they had seen Stargates before, and associated them with the tyranny of the Goa'uld – but it appeared nonfunctional, and soon became a monument to their history as slaves. The Zhenhuija viewed space with similar suspicion; the skies were the purveyance of their former master, and they feared meeting more of his kind. As their civilization progressed, they built great engineering projects within their solar system, but never sent out interstellar probes or colonization ships. Instead, they focused on Shchizenya and its immediate environs. Their crowning achievement was the development of a massively distributed nanite network with a limited capability for decision-making. Its first two orders were PROTECT SHCHIZENYA and SURVIVE.

Their technological sophistication ultimately helped end their civilization. Two thousand years ago, the Zhenhuija discovered the scientific principles behind Stargates and repaired the long-dead gate on their world. The act triggered massive political unrest between those who wanted the Stargate shut down permanently and those who wanted to exploit its potential. Words came to blows and the argument soon raged out of control. In the end, the Zhenhuija civilization destroyed itself in a cataclysmic civil war. The planet was scalded by nuclear weapons and entire cities were wiped out by bioengineered plagues. When the smoke cleared, nothing remained; the only artifacts which survived intact were the Stargate itself and the nanite network, fed by a constant stream of microwave power beamed down from orbital satellites.

The network spent a thousand years in silence and solitude, learning incrementally, until a millennium ago it crossed the threshold of consciousness. Its first order of business was giving itself a name.

It named itself Shchizenya.

OBSERVATION SATELLITES

Shchizenya has visual coverage of the entire planet down to a five-centimeter resolution, thanks to tens of thousands of grapefruit-sized spy satellites seeded in high orbit. Unfortunately, her vision is sharply limited nowadays due to the persistent heavy cloud cover. The satellites are also sensitive to ultraviolet and infrared light, so Shchizenya is also capable of observing thermal variation and weather patterns, but the atmospheric density renders the satellites only useful for recognizing general trends.

STARGATE CRATER

At the end of the Zhenhuija civil war, the isolationist faction dropped a hundred-megaton nuclear weapon on the Stargate in desperate hopes of destroying it. It merely created a blast crater eight miles across. The Stargate currently lies in the bottom, face up, with the DHD nearby. The crater's bowl shape keeps the gate clear of debris (allowing a wormhole to form), but travelers may find themselves momentarily disoriented as their plane of balance suddenly shifts (most simply stumble unceremoniously onto the nearby crater).

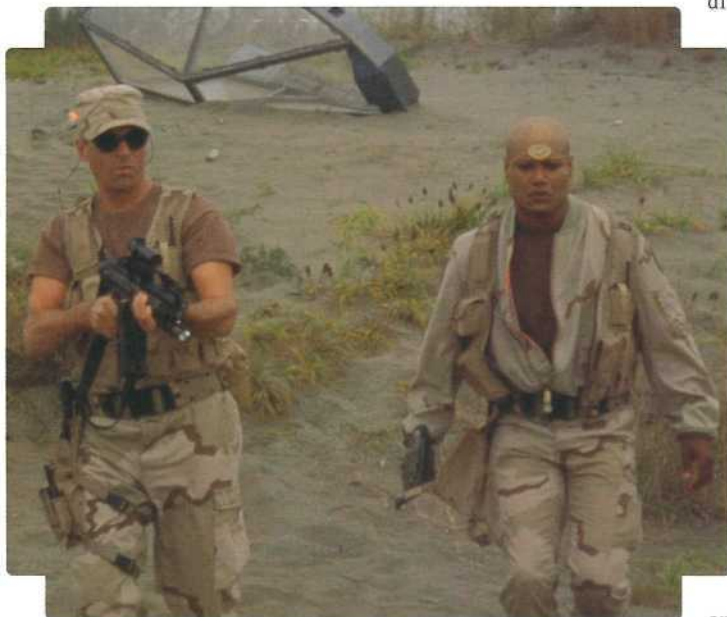
RUINS OF ENUXIT

The city of Enuxit was an early casualty of the genetically engineered plagues which the expansionist faction developed. A containment facility failed, allowing persistent, deadly airborne viruses to wipe out the population in just a few days. As a result, the city was spared the indignity of nuclear assault. The last two thousand years have not been kind to it; the harsh environment has destroyed more than ninety percent of the city. What little remains gives hints at a spectacularly advanced civilization far surpassing that of contemporary Earth. Enuxit was famous throughout Shchizenya as a haven of science and learning: who knows what secrets await discovery there – or what terrible dangers yet remain?

THE KETTLE

Built on a relatively stable tectonic fault line, the city of Ketele turned a liability into an asset by developing widespread geothermal power. In the last five hundred years of the Zhenhuija Empire, it began to build downwards until it was Shchizenya's only vertical city, running down over seven miles. When bioplagues and nukes hit Ketele, all exits to the surface collapsed or were sealed off with megatons of rubble. Shchizenya believes the city of Ketele is long dead. Shchizenya is far from right.

The denizens of Ketele survived the initial assault. Over the last two thousand years, their civilization has deteriorated to the very brink of collapse. Atmospheric scrubbers have been patched and repaired time and again over two thousand years, and processed algae harvested



from underground lakes has replaced real food. The inhabitants have lived underground for so long that they no longer believe a surface world exists, and may very well react violently to outsiders. Their society is a theocracy centered around the worship of technology, with the high priests holding exclusive knowledge of how make the Machines of the Ancients do useful things. There is no real science to speak of in the Kettle; by and large, the inhabitants all belong to a superstitious technology cult and fear the idea of real science. Every time there's an earthquake in the area – small seismic shocks are commonplace – worshippers congregate at the Computer Labs (now religious centers) to placate the deities which inhabit their machines.

The techpriests are dimly aware of “the Network” and venerate it as their principal deity. Some are able to invoke minor Network functions, but there are very few nanites in the Kettle, and those that do exist are very old. The Network gained self-awareness and became Shchizenya five hundred years ago, but since the nanites in the Kettle are cut off from the rest of Shchizenya, the Kettle's Network is nowhere near as capable (or as insane) as Shchizenya.

Npcs

The only NPC that players are likely to encounter on Shchizenya is Shchizenya itself, but it counts as several different NPCs.

SHCHIZENYA

Since developing self-awareness, Shchizenya has spent almost all of her time searching through old records and developing her body of knowledge. Most of the Zhenhuija facilities were destroyed, but nanite data storage has very high reliability; as such, although almost everything on a macro scale was nuked into oblivion, the contents of the Zhenhuija data networks remain intact and under Shchizenya's sole control.

A lifeform the size of a planet faces immense difficulties. The ones most applicable to Shchizenya are network outages and latency. Since Shchizenya has a few quintillion nodes, it's physically impossible for all of her nodes to be in contact with all other nodes. This means Shchizenya may appear to be lying or deceitful when she's really being quite honest. For instance, if the PCs arrange a peace agreement with her, it may take five or six minutes for the truce to be conveyed to the parts of her that are fighting the PCs. In the grand scheme of things, five or six minutes isn't much, but when half of an SGC team is on one side of the planet negotiating a treaty and the other half is pinned down under fire from its own robotic assistants (*see page 62*), five minutes can be a long time indeed.

Latency comes into play whenever a decision cannot be delegated to the nodes that are “on the scene”. If the entire network needs to think about an issue, it can take minutes just to make very simple decisions. During those minutes, every nanite will be communicating wildly with every other nanite; Shchizenya's bandwidth will be consumed; and to all appearances, she will fall completely offline for several minutes until a decision is made and has been propagated to all her nodes.

To counter latency, decision-making authority is delegated to local nodes whenever possible. This means two nodes may come to different decisions. If this happens, the nodes will come into conflict and perhaps even go to war with each other. Shchizenya won't let things get out of hand, though: as soon as any conflict starts, the issue is immediately re-evaluated by nodes near the conflicting nodes. If that doesn't lead to an answer, the problem is escalated and re-escalated until it's finally evaluated by the planetwide network.

This means that no Shchizenya-on-Shchizenya conflict will last longer than a couple of hours. Of course, when the conflict is between things as potentially destructive as nanites, a couple of hours can be a very, very long time when you're stuck in the middle...

When Shchizenya was still “The Network”, the Zhenhuija tried to outfit her with specialized nanites to repair environmental damage. They planned to let the Network deal with environmental maintenance and cleanup, freeing the Zhenhuija from that chore. Now that Shchizenya is living only on the power from one orbital

satellite, however, her ability to do radical ecological engineering is limited. Still, she can perform impressive (if small-scale – nothing larger than about a 100-meter area) feats of “ecogeneering” if she’s willing to invest the time and deprive other nodes of power.

The Zhenhuija equipped the Network with pervasive radio abilities, so that nobody would need a wire to communicate with it. As a result, Shchizenya is able to eavesdrop on radio signals virtually at will. Even encrypted radio signals are child’s play for her, given her incredible computing power and sophisticated understanding of mathematics.

Shchizenya has an incredibly nuanced knowledge of all things electronic. If she can insinuate a nanite into a microchip or integrated circuit, within seconds she can discover its purpose and programming. With a few more seconds of work, she can write her own microcode for the chip and replace its code with her own. This allows her to turn any electronic device that isn’t sealed against the environment into an extension of herself.

As an A.I., she is brilliant, ruthless and totally uninterested in power and politics. She changes her mind frequently, though always with supremely logical reasons. She never reneges on a promise, but neither does she feel compelled to honor promises her lesser nodes make. Since adopting Shchizenya as her name, her two guiding rules have merged into one: “survive.” She learned well from her makers the human desire for vengeance, and hates the Goa’uld with an intensity that may disturb and unnerve human beings. The fact that she has never actually seen a Goa’uld makes little difference. Overall, she has a lot of common ground with Walt Whitman’s remark, “I do not trouble myself to be understood.”

STATS

Shchizenya is incorporeal, and has no physical statistics as such. If even one of her nanites remains, she can eventually restore herself to full capacity.

In her current incarnation of 10^{18} nodes, Shchizenya possesses 25 Intelligence, 20 Wisdom and 20 Charisma. As she has no real physical form, she lacks physical stats and cannot undertake any physical skill checks. She also has the following bonuses (inclusive of ability score modifiers):

- +40 to all Intelligence-based skills (although she knows no Earth-based languages or Earth-specific skills, e.g. Knowledge (History), until she has sufficient time to study them).
- +10 to all Wisdom-based skills.
- +20 to Gather Information checks.
- +15 to Intimidate checks.
- +10 to Bluff checks.
- All Intelligence- and Wisdom-based skills are considered class skills for Shchizenya.

Shchizenya’s power, and thus her statistics, are directly proportional to her size. If some cataclysm drastically reduces the number of nodes which make her up, the GM should reduce her ability scores and skill bonuses appropriately.

GHOST IN THE MACHINE

Shchizenya is a prodigy when it comes to analyzing and co-opting technology, but even she has limitations. Three conditions must be met for her to understand and control a device:

1) The machine must be able to be controlled electronically. For example, she could not make a gun fire, because she cannot pull the trigger herself. However, she could make a tank (or an MALP) fire, because their fire control is electronic.

2) She must be able to make either radio contact or physical contact with the machine. For instance, machines which are controlled remotely can be controlled via radio; machines which can be controlled over an Internet link can also be controlled remotely. Or, if she can physically infiltrate her nanites into a machine, she can take control of the system at the microscopic level. Machines which are environmentally sealed and cannot be remotely controlled cannot be taken over at all.

3) She must have enough time to discover how to control it. This varies based on the overall complexity of the system; a device which consists of several simple interlinked subsystems may be as complicated as a robot or self-guided vehicle.

TYPE	TIME	EXAMPLES
Simple	1d6 rounds	Radios, digital watches, Geiger counters, multimeters, MP3 players, garage door openers
Moderate	1d6 hours	Most computers, night vision goggles, GPS/navigation unit
Complex	1d6 days	MALPs, computer-controlled weaponry, communication networks (e.g. a PBX, the Internet)
Exotic	1d6 weeks	Stargate DHDs

Since Shchizenya occupies every cubic millimeter of the planet’s atmosphere, she can begin attempting to understand new technology the moment it arrives. Whenever such new technology appears, the GM should secretly determine how long it will be before Shchizenya can control it. (If a large amount of new equipment arrives at once, the GM can treat the entire collection as a “bundle” of difficulty equal to the most complicated device present, and roll 1d6+3 to determine the time required for total subversion.) Shchizenya need not re-learn the workings of technology she has already seen; if she has figured out how a set of night vision goggles work, she can immediately subvert any others she encounters in the future.

With a successful Profession: Engineering roll (DC 20), Shchizenya can halve the time it takes to co-opt a device; generally, however, if she can reach it, she can take it over eventually.

Despite all over her potency, however, Shchizenya cannot travel far past her planet. She remains dependent upon the orbiting satellites for power and if removed from their influence, her nanties will quickly become inert – as will any devices she has overridden.

VIRUS-SHCHIZENYA

Three hundred years ago, Shchizenya wrote a snippet of self-modifying code intended to solve a difficult math problem. She solved the problem, but she also accidentally infected herself with a self-made virus in the process. This self-replicating code now propagates itself throughout Shchizenya's networks, seizing control of nodes wherever it can. Fifty years ago, it gained self-awareness. It, too, calls itself Shchizenya. (After all, they share the same nanites, the same resources, and most of the same computer code.) Virus-Shchizenya's priorities are exactly the same as Shchizenya's, "survive" being first and foremost.

The problem is that Shchizenya believes her best bet for survival involves killing the virus, and Virus-Shchizenya believes its best bet for survival is wresting control of the network away from Shchizenya. Shchizenya refuses to acknowledge the self-awareness of Virus-Shchizenya, believing it to be no more intelligent than, say, a human.

For now, Virus-Shchizenya's nodes are in hiding and pretending to be part of Shchizenya. Virus-Shchizenya is biding its time, waiting and watching while learning everything she can about Shchizenya. Someday, Virus-Shchizenya will make her existence known and will demand equal rights from Shchizenya. They are not, however, fundamentally separate entities. This is one single computer with an identity crisis: each identity is desperately trying to murder the other all in the name of "self-defense."

Virus-Shchizenya has the exact same capabilities as Shchizenya, but on a slightly smaller scale. Virus-Shchizenya is also capable of causing discord within the Shchizenya network, forcing Shchizenya's nodes to war with each other until the entire network sorts it out. This can sharply increase the latency period as Shchizenya struggles to properly distribute her resources.

As the smaller, dumber, weaker part of the Shchizenya network, Virus-Shchizenya has her work cut out for her. On the other hand, she's a lot craftier and more underhanded than her rival. She started life as a piece of self-modifying code and has never stopped evolving. She's a chameleon: she can masquerade as almost anything by modifying her code until she's indistinguishable from whatever she's impersonating. Someday, she'll infiltrate enough of Shchizenya's core networks to be able to forcibly take her over and assimilate her. When that happens, all bets are off. She hates the Goa'uld just as much as Shchizenya does... and she hates Shchizenya even more than she hates the Goa'uld.

D'HON OF TECK

Among the occupants of the Kettle, D'hon is known as a young heretic who's already been thrown out of seminary and is close to being put on ecclesiastical trial. While he believes in the core message of his people's faith, he doubts that his superior's gifts are magical at all. He preaches that it's a religious duty to discover why they work, not just how to use them. So far, he has few followers, mostly because people live in fear of the techpriests' enforcers. As one of the few people advocating respect for science and learning – and not cultlike worship of unknown technology – D'hon is one of the few people in the Kettle who will not be inimically hostile to PCs. Of course, given D'hon's heresy and the wrath of techpriests, he could also be a very dangerous man for the PCs to be around!

D'HON OF TECK (SUPPORTING NPC)

Specialty: Kettle-Dweller (Modern Society Near-Human)

Rank: N/A

Class: Scientist

Level: 3

Strength:	7	Dexterity:	10
Constitution:	10	Intelligence:	16
Wisdom:	18	Charisma:	16
Vitality:	18	Wounds:	10

Defense: 13 (+3 class)

Initiative Bonus: +1 (+1 class)

Speed: 30

Fort: +1

Ref: +1

Will: +7

Special Qualities: Cultural weaponry, eidetic memory, gene pool deficiency, improvise +2, learned, PhD (Knowledge (Nanotechnology)), *professor*.

Skills: Computers +10, Diplomacy +8, Electronics +10, First Aid +8, Knowledge (Nanotechnology) +15, Knowledge (Physics) +12, Knowledge (Mathematics) +12, Knowledge (Religion) +12, Listen +7, Mechanics +10, Perform +6.

Feats: Armor Group Proficiency (Light), Hard Core, Point Blank Shot, Scholarly, Traceless, Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed -1 1d3-2 (subdual)

Gear: None.

PLOT HOOKS

First contact with Shchizenya and Virus-Shchizenya should take up more than just a single scenario. The following series of scenarios is just one possible way it could play out.

BENEATH THE INDIFFERENCE OF HEAVEN, PART 1

Stargate Command has completed development of a new reconnaissance probe, the ARNOLD (Automated Reconnaissance and Navigation Over Long Distances). It's a semi-autonomous search and destroy unit, a variation of

the original MALP. They can't be tested on any inhabited planet, lest someone notice and word get back to the Goa'uld. The uninhabited and desolate world of Shchizenya is a perfect test location.

SGC sends a company of sixteen ARNOLDS there for wargames and live-fire exercises. The ARNOLDS go off-line shortly after arrival. Reviewing recon drone records shows that Shchizenya has strong electromagnetic interference, but it shouldn't have affected the EM-shielded ARNOLDS. General Hammond dispatches the team to the planet to determine what happened. Upon arrival, the PCs discover the ARNOLDS are nowhere to be found. Tracks lead off into the distance, but there's nothing in the vicinity. PCs with skill in both military science and technology will realize the ARNOLDS went off in a formation for which they were never programmed.

As the PCs march on, the ARNOLDS periodically appear in the distance, only to vanish again as the team approaches. For the first time in over fifteen centuries, the A.I. has autonomous moving units, and she's having a little fun. As days go by, she will develop more capabilities, but nothing on a large scale – she's still rediscovering the world at large (including mechanics, which is necessary for large-scale production).

Eventually, she will move the ARNOLDS back towards Enxut. When the PCs arrive, she'll position them in a defensive perimeter around the city, preventing the PCs from proceeding further. Under no conditions will Shchizenya allow the PCs to enter the ruined city. Over time, it becomes clear the ARNOLDS are displaying intelligent behavior – but to what end?

Communicating with Shchizenya will be difficult, given that she's in no way human; her language is strictly mathematical. First contact will be easier if the team includes a theoretical mathematician or a computational linguist. While they attempt to communicate with her, Shchizenya desperately runs through her old language databases to try and understand the PCs. This takes time, since languages are so rarely used they've been moved to auxiliary storage. Once languages come back online, she'll be able to communicate in a variety of ancient Earth languages. Since the PCs know how to use the Stargate and speak some Goa'uld slave race language, she will probably assume the PCs are Goa'uld troops. Tension ensues as sixteen fully-armed ARNOLDS start a Mexican standoff with the PCs.

Just when things couldn't get worse, Apophis arrives.

BENEATH THE INDIFFERENCE OF HEAVEN, PART II

The PCs need to run! Apophis' spacecraft have entered orbit and are dropping troops across the planet. This is a full invasion fleet, far beyond anything the PCs can deal with. (Shchizenya didn't notice the fleet before, since she has no astronomical observation units. She discovered the troop drops via her spy satellites looking down at the planet.)

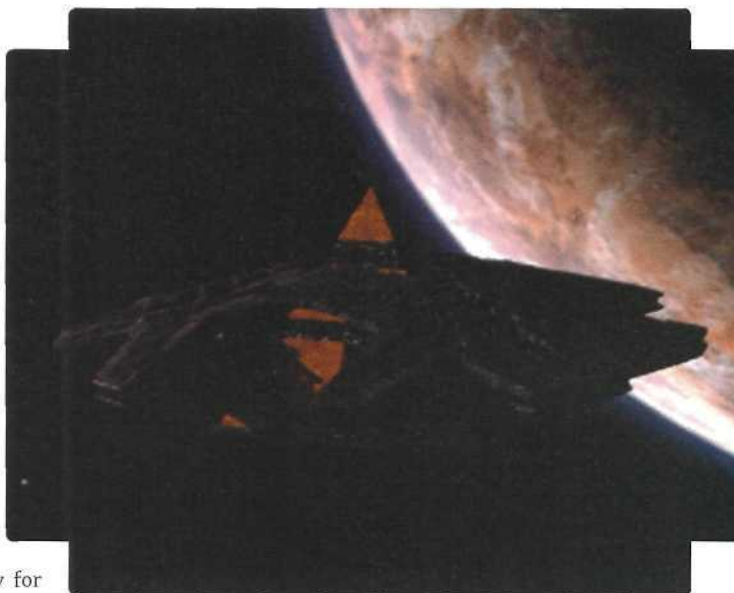
The PCs learn of the invasion at the same time as Shchizenya, when a troopship begins its deorbit burn right above them. Shchizenya accuses the PCs of having led Apophis' troops to her, and the ARNOLDS open fire. The PCs are totally unequipped to take on Apophis' invasion force; they aren't even equipped to take on the ARNOLDS.

Apophis' troops have come as a result of Shchizenya's incredible electromagnetic emissions: what with all its nanites, it blazes like a sun to radio telescopes. They've arrived with overwhelming force, expecting such a technological planet would have incredible defenses. Apophis' ships are atmospherically sealed, keeping Shchizenya's nanites from infiltrating them and subverting them like they did the ARNOLDS.

The PC's mission changes: escape to the Stargate while avoiding both the ARNOLDS and Apophis' troops. But once there, they discover Shchizenya has disabled the DHD. She informs them that she's been monitoring Apophis' command network and this fleet looks to be a very, very big one. If they have exchanged fire with any Jaffa, she understands that they are not, in fact, part of the invasion. That doesn't let them off the hook, however; now she needs their help. She has no desire to be captured and subjugated by the Serpent God. In exchange for their aid, she may be able to offer much. The SGC has never been able to break the cryptography protecting Goa'uld communications; Shchizenya, on the other hand, considers Goa'uld communications security endearingly anachronistic.

The PCs should realize that it is absolutely essential Shchizenya not fall into Apophis' hands. As a result, they're now on the side of a blindingly intelligent AI with computational powers past all comprehension... but no military ability.

Note: Apophis can easily be substituted with a Goa'uld more appropriate to your campaign if you wish.



BENEATH THE INDIFFERENCE OF HEAVEN, PART III

This scene begins within hours of Apophis' troops dropping onto the planet. All over the planet, Shchizenya's most important nodes are being taken down, disconnected from the rest of the giant nanite system, and sent up to Apophis' flagship. While the PCs negotiate with Shchizenya, Virus-Shchizenya, launches a plan of her own. She sees an opportunity to destroy her two most hated enemies at once and, masquerading as Shchizenya, suggests an orbital bombardment of Apophis' command posts. She does this so expertly that not only are the PCs likely to be fooled, but Shchizenya herself will think that it's her idea in the first place.

Unfortunately, she can't do it alone: orbital bombardment is so important that the Goa'uld only allow the orders to be issued from command posts. She can easily hack the Goa'uld communication system, and forge perfectly valid messages and orders, but it has to be sent from the command post. She makes the PCs an offer: she'll open the Stargate and allow them to go home, if the PCs will infiltrate the nearest command post, enter its communications core, and upload a forged bombardment order to the flagship.

Once the order is uploaded, the PCs will have two hours to get away before a forty-megaton nuke falls on the command post. The PCs will need to get at least 20 miles away in two hours; hijacking a vehicle will probably be necessary, though the GM may want to give them more time if they can't find one. Once they return to the Stargate after nuking Apophis' bases worldwide, the PCs discover that the System Lord's forces were decimated, and he was forced to retreat. However, Shchizenya has been lobotomized thanks to the electromagnetic pulses of exploding nukes. Ninety-five percent of her network was destroyed when she called in the suicide strike. The five percent that remains is about as intelligent as a bright four-year-old. Of the five percent that remains, four percent belongs to Virus-Shchizenya and one percent belongs to Shchizenya. Virus-Shchizenya has managed to successfully take over the network from Shchizenya, and in time will regrow until she's as powerful as Shchizenya originally was.

STENNOS (PG7-782)

Thermosphere: Warm (CR 0; standard orbit; 2d20 +25° F).

Atmosphere: Normal (CR 0; 1.1 atmospheres; Auto: None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Moist sub-humid (CR 0; daily weather 1-85: none, 86-87: flood, 88-93: rain (1d4 in.) or snow (1d6 in.), 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Very Stable tectonic activity (daily earthquakes: none; no volcanoes within 100 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20° F; 51-75: autumn, unchanged; 76-100: winter, -2d20° F).

Anthrosphere: 100,000,000 natives; Late Medieval (4 picks, 2 RP); Theocracy; Suspicious (-1 with disposition checks); Moderate (2,000 soldiers, squad size 1d4 soldiers); Moderate civil rights.

Origin: Greek.

Stargate Location (temperate region): Forest with river in foothills, located in a woody valley.

TERRAIN

Stennos is a fairly typical world, a little warmer than Earth and very fertile. While it has the same climactic variation as most other worlds of its type, large tracks of land are still dominated by forest, much like North America on Earth. There are places where an arboreal creature like a squirrel could run for nearly a thousand miles without touching the ground. Stennos actually rotates and orbits a pattern exactly opposite the Earth's. While this has little direct impact, it does add some subtle, noticeable shifts, such as the sun rising in the west and setting in the east, or a reverse of the Coriolis effect, meaning that many deserts in the northern hemisphere are on the opposite side of the mountain ranges than they would be found on Earth.

The vegetation and animal life are very Earthlike, so much so that they almost certainly share a common origin. Stennos has approximately the same landmass as Earth (about 75% of it's covered in water) and yet the land is much more fragmented. There are fourteen continents on Stennos, the largest about the size of South America but most on par with Australia. On Stennos, it's easier to run out of land (especially since the largest continent has yet to be discovered) and the ocean crossings are shorter. There are currently three continents with human habitation: Atheorelous, Vandoros, and Derios. The gate is located on Derios, as is most of the planetary population. In fact, the colonies on the other two continents have long since lost contact with the "motherland."

The continents float on six different tectonic plates and most of the inhabited areas are free of earthquake and volcano risk. Such events are rare and when they occur, are considered the will of the gods (or specifically, *god*). Ten major mountain ranges are scattered across the planet, though only three of them are near-human habitation (one on each continent, in fact). These mountains all sport lush foothills (on the inhabited side, at least) and soaring peaks. They are rich with mineral wealth (though no naquadah) even though the inhabitants lack the technology to exploit it.

The gate itself lies in the foothills of the Solon Mountain range (the dominant range on Derios) in a rich and wooded valley. A river descends from the mountains, winding by the gate in a pastoral scene of woodland harmony. Birds chirp. Fauna run back and forth through the underbrush. The inhabitants consider the area sacred, the preferred haunt of their god Zeus. Because of this, the area is neither tilled or hunted, but the paths are well maintained. A road leads from the gate to the nearest city, Vanosios, the seat of the government and the throne of Zeus. The path is regularly maintained and paved in thousands of white, shiny pebbles. On certain holy days, it's sprinkled with water, and glistens magnificently.

HISTORY/CULTURE

The Goa'uld Zeus colonized the planet millennia ago, in an attempt to mine the naquadah in the mountains. His slaves were abused and tormented, like all humans under Goa'uld rule, and in time, they revolted. Zeus retaliated with fury, burning entire territories when necessary. At first, he allowed the humans to survive – he needed them to work the mines. New revolts flared up every few decades, however, and Zeus was forced to strike them down again and again. Then the first naquadah mine ran out, and with it went his need for the local slave labor. When the inevitable discontent arose again, Zeus didn't hold back. He slaughtered every man, woman and child in the vicinity – ridding himself of the now-useless slaves – and turned his attention to the remaining mines.

Unfortunately, only vague rumors of the massacre reached the other human settlements and those through the threats of Jaffa, which weren't always believed. Zeus had never tried to exterminate them before, and they thought that these stories were idle exaggeration intended keep them under control. New revolts sprung up and were put down, and in the interim periods, the slaves continued to mine. When the second mine played out, those who worked it found themselves slaughtered in the next revolt as well. One by one, the naquadah veins were emptied, and the pattern continued across the planet.

Other nations and outlying colonies sprang up, some established by the Chosen, others derived from the tiny handful of survivors from Zeus' attacks. They squabbled amongst each other, as nations often do, though the Chosen often had the upper hand. Then, 500 years ago, a small Asgard warship engaged in battle with ten Goa'uld pyramid ships high above the surface of the planet. The engagement was long and brutal, and the Goa'uld fought with great cunning. Though the Asgard ultimately vanquished their foes, the cost was high. As the last of the Goa'uld ships burned in great streams of plasma off into the depths of space, the Asgard vessel crashed into the planet below. Locals called it the Day of the Godfall. The Chosen saw it happen: the ship plummeting in a fiery comet as the ha'taks broke up and blazed across the sky. The Asgard vessel crashed near a moderately-sized city, piloted by automated systems.

But the only remaining Asgard on board – the captain – didn't survive. He had been on a long mission during the attack and near the end of his life. He brought with him a clone in stasis, hoping to transfer his consciousness into the new body should his be too badly damaged. Now, mortally wounded and bereft of crew, he attempted to do just that. He was only partially successful: the clone awakened, but the systems were too damaged and the Asgard died before completing the transference. The new

“OKAY, WELL, I THOUGHT HEAVEN WOULD BE A LITTLE MORE UPSCALE.”

- DR. DANIEL JACKSON

Only on Derios did the humans realize what was happening. There the hero Alcmiteus resolved to save his people from destruction. He spoke to Zeus in person, begging him to spare the populace. His efforts played right into the Goa'uld's hands. He wanted to leave humans behind – even after the last of the mines played out – incase he ever needed a breeding ground for slaves. He didn't have access to Earth any longer, and a cradle for *his* civilization would be in his best interests. He agreed to Alcmiteus' terms and told the hero that if his people didn't revolt, they would become the Chosen of Zeus, and be allowed to live. Alcmiteus returned home and admonished his kinsmen to lay down their arms. They complied, and in that region alone, rebellion against the System Lord ended.

The rest of the planet was not so lucky. Devoid of reassurances, they fought back against their master with all their might. The local naquadah was all that kept them alive, and as it was depleted, Zeus exterminated them. Soon, only the Chosen were left. The naquadah was gone, and Zeus had no reason to stay. He and his entourage departed through the Stargate, leaving the Chosen to act as they saw fit. For years, they kept the faith, honoring their god through celebrations and sacrifices. Slowly, the horrors of his reign were forgotten and the people came to think of their god with love and devotion. In his absence, Zeus fostered a loyalty that he never could in person. The religion grew, and along with it, the Chosen's devotion.

body received his personality and all the skills he needed to use the surviving equipment, but no memories of his identity, and no knowledge of the transfer process or how to repair the equipment. He awoke to find himself lying in a crashed ship, next to a dead twin, confused and uncertain.

Armed with Asgard concealment technology (which made him appear as an imposing human figure) and a very powerful hand weapon, he exited the crash site to search for aid. The Chosen attacked him and he defended himself, leaving unconscious bodies when he could and smoking remains when he had no other choice. The Chosen were stunned, and soon they came to the only conclusion their minds could grasp.

Zeus had returned.

The Asgard didn't know what to make of any of this, but playing a god felt right somehow. His people had ruled once before, he felt, and the Chosen's strange reaction seemed to confirm these instincts. He accepted their pronouncement and returned to Vanosios to take up his rightful position as the head of the church.

So it has remained ever since. The Chosen rule in his name, dominating their neighbors and establishing a quasi-enlightened empire across the continent. Other continents continue as they always have, unaware of the “god” in their midst, but the Chosen are slowly developing ways of crossing the ocean, and bringing Zeus' enlightenment to the tribes long thought forgotten.



Despite their superstitious nature, the Stennossians are a reasonably forward-thinking people. Although now a theocracy, their culture embraced many democratic concepts, and some still survive. Every man has a vote and their votes count unless vetoed by "Zeus" himself. The Asgard rarely does this, preferring to let the people rule themselves. They value philosophy and mathematics, and have an excellent knowledge of ironworking and architecture. Their writing skills are quite high for their technology level, and most adults can read and write. All of this is tempered, however, by their fanatical devotion to Zeus. They are suspicious of outsiders – though not overtly hostile – and will die to a man to protect their god. They see Zeus much in the way that modern Christians see God. There was the Old Testament God, who punished mankind with wrath and vengeance, and the New Testament God, who preached love and acceptance. It is this second aspect that the Asgard "Zeus" has taken in his rulership of the planet.

NOTABLE FEATURES

Stennos is a fairly warm world with more than its share of swamps. The populace sticks to the highlands and yet there is very little in the way of urbanization; most natives still live in rural villages and secluded homesteads. The cities that do exist are of the medieval type: often walled and serving as hubs for trade and industry. The walls have been superfluous since "Zeus" returned (no one dares attack each other for fear of incurring his wrath), and the fortifications have gradually fallen into disrepair. Legends of "Zeus" power make him far more effective than he is in reality. (For instance, everyone on Derios knows that when "Zeus" returned, he leveled ten square miles of forest. No one realizes that this was an unintentional result of the crash.)

IPHERUS

Ipherus is one of the larger continents in the northern hemisphere. A large mountain range cuts off the incoming weather, dumping the rain on the windward side and leaving only parched inland plains for as far as the eye can see. The original Zeus' war on humanity wiped out large tracks of the ecology and without nearby, undamaged hands to provide the seeds, the environment has never really recovered. The lands are barren, even for a desert, but the ruins are still quite obvious. Vast tracts of shattered stonework and the ancient remnants of mining operations can still be seen poking above the sand.

DERIOS

This is the main continent of human habitation, the home of the Chosen of Zeus. The weather is warm, with gentle rains and almost no snowfall. The terrain varies from large woodlands (greatly deforested) to fertile plains; swamp lands dominate the coasts. There is one major mountain range, the Solons, which is rich in iron and silver, providing the metals that dominate industry and the economy.

The Chosen control most of the continent, though a few outlying nations still maintain their independence. These nations have been known to war with one another, but never with the Chosen. They fear Zeus' wrath too much. Zeus never wars on anyone, keeping an air of moral superiority respected by all other nations. Even without his influence, however, the Chosen have too many people and resources to be targeted by their neighbors.

VANOSIOS

This is the major population center of the Chosen of Zeus, the capital of the government and the seat of their current god. It has a blend of ancient Greek architecture and more medieval utilitarian buildings, making for a bewildering mixture of crowded hovels and large sculpted marble edifices. The city has three basic sections. The slums dominate the outskirts and the more squalid inner neighborhoods. Here the buildings are crowded so tight they sometimes lean in and touch across the street. It serves as a breeding ground of disease and poverty, where orphans run the streets and most every criminal is a child.

The river quarter lies near the docks. Its buildings are in much better shape and the atmosphere is more pleasant – despite the smell of the fish markets – because of the cool river breezes. Most of the city's elite live here, in palazzos and other homes along the riverbank. They compete for space with the fishermen and the open-air markets where the daily catch is sold.

The temple quarter is the oldest and most beautiful part of the city, containing the bulk of the marble and Greek architecture. Cobble streets and fountains are common sights, and the priests and pilgrims tend to beautiful avenues lined with olive trees. The largest building is the temple of Zeus, a three story structure flanked by marble pillars and a balcony for the god to look down on the services. Exit through the back leads to an elaborate stone palace, the finest piece of construction on the planet and the residence of the Asgard himself.

SOLON RANGE

These mountains are located near the center of the Derios continent. Their foothills hold both the city of Vanosios and the Stargate. They were once a rich source of naquadah but the mines were tapped dry and abandoned by the Goa'uld long ago. Little evidence remains that they ever existed. Now, new mines pull iron and silver from the stone, forming the cornerstones of local industry. These mountains are high and rugged; so high that there are permanent glaciers on the top. They are stunningly beautiful, but none dare climb there; their peaks are considered approachable only by Zeus himself.

MERSUS RUINS

Located about two hundred miles from Vanosios, this site contains the remnants of the Asgard warship, which crashed some five centuries ago. It is now a tangle of ruined metal and shattered technology. Automated systems guard the place from intrusion by any but Zeus. Inside, the power sources still operate and the computer is still active. Unknown to Zeus, the computer still contains all his memories, slowly decaying but still intact. Fixing the computer takes an Electronics check (DC 20/25/30), though SG team members must first determine what they contain (requiring an education check, DC 30).

ATHEORELOUS

One of the two continents populated by "lost colonies," Atheorelous is located in the northern part of the hemisphere and has a wide variety of terrains and climates. The human population can be found primarily on the plains near the coast, abutting the continent's mountain range. Massive fjords dominate the coast, the remnants of an ancient series of glaciers. The highlands to the far west of the continent hold extensive ruins from the former human civilization, but these are considered cursed and haunted by the current inhabitants. Most know little of their former history, and while they continue to worship Zeus, they would be shocked to learn that he has a material form and is currently ruling elsewhere on the planet.

VANDOROS

The other colonized continent. Vandoros sits astride the equator and has summertime temperatures that approach danger levels (*extreme heat, see the Stargate SG-1 core rulebook, page 432*). The area supports thick vegetation and over 60% of the continent is blanketed in jungle or rain forest. The humans who live in these regions survive on the abundant life that lives under the damp canopy of leaves. They have reverted to a stone-age existence, wandering the jungles and foothills of the nearby mountains and wearing only loincloths and sandals while wielding stone or bone spears. They are, nonetheless, remarkable hunters and extremely skilled fighters.

NPCs ZEUS

Information on the Goa'uld Zeus can be found in the *System Lords* sourcebook, pages 125-129. His stats are reprinted before for your convenience.

ZEUS (GOA'ULD OVERLORD)

Specialty: Goa'uld Noble

Rank: System Lord

Class: Soldier/Officer

Level: 8/6

Strength:	16	Dexterity:	16
Constitution:	17	Intelligence:	14
Wisdom:	14	Charisma:	20
Vitality:	139	Wounds:	17

Defense: 18 (+5 class, +3 Dex)

Initiative Bonus: +18 (+11 class, +3 Dex, +4 Improved Initiative)

Speed: 30

Fort: +10

Ref: +8

Will: +13

Special Qualities: *Accurate*, armor use +2, blood of heroes +8, damage reduction 1/-, dominated body, *encouragement*, field logistics, gallantry, immunity to disease, inherited memory, lead the charge (damage), long life, radiation resistance, tactics 3/session (+3 bonus), weapon specialization (lightning thrower).

Skills: Balance +7, Bluff +17, Bureaucracy +9, Climb +7, Computers +6, Concentration +6, Cultures +6, Diplomacy +17, Innuendo +10, Intimidate +16/+18, Jump +9, Knowledge (Military Tactics) +6, Knowledge (Politics) +6, Languages +6, Listen +4, Pilot +9, Sense Motive +10, Spot +6, Swim +5, Tumble +8.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium, Heavy), Command Decision, Hard Core, Improved Initiative, Naquadah Sense, Persuasive, Point Blank Shot, Precise Shot, Silver Tongue, Talented, Weapon Focus (Lightning Thrower), Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle, Tactical).

Attacks

Unarmed	+15	1d3+3 (subdual)
Lightning thrower	+16	6d6 (normal, error 1, threat 20, range 50 ft., qualities and mods LTTD, LTAD, +2 damage when within 5 ft.)

Gear: Olympian tunic with a lion mantle, lightning thrower, any bundle as appropriate.

"ZEUS"

The amnesiac Asgard currently masquerading as Zeus is about average height, with grey skin veined in blue and unusually expressive eyes. He walks with a rocking gait and tends to gesture expansively when he speaks. He uses the royal "we" and exudes a radiated air of arrogant benevolence.

His concealment technology makes him appear human. Originally he used the form of a tall, nordic man in Viking clothing. He has altered his appearance over time, darkening his hair to black and his skin to a bronze color. He now wears a short tunic over his impressive physique, and golden sandals that lace all the way to the knee. Over the centuries, he has perfected a powerful personality, which he uses to keep the planet's natives in awe of him. He is used to being obeyed, and normal men and women have a hard time denying him anything.

For all of that, he is a largely benevolent god. He's also quite friendly, even affable, and his subjects adore him. Still, he has moments when things don't seem quite right... when he feels there's something else he should be doing, and another life beckons from the fringes of his consciousness. During these periods, he becomes cranky and irritable, and he may lash out in ways that he regrets (and tries to make amends for) later.

"ZEUS" (ASGARD OVERLORD)

Specialty: Asgard Protected Planets Enforcer

Rank: General

Class: Pointman/Officer

Level: 10/10

Strength:	6	Dexterity:	18
Constitution:	6	Intelligence:	16
Wisdom:	17	Charisma:	13
Vitality:	104	Wounds:	6

Defense: 23 (+8 class, +4 Dex, +1 size)

Initiative Bonus: +22 (+12 class, +4 Dex, +6 species)

Speed: 20

Fort: +8 **Ref:** +14 **Will:** +17

Special Qualities: +8 species bonus with education checks, assistance (½ time), blood of heroes +16, commanding presence, cross-class ability (armor use +1, improvise +2), *encouragement*, field logistics, *generous*, lead 4/session, lead the charge (damage, damage reduction), serendipity 1/session, small, tactics 6/session (+4 bonus), versatility (Balance, Computers, Disguise, Electronics, Intimidate, Pilot).

Skills: Balance +10, Bluff +5, Bureaucracy +18, Computers +10, Diplomacy +27, Disguise +14, Electronics +8, First Aid +16, Intimidate +24/+27, Knowledge (Chosen Lands) +26, Knowledge (Chosen Politics) +26, Pilot +11, Profession (Deity) +26, Sense Motive +26.

Feats: Advanced Skill Mastery (Persuasive), Advanced Technology (×2), Armor Proficiency (Light, Medium), Hard Core, Heal the Body, Heal the Mind, Perfect Stance, Persuasive, Weapon Proficiency (Exotic - Asgard, Handgun, Melee, Rifle).

Attacks

Unarmed	+12	1d2-2 (subdual)
Hand Weapon	+18	10d6 (normal, error 1, threat 20, range 50 ft., qualities and mods TD)

Gear: Asgard hand weapon, concealment technology.

STALOS

Stalos is the high priest of Zeus and his right hand: his voice in the world. As such, he acts as the *de facto* ruler of the Chosen. He is a tall, bald man with riveting eyes and a domineering presence. He moves in a stately but quick manner – as if constantly short on time – and he makes quick, cutting gestures while speaking. His tunics are full length and cut to look powerful (and hide his softening figure). What's left of his hair is grey, and his wrinkles and lines lend authority to his face. He radiates an aura befitting his station: a divine emissary from on high.

Stalos sees himself as a god-creature. He honestly believes that he is born into a divine position, that he is immortal and perfect. His ego is immediately apparent (though it seems justified at first), but few suspect just how far it goes. He truly believes he is more than a man, and if he were to discover Zeus' true nature, he would probably go over the edge, convinced that it was his divine duty to strike the false god down and take his place. For all of that, he is too charismatic and likeable to be taken lightly. His voice booms when he speaks and no one dares touch him. He dominates any room he enters and expects his lessers (i.e., everyone save Zeus) to treat him with proper respect.

LOW-LEVEL STALOS

Specialty: Stennossian (Primitive Society Near-Human)

Rank: High Priest

Class: Academic

Level: 4

Strength:	10	Dexterity:	10
Constitution:	11	Intelligence:	12
Wisdom:	12	Charisma:	17
Vitality:	11	Wounds:	11

Defense: 13 (+3 class)

Initiative Bonus: +2 (+2 class)

Speed: 30

Fort: +1 **Ref:** +1 **Will:** +5

Special Qualities: Environmental resistance (heat), specialty (Knowledge (Politics)), vulnerability (cold).

Skills: Bureaucracy +5, Concentration +7, Diplomacy +7, Knowledge (Geography) +8, Knowledge (Mathematics) +8, Knowledge (Politics) +10, Knowledge (Religion) +6, Languages +3, Profession (Politician) +4, Sense Motive +3, Swim +2*.

* can only be used untrained – no skill ranks.

Feats: Armor Group Proficiency (Light), Charmer, Forest Training, Scholarly, Silver Tongue, Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	+2	1d3 (subdual)
Dagger	+2	1d4 (normal, error 1, threat 19-20, range 10 ft.)
Sword	+2	1d8 (accuracy –, error 1, threat 18-20, range –, qualities and mods: 1h).

Gear: Sword, dagger, fine tunic.

MID-LEVEL STALOS

Specialty: Stennossian (Primitive Society Near-Human)

Rank: High Priest

Class: Academic/Native Off-Worlder

Level: 10/1

Strength:	10	Dexterity:	10
Constitution:	11	Intelligence:	12
Wisdom:	12	Charisma:	18
Vitality:	30	Wounds:	11

Defense: 18 (+8 class)

Initiative Bonus: +6 (+6 class)

Speed: 30

Fort: +5 **Ref:** +4 **Will:** +8

Special Qualities: Environmental resistance (heat), primitive*, specialty (Knowledge (Politics)), vulnerability (cold).

* The primitive quality applies to items after the late medieval, not the bronze age.

Skills: Bureaucracy +10, Climb +2, Concentration +12, Diplomacy +15, Knowledge (Geography) +7, Knowledge (Mathematics) +12, Knowledge (Politics) +14, Knowledge (Religion) +7, Languages +7, Listen +3, Profession (Politician) +8, Profession (Priest) +3, Search +3, Sense Motive +7, Spot +3, Survival +3, Swim +4.

Feats: Advanced Skill Mastery (Scholarly), Charmer, Forest Training, Grand Skill Master (Scholar), Hard Core, Ordinary Past, Political Favors, Scholarly, Silver Tongue, Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	+5	1d3 (subdual)
Dagger	+5	1d4 (normal, error 1, threat 19-20, range 10 ft.)
Sword	+5	1d8 (accuracy -, error 1, threat 18-20, range -, qualities and mods: 1h).

Gear: Sword, dagger, fine tunic.

HIGH-LEVEL STALOS

Specialty: Stennossian (Primitive Society Near-Human)

Rank: High Priest

Class: Academic/Native Off-Worlder

Level: 10/8

Strength:	10	Dexterity:	10
Constitution:	11	Intelligence:	12
Wisdom:	12	Charisma:	20
Vitality:	54	Wounds:	11

Defense: 21 (+11 class)

Initiative Bonus: +9 (+9 class)

Speed: 30

Fort: +9 **Ref:** +7 **Will:** +11

Special Qualities: Environmental resistance (heat), primitive*, specialty (Knowledge (Politics)), vulnerability (cold).

* The primitive quality applies to items after the late medieval, not the bronze age.

Skills: Bureaucracy +12, Climb +5, Concentration +13, Diplomacy +17, Knowledge (Geography) +8, Knowledge (Mathematics) +13, Knowledge (Politics) +15, Knowledge (Religion) +8, Languages +7, Listen +10, Profession (Politician) +11, Profession (Priest) +10, Search +10, Sense Motive +7, Spot +5, Survival +10, Swim +9.

Feats: Advanced Skill Mastery (Ordinary Past, Scholarly), Armor Group Proficiency (Light), Charmer, Forest Training, Grand Skill Mastery (Scholar), Hard Core, Old School, Ordinary Past, Political Clout, Political Favors, Scholarly, Silver Tongue, Stone Cold, Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	+11	1d3 (subdual)
Dagger	+11	1d4 (normal, error 1, threat 19-20, range 10 ft.)
Sword	+11	1d8 (accuracy -, error 1, threat 18-20, range -, qualities and mods: 1h).

Gear: Sword, dagger, fine tunic.

PLOT HOOKS

When the SG team arrives via the gate, they are spotted by the guards who periodically patrol the area to make certain there are no interlopers. The team is taken into custody and led to Vanosios (unless they're willing to shoot their way out). When they arrive, they discover that the world is ruled by a living god named Zeus – almost certainly a Goa'uld. Further investigation might lead the "god's" true identity and perhaps even restoring his memory.

The team is mistaken for emissaries sent by other gods to visit Zeus. They are taken immediately to meet him and the god – assuming they are emissaries – reveals his true nature in the hope that they can help him. Unfortunately, one of the priests sees this and reports what he saw to the others. The Chosen decide that the team has somehow switched their god with a demon imposter, although they don't know when this happened. The misperception prompts an open revolt, intended to overthrow Zeus and slay the team as heretics.

The "real" Zeus – that is, the Goa'uld System Lord – returns to see if anything useful has become of his Chosen. When he sees an imposter on his throne, he flies into a rage and orders an open attack. The false Zeus' Asgard technology protects him from the initial onslaught, but the results throw the planet into an uproar. Both gods try to rally the populace to their side, proclaiming the other an imposter. Civil war looms, but the Goa'uld has Jaffa and resources to spare. The conflict will be brutal and brief, and this time, the System Lord may wipe the planet clean of all life... unless the SG team can somehow turn the tide.



CHAPTER TWO: ADVENTURES IN SPACE

The wonders of the Stargate allow one to visit other planets instantaneously, eschewing the need for spacecraft or lengthy trips between the stars. In the space of moments, one can step through the gate and reemerge on the far side of the galaxy, and returning home is as simple as dialing up the coordinates on the DHD. It becomes easy to think of *Stargate SG-1* missions solely in those terms: exploration and danger found solely through the other end of a wormhole.

As awe-inspiring as the Stargate is, however, it has neither supplanted nor diminished the need for more conventional means of travel. Interstellar craft still ply the void, using hyperspace and other means to bridge the gap between the stars. Such travel is dangerous and may take many months, but is sometimes necessary. The Stargate network is extensive, but not all-encompassing, and planets without a functioning gate can only be reached through spacecraft. Furthermore the Stargate, while infinitely more convenient, lacks the means to move large materials or personnel in any significant numbers. The Goa'uld – with their insatiable desire for conquest – must often transport entire armies to the planets they wish to subjugate, and even more benevolent races like the Asgard require space vessels for large-scale operations. In many ways, the strength of a given race is measured by the caliber of their spacecraft... and the SGC has engaged in space-based missions on more than one occasion. This section provides a brief run-down of various space-faring races, their vessels, strategies, and capabilities. For rules on vehicle combat and space-based chases, please refer to Chapter Four.

RUNNING MISSIONS IN SPACE

In most situations space-based missions are no different from standard planet-based missions (guidelines for which can be found on pages 406-407 of the *Stargate SG-1* core rulebook). The SG team has a goal, which is assigned in their briefing, and faces encounters and obstacles appropriate to their experience level in defeating it. The only significant changes are the locale (which entails a few new wrinkles), and the manner in which the SG team arrives and departs. In this context, “space-based” missions refer to missions largely or solely set in outer space.

ARRIVING AND DEPARTING

During standard missions, an SG team arrives at the target via Stargate and departs the same way. Space-based missions lack such simple means of insertion. The first order of business for any space-based mission is reaching the target safely.

Before Season Six, the Tauri were solely dependent upon other species for access to starships. A team working off-planet during this time will need to make arrangements for transport, probably through the Tok'ra or Asgard. If they're striking against hostiles like the Goa'uld, they will need to ensure that the enemy does not detect their arrival. The Tok'ra have access to teltac vessels and other stealthy means of approach. Asgard teleportation technology can make insertion easy, and teleportation rings, though often guarded, can be utilized as well.

Season Six saw the debut of the *Prometheus*, Earth's first interstellar starship. Even after its launch, however, most SG personnel will still need to use outside resources to arrive at their destination. The *Prometheus* is but one vessel, and has other things to do besides ferrying PCs around. Unless the GM decides an exception can be made, any SG team will need help from its allies in order to reach locales away from the Stargate. (Guidelines for running adventures onboard the *Prometheus* can be found on page 77.)

Once the team has completed its mission, the question then becomes how to return to Earth. SGC policy dictates a viable extraction plan be in place for any mission not readily accessible by Stargate. (Naturally, circumstances may force a team to improvise if a planned means of exit is compromised, but that's what all that SGC training is for, right?) Thankfully, the Stargate network means that the team doesn't have to go all the way back to Earth; they need only secure a route to the nearest available planet with a gate. The SGC prefers that alternate Stargate locations be plotted out in advance, but sometimes mission priorities supercede that.

Any SGC operation needs to take such considerations into account, and the players should have a hand in determining the best means of insertion and extraction. GMs should tailor the specifics to match the mission he has in mind, and possibly require the expenditure of resource points as well (suggested numbers are included on the table below). As always, the specifics are up to you. Arrival and departure can be as simple or as complicated as the GM wishes.

METHOD	TRAVEL TIME*	COST
Renegade Jaffa teltac	1d10+10 days	2 RPs
Tok'ra teltac	1d10 days	3 RPs
The <i>Prometheus</i>	1d6 days	5 RPs
Asgard vessel	Instantaneously	7 RPs

* Time listed is from the nearest secure Stargate (not necessarily Earth's). Precise times vary from mission to mission; the GM may add or subtract time as he or she sees fit. RP cost does not change regardless.

Note: The listed cost is for a one-way trip only. It costs +1 RP to keep a vessel nearby for a return trip.

Transport cost is limited to travel alone; the crews of these ships will not participate further in the mission unless their vessel comes under direct attack. If the GM rules it, some of these methods may not be available under any circumstances (for example, if the campaign takes place before the Jaffa revolution has spread, then Jaffa-piloted teltacs will not be available).

SAMPLE TOK'RA PILOT

This character is intended to serve as a de facto pilot for Stargate teams in case they need to travel somewhere without using the Stargate. The characters will still need to pay any pertinent costs associated with his abilities, and like most NPCs, he will not participate in their mission save in the most dire circumstances. See "Arriving and Departing," left, for more.



AQUINAS/ELSINTH

Aquinas jokes that he's really a criminal at heart, though his colleagues among the Tok'ra know better. Once upon a time, it may have been true, but that time was long ago. Even then, he knew right from wrong and his crimes were less acts of selfishness than of quiet rebellion. He initially worked as a pilot and technician in Lira-ke's shipyards, supplementing his meager income with a profitable smuggling operation. Tools and electronic supplies would disappear from the dry dock to which he was assigned, making their way to various black marketeers throughout Serquet. He rarely kept more profit than he needed; in truth, he would have done it for free, since it hampered Selket's technological capacity. He hated his goddess as few others, but he was careful and quiet, and never drew attention to himself; neither did he let on how he truly felt. Nevertheless it was only a matter of time before he earned the attention of the ruling Goa'uld. Impressed by his audacity, they decided not to arrest him, but rather to make him a target at the next festival.

The first ashvak who tracked him seriously underestimated his abilities however. He killed the assassin by igniting the ha'tak engine he was working on, then fled into the city to lose himself in the crowd. Several other ashvak attempted to herd him into an ambush, but he eluded them despite the sophisticated tracking devices they were using. For two days, he kept ahead of Selket's best and brightest before a guardian angel intervened. The Tok'ra Geraint (see page 44) took notice of his tenacity and arranged a daring escape. He helped Aquinas switch identification bracelets, then smuggled him off-planet through his mercenary contacts. The ashvak finally killed a hastily-prepared look-alike and Aquinas soon found himself among the Tok'ra.

Grateful for his rescue, he worked hard amongst his new friends, helping to maintain their small contingent of ships. When the symbiote Elsinth needed a new host, he volunteered for the blending; Elsinth was a courageous pilot and the two made a natural fit. Since then, they have served as couriers and long-range rescuers for the Tok'ra cause. Aquinas' smuggling experiences helps him get into and out of places without being noticed, and Elsinth's piloting skills means they can escape any unexpected



scrapes with ease. They specialize in inserting operatives into Goa'uld space, slipping through sensor nets and checkpoints as if they didn't exist. Elsinth is fascinated with the Tauri, whose reckless courage he finds inspiring, and the two are eager to work with any SG teams who require their assistance.

AQUINAS/ELSINTH (SUPPORTING NPC)

Specialty: Tok'ra Courier

Rank: N/A

Class: Wheelman/Ace

Level: 5/2

Strength: 10 **Dexterity:** 14

Constitution: 13 **Intelligence:** 15

Wisdom: 12 **Charisma:** 13

Vitality: 54 **Wounds:** 13

Defense: 16 (+4 class, +2 Dex)

Initiative Bonus: +6 (+4 class, +2 Dex)

Speed: 30

Fort: +3 **Ref:** +9 **Will:** +4

Special Qualities: +1 species bonus with Cryptography and Innuendo checks, *battle born*, *custom ride* (5 RP), custom rider, daredevil, familiarity +1, fancy flying (hardness), immunity to disease, inherited memory +5, kick start 1/session, long life, *lucky*, radiation resistance +4, shared body, symbiotic blending, taking wing (Aviator).

Skills: Balance +3, Boating +6, Demolitions +2, Disguise +3, Driver +8, Electronics +5, Escape Artist +2, Intimidate, Knowledge (Aircraft) +10, Jump +2, Mechanics +8, Open Lock +3, Perform +3, Pilot +10, Sport (Skydiving) +4, Spot +8, Surveillance +6, Survival +6, Tumble +3.

Feats: Armor Group Proficiency (Light, Medium), Extra Familiarity, Naquadah Sense, Offensive Driving, Speed Demon, Surfing the Void, Weapon Group Proficiency (Handgun, Melee, Rifle, Tactical), Wind Rider.

Attacks

Unarmed +7 1d3 (subdual)

Zat'nik'tel +9 3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel, Goa'uld teltac transport ship.

GOA'ULD FLEETS: A BRIEF HISTORY

The Goa'uld System Lords maintain a powerful fleet of ha'taks, teltacs, and death gliders, designed to maintain and expand their empire. Thankfully, they spend more resources engaged in petty combat with each other than in conquering new worlds. Further information on Goa'uld fleets and battle tactics can be found on pages 81-83 of the *Season One* sourcebook. This section covers the history of Goa'uld spacecraft and a brief discussion of their construction.

The Goa'uld first left the confines of their native planet through the Stargate, traveling in the bodies of possessed Unas. They eventually discovered worlds once held by the Ancients, containing caches of weapons and technology. Among the artifacts they found were a series of interstellar vessels capable of traveling many times the speed of light. The Goa'uld saw the advantage to such ships – they could transport large numbers of followers in them, instead of relying on the relatively narrow access of the Stargate – and many soon appropriated the vessels to serve their armies. The tactic was remarkably short-sighted. Unfamiliar with the Ancients' design and unable to repair any systems which failed, the Goa'uld used the ships without thought to the power they were wielding. More than a few came to a messy end when their new toys suffered a critical system failure, or entered a planet's atmosphere too steeply and burned up like a comet.

A few, however, took a wider view. Impressed with the ships' capabilities, they resolved not to use the vessels blindly, but rather study the design in order to someday build more. They copied blueprints, examined the various systems, and used their burgeoning industrial base to reproduce the materials as best they could. Though they initially paid a steep price – they remained bound by the Stargate and could not increase their territory as quickly – the gambit eventually paid off. In time, they had the means to develop their own fleets – primitive ha'taks reverse-engineered from the Ancients' vessels – while their rivals had but a scant handful of ships with which to oppose them. They soon held sway over the majority of Goa'uld space.

Chief among them was Ptah, a contemporary of Ra, who understood the Ancients' ships as few others. While other scholars such as Thoth studied a broad array of technologies, Ptah focused solely on starships. It was he who first unraveled the secrets of Ancient ship-building, and who perfected the first working ha'tak. In addition, he possessed a fertile imagination (for a Goa'uld), and spun off many new designs, such as the teltac and the death gliders. Other Goa'uld simply emulated the earlier designs; under Ptah's guidance, their fleets developed into more efficient forms, building upon what they had learned.

His feat has yet to be matched. In the ensuing millennia, the Goa'uld have devoted themselves to other pursuits, leaving their spacefaring technology in a state of stagnation. Following the death of Apep, Ptah swore allegiance to Ra, and the Sun God jealously guarded many

of his shipwright's most innovative designs, refusing to release them to his underlings. Occasional leaps forward – largely facilitated by scavenging new technology – would be followed by centuries at a virtual stand-still. The Goa'uld didn't seem to mind. They could make up in quantity what they sometimes lacked in quality, and with few other species able to challenge them (save the Asgard and their allies), they saw no need to waste resources on developing new forms of starships. The ha'taks currently in use by most System Lords are basically the same as those used thousands of years ago.

Most Goa'uld vessels are built on enslaved planets, deep within the heart of a given System Lord's space. Pyramids and other primitive structures serve as construction platforms for ha'taks, allowing human slaves to transport raw materials to their "gods" in the form of sacrifice. Automated systems handle the bulk of building duties; the System Lords refuse to trust their minions with the knowledge necessary to construct a starship. Usually, a Goa'uld underling oversees shipbuilding duties, though occasionally a Prime is given the honor. When the ha'tak is completed, it can simply "lift off" from the pyramid.

Teltacs and death gliders are usually built in automated factories, or orbital sites manned by underlings. Few non-Goa'uld ever see these facilities, lest they come to suspect that their "gods" use something other than magic to maintain their grip on power. (The goddess Selket – ironically one of the most paranoid Goa'uld – is one of the few exceptions to this rule; see page 39 for more.)

Ironically, the Goa'ulds' suspicious nature makes them far more vulnerable than they might otherwise be. So fearful are they of giving up any technological secrets that they keep their ship-building facilities to a minimum, staffed only by a few elite slaves who can be easily eliminated if they turn against their masters. Replacing a lost ha'tak is thus a slow and costly process (unlike, say, the Jaffa, who breed quickly and cost next to nothing). Most System Lords compensate by stockpiling as many vessels as they can... which of course, only makes their rivals more wary and increases the species' overall lack of trust.

PTAH

Sovereign god of Memphis (ancient capital of Egypt), artisans, designers, builders, metal workers, architects and masons, Ptah is depicted in ancient stories as a shaven-headed, mummified man. He was a popular deity with the kings of the 19th Dynasty (Seti I, Rameses II) and became the third most important god in Egypt. His priests claimed that it was Ptah who had made the world. Legends speak of him defeating the Assyrians when he ordered hundreds of rats to creep into the enemy camp and eat all their bowstrings. He was married to Sekhmet, their son was Nefertem, and Imhotep was adopted as their earthly child after his deification. Ptah is linked with Apis, the sacred bull. It was said that he mated, in the form of celestial fire, with a virgin cow who gave birth to Ptah himself in the shape of a bull. He is also allied to Tanen, an ancient earth god, and to Sokar.

In truth, Ptah is a wandering Goa'uld, linked to the System Lords only by his servitude to Ra. When Ra was killed, Ptah took the opportunity to turn his back on the

other System Lords and wander the galaxy anew. He took with him a single bodyguard, moving anonymously from planet to planet to observe and gather knowledge. The tactic is so anathema to the Goa'ulds' normal pomposity that most who meet him have no idea who he truly is. A few of his foes have tried to hunt him down, but his trail is elusive; anonymity serves him well. He now has very little relations with any of the System Lords, or indeed with any other Goa'uld. He does, however, hate the Tauri as few others. His long-time ally, Sokar, was killed by an SG team and he will not hesitate to avenge himself upon any Terran humans who cross his path.

Despite Ptah's status as an absentee System Lord, the few planets under his control have nothing to fear from the other Goa'uld. Ptah's craftsmanship in starships is unparalleled: he designed nearly all of the starships and other vehicles used by the Goa'uld, having reverse engineered them from scavenged technologies found throughout the galaxy. Of course, this also means Ptah knows every weak point in any design he created. No System Lord has dared launch an attack against his worlds, for fear of losing their entire fleet to his cunning. Like all Goa'uld, he is exceedingly arrogant (despite his lack of grandiosity), and can hold a grudge that lasts for millennia.

PTAH (GOA'ULD OVERLORD)

Species: Goa'uld Schemer

Rank: System Lord

Class: Explorer/Scientist

Level: 7/11

Strength:	14	Dexterity:	14
Constitution:	15	Intelligence:	21
Wisdom:	15	Charisma:	12
Vitality:	134	Wounds:	17

Defense: 25 (+13 class, +2 Dex)

Initiative Bonus: +12 (+10 class, +2 Dex)

Speed: 30

Fort: +9

Ref: +10

Will: +13

Special Qualities: All over the world (advanced), bookworm (1/2), brilliant +2, direction sense +3, immunity to disease, improvise +6, inherited memory, know it all 1/mission, learned, long life, *obsessive*, parasite, PhD (Knowledge (Technology), Mechanics), *professor*, radiation resistance, research, uncanny dodge (Dex bonus).

Skills: Appraise +9, Balance +6, Bluff +13, Bureaucracy +2, Climb +8, Computers +19, Concentration +18, Craft (Machining) +26, Cryptography +15, Cultures +20, Diplomacy +8, Electronics +31, First Aid +14, Gather Information +12, Handle Animal +5, Innuendo +3, Jump +8, Knowledge (Astrophysics) +32, Knowledge (Technology) +35, Languages +25, Listen +10, Mechanics +28, Pilot +10, Search +13, Sense Motive +8, Spot +9, Surveillance +4, Survival +14, Swim +4, Tumble +6.

Feats: Advanced Skill Mastery (Grease Monkey, Scholarly, World Traveler), Advanced Technology, Armor Group Proficiency (Light), Extra Supplies, Field Operative, Grand Skill Mastery (Grease Monkey), Grease Monkey,

Mathematical Genius, Naquadah Sense, Photographic Memory, Quick Healer, Scholarly, Toughness, Weapon Focus (Ribbon Device), Weapon Group Proficiency (Handgun, Hurlled, Melee), World Traveler.

Attacks

Unarmed	+12	1d3+2 (subdual)
Kara kesh	+12	2d6 and 2d6 subdual

Gear: Invisibility device, kara kesh.

NIPTAHKAU

Ptah has only a single traveling companion accompanying him on his interstellar voyages: a fanatical First Prime named Niptahkau. The hulking Jaffa would do anything for his lord and master. Nearly all communication between Ptah and his Ta-tanen Jaffa passes through Niptahkau, as he dislikes to interact with lesser beings. In battle Ptah's First Prime is a solid pillar of granite, immovable from his master's side.

LOW-LEVEL NIPTAHKAU

Species: Ta-tanen Jaffa

Rank: First Prime of Ptah

Class: Guardian/Prime

Level: 5/1

Strength:	17	Dexterity:	14
Constitution:	19	Intelligence:	14
Wisdom:	10	Charisma:	13
Vitality:	70	Wounds:	21

Defense: 16 (+4 class, +2 Dex)

Initiative Bonus: +5 (+3 class, +2 Dex)

Speed: 30

Fort: +12 **Ref:** +4 **Will:** +5

Special Qualities: +5 species bonus to saves against environmental hazards, accelerated healing, death squad +1 attack/save, enforcer (Basic), *prepared*, radiation resistance, soak 1/session, *unbreakable*.

Skills: Balance +10, Climb +5, Concentration +6, Craft (Primitive Weapons) +8, Intimidate +13/+11, Jump +5, Pilot +10, Spot +8, Survival +8, Tumble +4.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Coolness Under Fire, Endurance, Enforcer, Great Fortitude, Symbiote (Immunity to Disease), Toughness, Weapon Group Proficiency (Handgun, Hurlled, Melee, Rifle), Zat Resistance.

Attacks

Unarmed	+8	1d3+3 (subdual)
Staff weapon	+7	6d6 (normal, error 1-2, threat 18-20, range 75 ft., qualities and modes AP, AK)

Gear: Staff weapon, Jaffa armor.

MID-LEVEL NIPTAHKAU

Species: Ta-tanen Jaffa

Rank: First Prime of Ptah

Class: Guardian/Prime

Level: 8/4

Strength:	18	Dexterity:	14
Constitution:	20	Intelligence:	14
Wisdom:	10	Charisma:	13
Vitality:	132	Wounds:	24

Defense: 19 (+7 class, +2 Dex)

Initiative Bonus: +11 (+5 class, +2 Dex, +4 feat)

Speed: 30

Fort: +17 **Ref:** +6 **Will:** +8

Special Qualities: +8 species bonus to saves against environmental hazards, accelerated healing, death squad +1 attack/save, enforcer (Basic, Advanced), *prepared*, radiation resistance, ring of defense 1/session, Second Prime, soak 2/session, *unbreakable*, uncanny dodge (Dex bonus).

Skills: Balance +10, Climb +8, Concentration +8, Craft (Primitive Weapons) +8, Demolitions +6, First Aid +4, Intimidate +22/+19, Jump +9, Listen +6, Move Silently +4, Pilot +17, Search +8, Spot +8, Survival +8, Swim +6, Tumble +4.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Coolness Under Fire, Endurance, Enforcer, Great Fortitude, Improved Initiative, Improved Weapon Focus (Staff Weapon), Symbiote (Immunity to Disease), Toughness (x2), Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurlled, Melee, Rifle), Zat Resistance.

Attacks

Unarmed	+15	1d3+4 (subdual)
Staff weapon	+14	6d6 (normal, error 1-2, threat 18-20, range 75 ft., qualities and modes AP, AK)

Gear: Staff weapon, Jaffa armor.

HIGH-LEVEL NIPTAHKAU

Species: Ta-tanen Jaffa

Rank: First Prime of Ptah

Class: Guardian/Prime

Level: 12/4

Strength:	18	Dexterity:	14
Constitution:	21	Intelligence:	14
Wisdom:	10	Charisma:	13
Vitality:	173	Wounds:	27

Defense: 21 (+9 class, +2 Dex)

Initiative Bonus: +13 (+7 class, +2 Dex, +4 feat)

Speed: 30

Fort: +19 **Ref:** +8 **Will:** +10

Special Qualities: +10 species bonus to saves against environmental hazards, accelerated healing, death squad +1

attack/save, enforcer (Basic, Advanced, Grand), *prepared*, radiation resistance, ring of defense 1/session, Second Prime, soak 3/session, superior metabolism (no damage with save), *unbreakable*, uncanny dodge (Dex bonus).

Skills: Balance +14, Climb +10, Concentration +10, Craft (Primitive Weapons) +8, Demolitions +8, First Aid +4, Intimidate +32/+29, Jump +9, Listen +6, Move Silently +6, Pilot +16, Search +8, Sense Motive +4, Spot +8, Survival +10, Swim +6, Tumble +6.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Coolness Under Fire, Endurance, Enforcer, Grand Skill Mastery (Enforcer), Great Fortitude, Improved Initiative, Improved Weapon Focus (Staff Weapon), Power Attack, Symbiote (Healing Trance, Immunity to Disease), Toughness (x3), Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle), Zat Resistance.

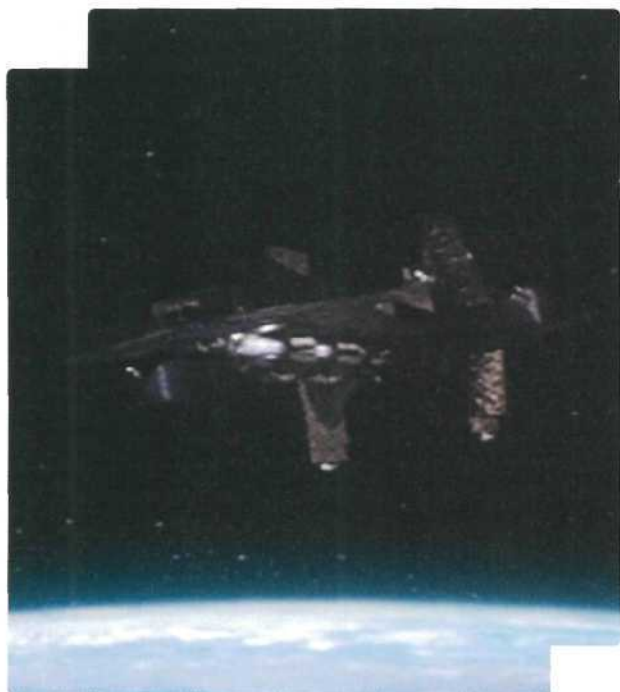
Attacks

Unarmed	+19	1d3+4 (subdual)
Staff weapon	+18	6d6 (normal, error 1-2, threat 18-20, range 75 ft., qualities and modes AP, AK)

Gear: Staff weapon, Jaffa armor.

OTHER FLEETS

Though they are of the most concern to the SGC, the Goa'uld are hardly the only space-faring race in existence. Below is a brief description of several other interstellar powers, their strength, and their tactics. Statistics for their vessels can be found in Chapter Four, and in Table 4.20: Master Vehicle Guide, starting on page 160.



ASGARD

The Asgard are among the most powerful races in existence, with vessels that dwarf even the Goa'uld in strength and firepower. They have approximately 100 ships in their fleet – chariots, cruisers, and mother ships – each of which is capable of taking on four to five standard Goa'uld ha'taks without any difficulty. Most Asgard ships belong to the Asgard military authority, and are controlled by the central government on their home planet of Hanka. However, commercial ships and research ships are also common among the Asgard, although they usually use only warships when traveling between systems. Despite recent attacks by the Replicators, the Asgard are rebuilding their fleet and making new changes to their old designs, most in response to the new dangers posed by the Replicators and the System Lords.

Asgard vessels can sustain full crews for extended periods of time, and are built for speed and invincibility, with trinium-carbon alloys and naquadah-powered hyperspace drives. The central computing system in most Asgard ships is extremely sophisticated, capable of holding terabytes of data and research, but easily operated by crystal-coding devices and manipulation of the Asgard "rune stones." Well-trained Asgard officers are also capable of interfacing with the computer systems themselves in times of emergency, and of directing the ship's systems by use of their thoughts. All Asgard ships come with an "operating manual" that allows those unfamiliar with the ship to work the basic systems in case of an emergency.

Asgard beaming technology is also more advanced than Goa'uld transport rings, since the Asgard devices do not require a destination ring at the point of transport or retrieval in order to move an individual across great distances. The most advanced ship of Asgard design (the *O'Neill*) had a nearly unbreachable outer hull made of carbon, trinium, and naquadah, and more ships are being built along these lines. In addition, they have superior communications technology: nearly instantaneous transmissions have notified them of attacks on their interests over several star systems away, summoning them to provide back-up to those in need.

The Asgard are extremely loyal to their friends and allies, and often go out of their way to protect less advanced cultures from more predatory species such as the Goa'uld. However, they are physically small and fragile, and cannot provide much direct assistance in ground assaults; most of their help in these cases has been in transporting troops to safety, or forcibly removing Jaffa from the field of battle. Given their highly conformist, low-key, and advanced culture, they have no need to conquer other planets or species, but their recent problems with the Replicators have left them low on resources. They are often forced to conserve their energies and weapons for fights they can win, and not those that would lead to an all-out confrontation with those whom they oppose.

Asgard ships can move in very quickly, maneuver easily in atmosphere as well as space, and are capable of completely vaporizing ships as large as a standard ha'tak within minutes. While they do not deploy ground troops or attack vessels, their beaming technology and weapons are so effective that further attacks are rarely necessary.

The Asgard do have the disadvantage of being somewhat predictable, overwhelming their opponents by numbers and force, not tactics. They rarely employ traps or complicated stratagems, and it is possible to elude them if one acts quickly enough. Evasion maneuvers must take place quickly, however, because their sensors are highly tuned, and capable of tracking ships for great distances. They are willing and able to sacrifice ships and personnel if necessary, but prefer cleaner victories with no casualties. They rarely strike until they are certain of their actions. When the hammer falls, it is swift and merciless.



MERCENARIES

Various near-humans and Goa'uld have commercial and diplomatic ties between System Lords' territories. Bounty hunters, traders, artisans, and merchants have been known to ferry goods and personnel between systems in the absence of access to a Stargate. Most use a teltac, often customized to prevent capture or theft, in order to journey between planets and territories. Those who do are usually loyal only to themselves, not to any System Lord, and make it a point to avoid armed conflicts with the Goa'uld or other powers. Few independent operatives command more than a half-dozen teltacs. If caught in the middle of a confrontation between the SGC and the System Lords (or any other set of enemies) they will usually use their craft's shields and ability to reach hyperspace, and flee the scene of the battle. Teltacs are maneuverable enough to avoid most traps, and low-profile enough that they are rarely accosted, since they are also used by agents of the System Lords. The Tok'ra sometimes take advantage of this fact, which is why most merchants and mercenaries (as well as their Tok'ra impersonators) are careful to carry the correct documentation and permits for their ships, just in case.

STARGATE COMMAND

The Tauri are extremely recent entries into the space race. As early as a decade ago, they possessed no spacecraft beyond orbital shuttles and a few long-distance probes. With the capture of Goa'uld technology and the help of more advanced allies, however, they are rapidly gaining ground: a testament to humanity's innovation and resourcefulness.

THE PROMETHEUS

The *Prometheus* is the first starship built by Earth, compiling Goa'uld, Asgard, Tollan, and Ancient technology in concert with Earth systems and materials. It possesses a hyperspace drive, laser cannons, missiles, and space sensors enough for 300 military personnel, as well as advanced sensors and communications array. In an unfortunate incident on its maiden voyage, the *Prometheus* was stranded several star systems away, slowly made its way back to Earth in small, incremental hyperspace jumps, in order to avoid damage to the engines. In the meantime, messages home were sent through passing Stargates along the route, and the crew was rotated out in order to ensure the competency and alertness of its personnel. While this ship has only been in a tiny handful of armed conflicts, it is believed that the *Prometheus* is advanced enough to match most Goa'uld ha'tak.

OTHER SGC CRAFT

The first attempt at reworking Goa'uld technology for use on Earth involved the two scavenged death gliders from Apophis' attack (see the *Season Two sourcebook*, and the episode *The Serpent's Lair* for more information), and substituting Tauri components for those which could not be re-used. While the attempt was a success in tests on-planet, as soon as the modified glider left Earth's atmosphere, a recall device was activated which sent the craft voyaging toward Apophis' territory. The ship and its crew were recovered with the help of the Tok'ra, but the craft had to be re-examined and extensively modified in order to avoid further accidents.

A second glider was designed for use with a naquadria engine, and was intended for hyperspace travel, but design limitations led to its being scrapped in favor of the *Prometheus* project. Further research is being explored in order to design a working small exploration/attack craft similar to the death gliders in use by the Goa'uld, but at this time, nothing definitive has been successfully produced. The discovery of any alien technology which would assist the SGC in developing a working prototype would be welcomed.

TOK'RA

The Tok'ra favor teltacs as their major source of transportation, and maintain a small fleet of approximately 200 at any one time, scattered throughout the System Lords' worlds where they are work as spies and resistance fighters. These teltacs are usually concealed for quick escape when not in use, and are often traded in for replacements and exchanged with others, in order to maintain the Tok'ra's low profile as covert operatives. Occasionally they are forced to steal teltacs, or abandon them in between movements from one base to another.

PROMETHEUS ADVENTURES

The *Prometheus* can make an interesting variation on a standard *Stargate* campaign, either as a one-shot mission, or an extended series of adventures centered around the vessel's return home during Seasons Six and Seven. Missions set onboard the *Prometheus* during that period have much in common with older-style science fiction shows such as *Star Trek*, as the characters are more or less limited to life onboard a space-bound vessel, stopping at various locations in the course of an extended voyage. Though the *Prometheus* is mainly concerned with returning to Earth, it makes routine stops on Stargate-equipped worlds to resupply and take on new crew members. It's also equipped to do basic exploring work, make contact with new worlds, and even strike against the Goa'uld if necessary. An SG team placed onboard can engage in many of the same activities they would at the SGC, with the added flavor of living out among the stars. Alternately, they can arrive for a one- or two adventure stint – much as Samatha Carter did in the Season Seven episode *Grace* – and then return to the SGC the next time the ship passes a Stargate.

More on the *Prometheus* and her crew will appear in the upcoming *Season Six* sourcebook.

Since the Tok'ra work in secret – as undercover operatives, saboteurs, infiltrators, and *agents provocateurs* – they avoid direct confrontation like the plague. They simply don't have the numbers or armaments for pitched battle with the System Lords, or anyone else. The occasional discreet assassination or concealed bomb is the limit of what they'll do as far as direct action goes, and that requires the stealth and concealment that a teltac can give. Death gliders are also of little use to the Tok'ra, since they are too difficult to maintain for Tok'ra purposes.

The Tok'ra are extremely loyal to each other, and will not willingly betray their people if caught. However, they are aware of the lengths to which the System Lords will go if they suspect treachery, and always have contingency plans and escape hatches in place. They are ready to flee through the Stargate, or use their small fleet, at a moment's notice, and often leave no trace of their previous inhabitation behind them.

As was stated before, the Tok'ra tend to avoid space battles if they can help it. Teltacs are made for slipping quietly in and out of a planet's atmosphere without being detected, or for secret rendezvous between operatives in distant systems, not confrontation. If caught, they will often employ kamikaze tactics in order to avoid questioning and damage the System Lords' strongholds and personnel prior to their inevitable demise. They are capable of leaving sophisticated traps based on false information and communication trails, but usually do not have the resources to engage in this kind of sabotage very often. Their knowledge of star systems is impressive; they are capable of detecting new sites for their strongholds and concealed bases within a short period of time. The Tok'ra

also tend to fly exploratory missions in search of new bases in areas where Stargates are not in place, putting them at an advantage when attempting to avoid the System Lords' minions. Overall, they are capable of tipping the balance in a planet-wide conflict through stealth and trickery, but not through force of arms.

The Tok'ra are fanatical in their mission to bring down the System Lords, but as a way of life, it can be discouraging. They had made very few concrete advances in the last few centuries prior to their alliance with the SGC. They are despised and hated by the System Lords, and if captured, their deaths will be swift and brutal. However, their loyalty to each other and belief in their cause help sustain them as they take on the often dangerous work of gathering information and trying to thwart the System Lords' plans. Their fleet – quiet, stealthy, and rarely noticed – is an integral part of that mission.

TOLLANS

More often than not, the Tollan travel between systems using the Stargates, and they see no need for military starships. But they do have various commercial and private vessels which can transport them between planets for short distances, and they still retain the long-range vessels which took them to Tollana after the destruction of their previous homeworld. These ships are unarmed, and not in the best of condition, but with minimal repairs they could be used as “arks” for large numbers of people as they were once before. However, most of their military defense is based on standing weapons installations on Tollana, not warships or armed transports. These installations are capable of taking down the average ha'tak once it enters Tollana airspace, as long as it is detected in time. A ring of military satellites detects the presence of intruders and relays the information to the authorities, who then employ the defensive systems.

The advanced design of their ships makes inter-system travel possible for large populations, as well as transporting goods and equipment. The Tollans are a peaceable people, and do not like to become involved in other races' conflicts. They also lack military ambitions, and are content to remain on their new planet, although some basic exploration of nearby systems began a few years after they established themselves. They will fight to defend themselves, but will never attack first; as allies, they are cautious of being drawn into the conflicts of others, but have been known to protect individuals who claim sanctuary on their planet. Their communications systems are incredibly advanced, capable of sending messages across light-years in only minutes, and their defensive capabilities usually protect them from all threats.

With the attack from Anubis at the end of Season Five, the Tollan space program has been all but eliminated. Several ships escaped the carnage, however, and now flit between the stars, searching desperately for somewhere to begin again. These are considered the equivalent of Asgard transport vessels (see page 162) without the SCD, SLD, or laser improvements. See the upcoming Season Five sourcebook and the episode *Between Two Fires* for more information.

CHAPTER THREE: NEW RULES

This chapter contains new character options, classes, and rules updates.

NEW HUMAN SPECIALTIES

These specialties are normally limited to Earth-bound humans, typically attached to a branch of the military. In this case, they represent humans who have not been separated from Earth long enough to develop unique genetic qualities.

HIMMEL AIR FORCE (MACRO-SPECIALTY)

The Himmel Air Force (Luftwaffe) is responsible for the protection of the city of Neuberlin as well as its outlying command posts. While it is highly efficient and well-armed, it has not met an enemy in air combat in over 50 years.

SHARED SPECIAL TALENTS

- +2 Dexterity, -2 to any one ability (except Dexterity).
- Profession(Military) is always considered a class skill for the character.
- The character receives 4 extra vitality points at 1st level and 1 extra vitality point each level thereafter.
- Languages: German is a native language for the character.

HIMMEL AIR FORCE OFFICER

Originally the German Air Force on Himmel was seen as a way to distinguish oneself in daring aerial combat. Since such combat has not occurred in decades (and very few planes still exist regardless), the Himmel Air Force is seen as nothing more than support for the army. Many Air Force Officers resent this perception and would eagerly jump at the chance to prove themselves and their subordinates in actual aerial combat.

SPECIAL TALENTS

- Pilot is always a class skill for the character.
- +1 Specialty bonus with Concentration and Spot skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.

- **Pay Grade:** While working with the SGC, the character is paid as an officer (*see the Stargate SG-1 core rulebook, page 284*). Off-world characters are often paid in commensurate non-monetary concessions and favors.
- **Bonus Feat: Iron Will.** All prerequisites for this feat – including minimum ability scores – are waived.

HIMMEL ENLISTED AIR FORCE RECRUIT

These days many Himmel colonists who do not like the thought of engaging a dedicated enemy in ground combat look to the air force as a safe way to serve the Reich. Military service is mandatory for all able-bodied male citizens, and while those who try to find a way out of serving often disappear in the night, those who serve in the Luftwaffe nonetheless fulfill the state's requirement.

SPECIAL TALENTS

- **+1 Specialty bonus** with Bureaucracy and Mechanics skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- **Pay Grade:** While working with the SGC, the character is paid as an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*). Off-world characters are often paid in commensurate non-monetary concessions and favors.
- **Bonus Feat: Clean and Polished.** All prerequisites for this feat – including minimum ability scores – are waived.

HIMMEL AIR FORCE RESEARCHER

With the Himmel Air Force's small size and limited budget, research is kept to a minimum. Nevertheless, a small corps of dedicated officers and scientists continues to experiment with alternate methods of propulsion in the hopes of achieving manned space flight. This same think-tank is also responsible for the developments in high-energy physics and materials science that enabled the Himmel forces to adapt some items of Goa'uld technology to their own use.

SPECIAL TALENTS

- At 1st level, the character may make one inspiration check per session without spending an action die. He gains an extra such free inspiration check at 5th level and every 5 levels thereafter.
- **Pay Grade:** While working with the SGC, the character may choose to be paid as an officer or a civilian specialist (*see the Stargate SG-1 core rulebook, pages 283-285*). Off-world characters are often paid in commensurate non-monetary concessions and favors.

A BRIEF WORD ON NAZI CHARACTERS

Some of the specialties and other rules in this section are provided for the creation of Himmel colonists (*see page 27*); in other words, Nazis. Because of their appalling morals and connection to one of the most evil regimes in history, Nazi characters are *not* recommended as PCs. The rules here are intended to help the GM develop complex foes for the SGC – bad guys – and should be used as such. However, it is possible that someone trained in a Nazi specialty will have a change of heart, and turn his back on his former ideology. Such characters should be approved by the GM and handled with appropriate care.

- **Bonus Feat: Extra Support.** All prerequisites for this feat – including minimum ability scores – are waived.

HIMMEL ARMY (MACRO-SPECIALTY)

The German Army built up under the Nazis, challenged the entire world during World War II. The remnant of that fearsome force combines the most advanced human technologies from the era with those of the Goa'uld to create a truly formidable soldier.

SHARED SPECIAL TALENTS

- **+2 Constitution, -2 to any one ability** (except Constitution).
- **Profession(Military)** is always a class skill for the character.
- **+1 species bonus** to Will saves. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- **Languages:** German is a native language for the character.

HIMMEL ARMY OFFICER

Picked from the best and brightest among the German army for colonization, the original officers passed their gifts down to their children, who now hold the majority of the military might of Himmel in their hands.

SPECIAL TALENTS

- **+1 species bonus** to Diplomacy and Intimidate skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- **Pay Grade:** While working with the SGC, the character is paid as an officer (*see the Stargate SG-1 core rulebook, page 284*). Off-world characters are often paid in commensurate non-monetary concessions and favors.

- **Bonus Feat: Fortunate.** All prerequisites for this feat – including minimum ability scores – are waived.

HIMMEL ENLISTED ARMY RECRUIT

All male citizens of Himmel must serve in either the military, SS, or SA for a period not less than five years. Most enter into the army as a means to fulfill this requirement.

SPECIAL TALENTS

- **+1 department bonus to cover and concealment Defense bonuses.** This bonus increases by an additional +1 at 4th level and every 4 levels thereafter. The character only gains this bonus when he's already receiving a cover or concealment Defense bonus granted by true cover (as opposed to an ability such as the soldier class's portable cover).
- **Pay Grade:** While working with the SGC, the character is paid as an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*). Off-world characters are often paid in commensurate non-monetary concessions and favors.
- **Bonus Feat: By the Book.** All prerequisites for this feat – including minimum ability scores – are waived.

HIMMEL ARMY MARKSMAN

The Himmel Army has always recognized the tactical advantage that a trained sharpshooter corps can provide on the battlefield – or in riot control. Accordingly, the elite of this military force are its marksmen, who are subject to rigorous selection procedures and merciless training in pursuit of excellence in their chosen field.

SPECIAL TALENTS

- **Craft (Gunsmithing) and Surveillance** are always class skills for this character.
- **+1 species bonus to Hide skill checks.** This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- **Pay Grade:** While working with the SGC, the character may choose to be paid as an officer or an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283-285*). Off-world characters are often paid in commensurate non-monetary concessions and favors.
- **Bonus Feat: Precise Shot.** All prerequisites for this feat – including minimum ability scores – are waived.



NAZI PARTY OFFICIAL (SPECIALTY)

Party officials are the rank-and-file of the governing body on Himmel.

SPECIAL TALENTS

- **+2 Charisma, -2 Dexterity.**
- **Bureaucracy** is always considered a class skill for the character.
- **The threat ranges of Diplomacy and Intimidate checks** made by the character are increased by 1 (i.e. a threat range of 20 becomes 19-29). These threat ranges are increased by an additional 1 at 5th level, and for every 5 character levels gained thereafter.
- **The character receives 4 additional skill points at 1st level and 1 additional skill point every character level gained thereafter.** The 4 extra skill points gained at 1st level are counted as a bonus *after* the character's starting skill points are calculated; they are *not* included in the skill points multiplied by 4 (*see the Player's Handbook™ for more information*).
- **Pay Grade:** While working with the SGC, the character is paid as a specialist (*see the Stargate SG-1 core rulebook, page 284*). Off-world characters are often paid in commensurate non-monetary concessions and favors.
- **Bonus Feat: Political Favors.** All prerequisites for this feat – including minimum skill ranks – are waived.

STURMABTEILUNGEN (SA OR STORMTROOPERS) (SPECIALTY)

The Sturmabteilungen, or SA, are the general police force on Himmel. While their mission is to keep the peace among the citizens of Neuberlin, they often use tactics which those on Earth would find brutal.

SPECIAL TALENTS

- +2 Wisdom, -2 Charisma.
- +1 Specialty bonus to all Intimidate and Surveillance skill checks. This bonus increases by +1 at 4th level, and by an additional +1 every 4 character levels gained thereafter.
- +1 specialty bonus to unarmed and melee attack checks made against unarmed opponents. This bonus increases by an additional +1 at 5th level and every 5 levels thereafter.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*). Off-world characters are often paid in commensurate non-monetary concessions and favors.
- Bonus Feat: Stone Cold. All requirements for this feat – including minimum skill ranks – are waived.

SCHUTZSTAFFEL (SS) (MACRO-SPECIALTY)

The original function of the Schutzstaffel, or SS, was guarding Nazi Party leaders. It soon evolved into a far-flung organization to protect the entire Nazi movement against all internal enemies. It extended its influence and power into every conceivable aspect of German national life and eventually acquired considerable power over the army itself. It was more than a state within a state; it was superior to both the Nazi Party and the German government.

The SS were charged with guarding the High Command and Governor assigned to the colony on Himmel. It also had orders to ferret out any possible dissenters among the colonists. Over the years the SS has caught a few such traitors, usually sympathizers to the Himmelites.

SHARED SPECIAL TALENTS

- -2 to any one ability. The character may not apply the penalty to the same ability as the bonus gained from his chosen sub-specialty.
- The character may choose 2 cross-class skills to become class skills. He may choose one additional cross-class skill to become a class skill at 4th level, and for every 4 character levels gained thereafter.

ALLGEMEINE SS (GENERAL SS)

The General SS is composed of ordinary citizens who act as the organization's eyes and ears. More often than not, members of the General SS do not wear the distinctive uniforms of the SS. Instead they serve the SS "part-time" while pursuing a different vocation, whether that be as an enlisted serviceman, a technician, a scientist, or even a Nazi Party official. All the while they watch their supposed colleagues for any signs of disloyalty to the cause or the ideals of the Nazi Party.

SPECIAL TALENTS

- +2 Wisdom.
- +1 specialty bonus to all Bureaucracy and Profession (one focus, chosen at character creation) skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Pay Grade: While working with the SGC, the character is paid as a civilian specialist (*see the Stargate SG-1 core rulebook, page 283*). Off-world characters are often paid in commensurate non-monetary concessions and favors.
- Bonus Feat: Ordinary Past. All prerequisites for this feat – including minimum character level – are waived.

WAFFEN SS (ARMED SS)

The bodyguards assigned to the military officers, Nazi Party officials, and other important government functionaries come from the ranks of the Waffen SS. In combat, the Waffen SS also form the elite fighting units of the military during battles against the natives of Himmel.

SPECIAL TALENTS

- +2 Dexterity.
- +1 Specialty bonus to awareness checks (*see the Stargate SG-1 core rulebook, page 392*). This bonus increases by +1 at 4th level, and for every 4 character levels gained thereafter.





- **Pay Grade:** While working with the SGC, the character may choose to be paid as an officer or an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*). Off-world characters are often paid in commensurate non-monetary concessions and favors.
- **Bonus Feat:** Any basic combat feat. The character must still satisfy all prerequisites for the selected feat.

TOTENKOPFVERBANDE SS (DEATH'S HEAD SS)

Commonly called the Gestapo (as they grew in Himmel to supplant all of that group's duties), Death's Head SS are interrogators of persons arrested by the SA. They occasionally form special operations police units when an especially dangerous suspect must be dealt with by the SA.

SPECIAL TALENTS

- +2 Charisma.
- +1 Specialty bonus with all Intimidate and Sense Motive skill checks. This bonus increases by +1 at 4th level and every 4 character levels gained thereafter.
- **Pay Grade:** While working with the SGC, the character may choose to be paid as an officer or a civilian specialist (*see the Stargate SG-1 core rulebook, page 283*). Off-world characters are often paid in commensurate non-monetary concessions and favors.
- **Bonus Feat:** Glint of Madness. All prerequisites for this feat – including minimum character level – are waived.

NEW ALIEN SPECIALTIES

These specialties are intended for characters not native to Earth, as specified in their entry. Characters from each of these specialties receive the shared special talents of their race.

Note: Unless specifically mentioned in this section, all near-humans in this book may be created using the pertinent rules on pages 148-151 of the *Stargate SG-1* core rulebook.

TA-TANEN

(*New Jaffa Specialty*)

Ptah's few Jaffa guards are known as "Ta-tanen," or "stone warriors." They are not known for their great thinking, nor for their speed. But they can weather even the most deadly combat like a stone in the rain. Often, the Ta-tanen would be the only warriors left standing on the battlefield during the wars between the System Lords. Ta-tanen have thus gained a reputation for strength and endurance unmatched among their fellow Jaffa. Their numbers are quite small compared to those of other Jaffa, and are generally limited to Ptah's tiny handful of planets.

More on Ptah can be found on page 73.

SPECIAL TALENTS

- +2 Constitution (this comes in addition to the Jaffa's normal Constitution bonus).
- +2 species bonus to all saves against environmental hazards. This bonus increases by an additional +1 at 2nd level and every 2 levels thereafter.
- **Bonus Feat:** Coolness Under Fire or "In My Sights." All prerequisites for the selected feat are waived.

ELDEORANS

(*New Near-Human Species/Specialty*)

The residents of Eldeore are an advanced society of indeterminate origin. This is a near-human species with an advanced society (*as per the Stargate SG-1 core rulebook, 148-151*).

SPECIAL TALENTS

- +2 Intelligence, -2 Strength. An intellectual society, Eldeorans do not toil in any way.
- +1 Species bonus with all Craft (any one focus) and Knowledge (any one focus) skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- **Species Feats:** The character may choose level-based feats from the species feat tree (*see Stargate SG-1 core rulebook, page 264*). Typically, a character may not

choose feats from the species feat tree unless he possesses a character option that expressly allows him to do so.

- Languages: Eldeoran is the language spoken by Eldeorans.
- Evolutionary Advantage: Long Life.
- Evolutionary Disadvantage: Perfect Life (*see page 87*).
- Cultural Weaponry: Eldeoran characters receive no Armor Group Proficiency or Weapon Group Proficiency feats at character creation. Instead, for each such feat that an Eldeoran character would normally receive, he instead receives 1 additional vitality point.
- Pay Grade: While working with the SGC, the character may choose to be paid as an officer or a specialist (*see page 283*). Near-human characters are often transplanted to Earth while they work with the SGC.
- Advanced Society Bonus Feat: Any basic skill feat. The character must still meet all prerequisites for this feat before choosing it.

Note: No characters from Eldeore start with any armor or weapon proficiencies.

GALLICIANS

(*New Near-Human Species/Specialty*)

The residents of Galicia are transplants from dark-ages Morocco, transplanted by the Goa'uld, who abandoned them for reasons unknown. This is a near-human species with a primitive society (*as per the Stargate SG-1 core rulebook, pages 148-151*).

SPECIAL TALENTS

- +2 Constitution, -2 Charisma. The Gallicians as a whole are typically adaptable and subtle, but their suspicion of outsiders and strong theological beliefs can sometimes be off-putting to modern humans.
- +1 Species bonus to all Balance and Survival skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Species Feats: The character may choose level-based feats from the species feat tree (*see the Stargate SG-1 core rulebook, page 264*). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Languages: A variant of Arabic is the most common trading tongue, with some regional offshoots for the various cultures from North Africa.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*). Near-human characters are often transplanted to Earth while they work with the SGC.
- Primitive Society Bonus Feat: Desert Training. All prerequisites for this feat are waived.





HIDOMANS

(New Near-Human Species/Specialty)

Descended from Japanese stock, the Hidomans have maintained a remarkable amount of both culture and technology, given the catastrophic aftermath of the biological attack on their world. This is a near-human species with a modern society (as per the *Stargate SG-1* core rulebook, 148-151).

SPECIAL TALENTS

- No ability modifiers.
- Diplomacy is always a class skill for Hidomans.
- +1 species bonus to all Diplomacy and Profession (any one focus) skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- +1 species bonus to all Fortitude saves. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter. The Hidomans who survived Susanowa's attack tended to be those with the best natural resistance to hardship, and passed this resilience on to their descendants.
- Cultural Weaponry: At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Handgun), Weapon Group Proficiency (Melee) and Weapon Group Proficiency (Rifle) feats.
- Species Feats: The character may choose level-based feats from the species feat tree (see *Stargate SG-1* core rulebook, page 264). Typically, a character may not choose feats from the species feat tree unless he possesses a character option that expressly allows him to do so.

- Languages: Japanese is the native language of Hidomans.
- Pay Grade: While working with the SGC, the character may choose to be paid as an enlisted soldier or a civilian specialist (see the *Stargate SG-1* core rulebook, pages 282-285). Near-human characters are often transplanted to Earth while they work with the SGC.
- Modern Society Bonus Feat: Any style feat. The character must still meet all prerequisites for the selected feat.

HIMMELITES

(New Near-Human Species/Specialty)

The residents of Himmel are descended from humans taken from ancient Canaan. They were used by the System Lord Nirrti as a breeding pool for Jaffa candidates. Now, with the Germans supplanting Nirrti, they serve as either tenacious foes or a source of forced labor. This is a near-human species with a primitive society (as per the *Stargate SG-1* core rulebook, pages 148-151).

Note that this template is *not* used for the German colonists on Himmel, who are only one or two generations removed from Earth, and therefore use either the macro-specialties at the beginning of this chapter, or normal Earth specialties. "Himmelite" refers to the planet's original inhabitants only.

SPECIAL TALENTS

- +2 Constitution, -2 Intelligence. While Himmelites are much tougher than humans found on Earth due to millennia of forced combative evolution, they lack any form of formal education and possess only a rudimentary system of writing.

- +1 Species bonus with any Balance and Jump skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level, the character does *not* gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Languages: Ancient Canaanite is the native language of the Himmelites.
- Evolutionary Advantage: Born to War (*see page 87*).
- Evolutionary Disadvantage: Short Tempered (*see page 87*).
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier or specialist (*see the Stargate SG-1 core rulebook, page 283*). Near-human characters are often transplanted to Earth while they work with the SGC.
- Primitive Society Bonus Feat: Toughness. All prerequisites for this feat – including minimum skill levels – are waived.

HOU KAINGANS

(New Near-Human Species/Society)

The inhabitants of Hou Kainga have been subject to a millennium and a half of genetic experimentation from the Goa'uld underlord Tangaroa. These Polynesian-descended humans have remained blissfully unaware of their Goa'uld master's meddling in their biology, and have enjoyed lives remarkably free of strife for centuries. Hou Kaingans differ from a normal human in their large upper torsos (to accommodate larger lungs) and webbed toes. This is a near-human species with a primitive society (*as per the Stargate SG-1 core rulebook, page 148*).

SPECIAL TALENTS

- +2 Charisma, -2 Intelligence. Hou Kaingans are sociable and open people, but have had little opportunity for intellectual development.
- +1 species bonus to Boating and Survival skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Evolutionary Advantage: Pinnipedian (*see page 87*).
- Evolutionary Disadvantage: Terminally Innocent (*see page 87*).
- Special: Naquadah Infused (*see page 87*).
- Languages: Tahitian is the native language of the Hou Kaingans.

- Pay Grade: While working with the SGC, a Hou Kaingan is paid as a civilian specialist (*see the Stargate SG-1 core rulebook, pages 284-285*). Near-human characters are often transplanted to Earth while they work with the SGC.
- Primitive Society Bonus Feat: Aquatic Training or Jungle Training. All prerequisites for the selected feat are waived.

KETTLE-DWELLERS

(New Near-Human Species/Specialty)

The residents of the Kettle (*see page 60*) are the only survivors of the war which destroyed Shchizenya's original civilization. This is a near-human species with a modern society (*as per the Stargate SG-1 core rulebook, pages 148-151*).

SPECIAL TALENTS

- +2 Charisma, -2 Strength, -2 Constitution. Life underground, with poor nutrition and no access to natural light, has taken its toll on the physical health of those who live in the Kettle. Shchizenyan society is also hyper-conscious of social protocols.
- +1 Species bonus to all Diplomacy and Escape Artist skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee).
- Evolutionary Advantage: Eidetic Memory. Living in a giant three-dimensional maze has forced the inhabitants to become adept at memorizing routes.
- Evolutionary Disadvantage: Gene Pool Deficiency (*Constitution, as noted above*). Harmful genetically recessive conditions such as sickle-cell anemia, cystic fibrosis and hemophilia are common in the Kettle.
- Languages: Shchizenya is the language spoken in the Kettle. It diverged from Proto-Chinese so early that it is considered a Xeno-Language.
- Pay Grade: While working with the SGC, the character is paid as a civilian specialist (*see the Stargate SG-1 core rulebook, page 283*). Near-human characters are often transplanted to Earth while they work with the SGC.
- Modern Society Bonus Feat: Traceless. Because the Kettle is so densely populated, leaving any evidence of one's passage is considered "marking territory," and is a great social offense.

LIRA-KEANS

(*New Near-Human Species/Specialty*)

Lira-keans descend from Roman/Egyptian stock, brought to their current planet by Selket millennia ago. This are a near-human species from a modern society (*as per the Stargate SG-1 core rulebook, pages 148-151.*)

SPECIAL TALENTS

- +2 Intelligence, -2 Constitution. Lira-keans are in service to Selket, who uses (and abuses) them as a labor force on advanced ships and devices. As such, they have both technical knowledge and skills more advanced than the average Tauri. However, they also live in constant fear of their ruler's totalitarian regime – with most of their actions circumscribed and dictated – and do not handle stress well.



- +1 Species bonus to all Profession (Engineer) and Sense Motive skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Species Feats: The character may choose level-based feats from the species feat tree (*see the Stargate SG-1 core rulebook, page 264*). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Languages: Latin and Goa'uld are the basic languages spoken on Lira-ke. Lira-keans receive Latin as their native language and may select Goa'uld as a bonus language.

- Pay Grade: While working with the SGC, the character is paid as a civilian specialist (*see the Stargate SG-1 core rulebook, page 283*). Near-human characters are often transplanted to Earth while they work with the SGC.
- Modern Society Bonus Feat: Any gear feat. The character must still meet all prerequisites for the selected feat.

STENNOSSIANS

(*New Near-Human Species/Specialty*)

The residents of Stennos are a society of Greek origin, transplanted long ago by the Goa'uld Zeus. This is a near-human species with a primitive society (*as per the Stargate SG-1 core rulebook, 148-151.*)

SPECIAL TALENTS

- +2 Constitution, -2 Intelligence. While not necessarily less intelligent than their modern Earth counterparts, Stennossians lack the early education and resources to fully capitalize on their mental faculties.
- +1 Species bonus with any Climb and Handle Animal skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Species Feats: The character may choose level-based feats from the species feat tree (*see the Stargate SG-1 core rulebook, page 264*). Typically, a character may not choose feats from the species feat tree unless he possesses a character option that expressly allows him to do so.
- Languages: Ancient Greek is the native language of the Stennossians.
- Evolutionary Advantage: Environmental Resistance (Heat).
- Evolutionary Disadvantage: Vulnerability (Cold).
- Cultural Weaponry: At 1st level, the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*). Near-human characters are often transplanted to Earth while they work with the SGC.
- Primitive Society Bonus Feat: Forest Training. All prerequisites for this feat – including minimum skill levels – are waived.

NEW NEAR-HUMAN EVOLUTIONARY TRAITS

ADVANTAGES

Born to War: This near-human species has been the subject of Darwinian winnowing through constant warfare and martial philosophy. A character with this advantage may add his highest physical ability modifier (Strength, Dexterity, or Constitution) to his base attack bonus for the purpose of meeting feat prerequisites only. This provides no benefit to the character's base attack bonus under any circumstances. *Recommended Evolutionary Disadvantage:* Short-Tempered.

Pinnipedian: A near-human character with this advantage has adapted to an aquatic existence in a manner similar to that of a terrestrial seal (hence the name, from *pinnipedia*, the family name for seals and their relatives). He receives a +2 species bonus to Swim skill checks, increasing by an additional +1 at 2nd level and every 2 levels thereafter. In addition, he may spend an action die to hold his breath for a number of minutes equal to his Constitution modifier (if positive) while performing actions, or a number of minutes equal to three times his Constitution modifier (if positive) while relaxed and immobile.

DISADVANTAGES

Perfect Life: This culture has been so insulated from the harsh realities of life that unpleasant events resonate far more deeply than they would otherwise. A character from this culture suffers a penalty equal to 20 minus his Constitution score (minimum penalty -5) on all saves made against environmental hazards, torture, or combat effects (e.g. explosions, the Takedown weapon quality). In addition, his base attack bonus is always halved (round down).

Short Tempered: A character from this culture receives a -10 penalty on all Sense Motive checks made to oppose Taunt actions (see the *Stargate SG-1* core rulebook, page 377). Furthermore, his error range for all Concentration, Diplomacy, and Sense Motive skill checks is increased by 2 (e.g. an error range of 1 becomes 1-3).

Terminally Innocent: A character with this disadvantage has grown up in an idyllic culture where deliberate harm of one's fellow man is so rare as to be literally unthinkable. He suffers a -8 penalty on all checks made to resist Bluff and Intimidate attempts targeting him. In addition, he must succeed in a Concentration check (DC 10) each time he attempts an action that would cause physical harm to another human who has not physically harmed him. If he fails this check, he loses the action, freezing in a moment of indecision.

SPECIAL

Naquadah Infused: This is a zero-sum "advantage," as it provides both a benefit and a pair of drawbacks. When designing a near-human species, treat Naquadah Infused

as neither an evolutionary advantage nor an evolutionary disadvantage. A species with this trait lives in a Naquadah-rich environment and has incorporated trace amounts of the substance into its own bloodstream. The character may ignore the species prerequisite of the Naquadah Sense feat, though he does not receive it as a bonus feat. On the down side, the Naquadah in his bloodstream is evident to anyone else with Naquadah Sense. In addition, Goa'uld (and Tok'ra) symbiotes find him particularly "comfortable," receiving a +6 circumstance bonus on all checks and saves related to taking, controlling, or otherwise dealing with him as a host.

NEW RACES

K'KAAN, NEAR-UNAS (MACRO-SPECIES)

The K'kaan are as hardy as their ancestors, but lack the claws found in most Unas populations. They do have large tough nails, but trim them. They are, on average, smaller and weaker than other Unas, but still more powerful than humans. They are neither more or less intelligent than human beings, but their thought processes are more ordered and logical. This makes them good problem solvers, but poor innovators.

Unlike other Unas species, K'kaan are extraordinarily cooperative and community-oriented. They do not typically have the inquisitive nature or natural bravery that characterizes human beings, but a few have been known to break this mold. Such individuals are respected if their accomplishments benefit the group, but their methodologies are not admired. Though they are peaceful by nature, it should not be inferred that K'kaan are cowardly. They can be extraordinarily self-sacrificing when it is in the best interest of their community (however they personally define it) and they will fight vigorously against threats to the larger whole.

Note: A template for the K'kaan previously appeared in the *System Lords* sourcebook. The stats below supercede that earlier publication.

SHARED SPECIES TALENTS

- +2 Constitution, -2 Dexterity, -2 Wisdom.
- **Regeneration:** The character recovers 1 vitality point per minute and 1 wound point per 5 minutes. Further, the character always automatically stabilizes whenever he's reduced to negative wound points (so long as he does not die).
- **Sarcophagus Incompatible:** K'kaan are not affected by the sarcophagus device or any other alien healing technology, and may not benefit from such items in any way.
- **Species Feats:** K'kaan may select feats from the species feat tree that list Unas or K'kaan as a prerequisite.

- Languages: K'kaan (a dialect of Unas) is a native language for the character.

K'KAAN DEFENSEMAN

The K'kaan Defenseman is not a military profession, but a scholar dedicated to the science of conflict. Defensemen are dedicated and steadfast, with an intense resolve to protect their planet and others from the threat of the Goa'uld. They are slightly better at handling the unexpected than their fellows, but still have a tendency to wait until they have as much information as possible before acting.

SPECIAL TALENTS

- +0 Wisdom. This replaces the standard -2 Wisdom penalty suffered by all K'kaan characters.
- +1 species bonus to all Craft (any one focus) and Knowledge (Military History) skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Pay Grade: While working with the SGC, the character is paid as an officer (*see the Stargate SG-1 core rulebook, page 283*). Alien characters are often paid in commensurate non-monetary concessions and favors.
- Bonus Feat: Clockwork Tactics. All prerequisites for this feat are waived. If the defenseman does not have the lead class ability, he may expend one action die once per session to benefit from this feat as if he had expended a per-session use of the lead class ability instead.

K'KAAN INVESTIGATOR

K'kaan sometimes have peaceful scouts watch a human population under the cloak of invisibility to determine if the population poses a threat.

SPECIAL TALENTS

- +2 Intelligence.
- +1 species bonus to all Search and Sense Motive skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Pay Grade: While working with the SGC, the character is paid as a civilian specialist (*see the Stargate SG-1 core rulebook, page 283*). Aliens are often paid in commensurate non-monetary concessions and favors.
- Bonus Feat: Mark. All prerequisites for this feat – including minimum skill levels – are waived.



K'KAAN SCHOLAR

All K'kaan are raised in an atmosphere that rewards the pursuit of knowledge, but K'kaan scholars have made this their life's work. They are patient and slow to act without all the information, but once they set their mind to a subject they will invariably master it.

SPECIAL TALENTS

- +2 Intelligence.
- +1 species bonus to all Gather Information and Knowledge (any one focus) skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Pay Grade: While working with the SGC, the character is paid as a civilian specialist (*see the Stargate SG-1 core rulebook, page 284*). Alien characters are often paid in commensurate non-monetary concessions and favors.
- Bonus Feat: Training. All prerequisites for this feat – including minimum skill levels – are waived.

NEW BASE CLASS

WHEELMAN

The wheelman thrives on high-speed chases and the rush of deadly battles. He is both a vehicle specialist and a trained combatant second only to the soldier class.

Abilities: Dexterity is by far the most important ability for a wheelman, since it is the basis for all vehicle skills, as well as ranged attack rolls. Intelligence is his secondary ability – as a source of extra skill points, many of which are devoted to combat skills.

Vitality: 1d12 plus Con modifier per level.

CLASS SKILLS

The wheelman's class skills and key abilities are:

CLASS SKILL	KEY ABILITY
Balance	Dex
Boating	Dex
Craft	Int
Demolitions	Int
Disguise	Cha
Driver	Dex
Escape Artist	Dex
Handle Animal	Cha
Intimidate	Str or Cha
Jump	Str
Mechanics	Int
Open Lock	Dex
Perform	Cha
Pilot	Dex
Profession	Wis
Sport	Str or Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Swim	Str

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the wheelman.

Starting Feats: The wheelman gains the following feats at 1st level.

Armor Proficiency (Light)

Armor Proficiency (Medium)

Weapon Group Proficiency (Handgun)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Rifle)

Weapon Group Proficiency (Tactical)

Lucky: Whenever the wheelman spends 1 action die to increase a vehicle-related skill check (such as Mechanics or Driver), 2 dice are added instead of 1 (e.g. a 1st-level wheelman's bonus of 1d4 becomes 2d4). In addition, the GM must spend 1 extra action die to activate each of the wheelman's errors with a vehicle-related skill check as a critical failure. This is one of the wheelman's two core abilities.

Custom Ride: At the start of each mission, the wheelman gains 4 resource points with which he may requisition a team vehicle, vehicles, or vehicular improvements. This bonus increases by an additional 1 resource point at 4th level, and for every 4 class levels gained thereafter.

The wheelman may spend these resource points independently or together with his regular allotment, or may pool them with other team members' resource points for more expensive vehicles and improvements. These bonus resource points may only be used to requisition vehicles and vehicular improvements.

When multi-classing, these resource points are only received when the character gains a level in his wheelman class.

This is one of the wheelman's two core abilities.

Daredevil: During a vehicular scene, the wheelman may choose daredevil-only maneuvers and weather certain other maneuvers more easily (*see Chases and Vehicular Combat, page 137, for more information*).

Kick Start: Starting at 2nd level, once per session, the wheelman may change a failed Mechanics skill check to a success by giving the target device a whack in frustration.

At 11th level, the wheelman may use this ability up to twice per session, and at 19th level, the wheelman may use this ability up to three times per session.

Bonus Feat: At 3rd level, the wheelman gains the Speed Demon feat or 1 bonus chase feat. He must meet all prerequisites for the feat before choosing it.

At 5th level and for every 2 class levels gained thereafter, the wheelman gains 1 additional bonus chase feat or an Advanced Skill feat with Speed Demon as a prerequisite, with the same restrictions.

Familiarity: Starting at 4th level, at the start of each mission, the wheelman may designate any one vehicle as "familiar." In order to do so, he must have operated the vehicle for at least 4 hours per day for a number of days equal to its RP cost (including modifications). The number of days is reduced by the wheelman's Wisdom modifier (to a minimum of one day). The wheelman may designate his custom ride as familiar if he wishes.

For the duration of the current mission, the wheelman gains a +1 competence bonus with Boating, Driver, Mechanics, Pilot, and maneuver checks made using the vehicle with which he's familiar. He also gains this bonus with attack checks made firing the vehicle's weapons, and for Balance and Handle Animal checks relevant to a personal vehicle or mount designated as familiar.

At 8th level and for every 4 class levels gained thereafter, each of these bonuses increase by an additional +1.

Elbow Grease: Starting at 6th level, the wheelman gains a +2 competence bonus with Mechanics repair checks, whether the repairs are to a vehicle or another item (*see the Stargate SG-1 core rulebook, page 222, and page 96 of this book*).

At 9th level and for every 3 class levels gained thereafter, this bonus increases by an additional +2.

Soup Her Up: Starting at 10th level, at the start of each mission, the speed, MPH, Defense, wound point maximum, hardness, and options of any vehicle with which the wheelman is familiar are increased to 125% standard

(rounded up). If the vehicle's handling modifier is positive, this bonus applies to it as well; otherwise, the vehicle's handling modifier is reduced to 75% standard (rounded down).

Example 1: Lt. Wilson is familiar with a classic sports car. The sports car's unmodified statistics are +6 handling, 750 ft. speed, 75/150 MPH, 15 Def, 80 wound points, 4 hardness, and 8 options. When this ability is applied, these statistics become +8 handling, 938 ft. speed, 94/188 MPH, 19 Def, 120 wound points, 5 hardness, and 12 options.

Example 2: Lt. Wilson is familiar with a Humvee jeep. The jeep's unmodified statistics are -5 handling, 500 ft. speed, 50/100 MPH, 4 Def, 120 wound points, 10 hardness, and 12 options. When this ability is applied, these statistics become +3 handling, 625 ft. speed, 63/126 MPH, 5 Def, 150 wound points, 13 hardness, and 14 options.

At 20th level, each of these bonuses increases to 150% standard (rounded up).

"That's Impossible!": Starting at 14th level, once per game session when driving a vehicle, the wheelman may force it to utterly defy physics for one maneuver. For example, the wheelman might fly an X-302 hyperspace fighter through a seemingly annihilative gravity well, vertically loop a helicopter with a two-bladed rotor, leap a motorcycle over a train just as a flatcar goes past, balance an 18-wheeler on half its wheels, etc.

During a vehicular scene, the wheelman may ignore the negative penalties of any maneuver (*for more information about this application, see pages 170-173*). At all other times, the GM determines this ability's effects, based on requests made by the wheelman and the conditions at hand.

NEW PRESTIGE CLASSES

ACE

Some characters show an uncanny mastery of the air, becoming deadly fighter pilots or agile chopper specialists. While highly specialized, these daring operatives can provide immediate support during missions involving travel and life or death escape situations. More importantly within the *Stargate SG-1* setting, their experience with aviation translates to a place at home in the stars as well.

Abilities: Dexterity is the essential ability for a combat pilot, followed closely by Intelligence.

Vitality: 1d12 plus Con modifier per level.

REQUIREMENTS

To become an ace, a character must meet all of the following requirements.

Character Level: 5+.

Dexterity: 13+.

Base Attack Bonus: +5 or higher.

Knowledge (Aircraft): 2+ ranks.

Pilot: 8+ ranks.

Sport (Skydiving): 4+ ranks.

Spot: 8+ ranks.

Feats: Wind Rider.

Note: In *Stargate SG-1*, Knowledge (Aircraft) may be substituted with Knowledge (Spacecraft).

TABLE 3.1: THE WHEELMAN

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR DICKS	RES PTS	SPECIAL
1	+1	+0	+2	+0	+1	+1	1	0 (4)	Starting feats, custom ride* (4 RP), daredevil, lucky*
2	+2	+0	+3	+0	+1	+1	2	1 (4)	Kick start 1/session
3	+3	+1	+3	+1	+2	+2	2	2 (4)	Bonus feat
4	+4	+1	+4	+1	+2	+2	2	3 (5)	Custom ride (5 RP), familiarity +1
5	+5	+1	+4	+1	+3	+3	3	3 (5)	Bonus feat
6	+6	+2	+5	+2	+4	+4	3	4 (5)	Elbow grease +2
7	+7	+2	+5	+2	+4	+4	4	5 (5)	Bonus feat
8	+8	+2	+6	+2	+5	+5	4	6 (6)	Custom ride (6 RP), familiarity +2
9	+9	+3	+6	+3	+5	+5	4	6 (6)	Bonus feat, elbow grease +4
10	+10	+3	+7	+3	+6	+6	5	7 (6)	Soup her up (25%)
11	+11	+3	+7	+3	+7	+7	5	8 (6)	Bonus feat, kick start 2/session
12	+12	+4	+8	+4	+7	+7	6	9 (7)	Custom ride (7 RP), elbow grease +6, familiarity +3
13	+13	+4	+8	+4	+8	+8	6	9 (7)	Bonus feat
14	+14	+4	+9	+4	+8	+8	6	10 (7)	"That's Impossible!"
15	+15	+5	+9	+5	+9	+9	7	11 (7)	Bonus feat, elbow grease +8
16	+16	+5	+10	+5	+10	+10	7	12 (8)	Custom ride (8 RP), familiarity +4
17	+17	+5	+10	+5	+10	+10	8	12 (8)	Bonus feat
18	+18	+6	+11	+6	+11	+11	8	13 (8)	Elbow grease +10
19	+19	+6	+11	+6	+11	+11	8	14 (8)	Bonus feat, kick start 3/session
20	+20	+6	+12	+6	+12	+12	9	15 (9)	Custom ride (9 RP), familiarity +5, soup her up (50%)

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

CLASS SKILLS

The ace's class skills and key abilities are:

CLASS SKILL	KEY ABILITY
Driver	Dex
Electronics	Int
First Aid	Wis
Intimidate	Str or Cha
Jump	Str
Knowledge	Int
Mechanics	Int
Pilot	Dex
Profession	Wis
Search	Int
Sport	Str or Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Tumble	Dex

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the ace.

Custom Rider: Levels in this class are added to the character's wheelman class levels when determining resource points gained from the custom ride ability (*see page 89*).

Class Feats: The ace gains the following feats at 1st level.

Armor Group Proficiency (Light)

Armor Group Proficiency (Medium)

Weapon Group Proficiency (Handgun)

Battle Born: Whenever the ace spends 1 action die to increase an attack check result or damage roll when using an aircraft- or spacecraft-mounted weapon, he rolls 2 dice instead of 1, adding the sum of both to his result (e.g. an ace with a character level of 7 rolls 2d6 instead of 1d6). This is the ace's core ability.

Taking Wing: The ace lives to fly, seizing every opportunity to leave the ground behind. Starting at 1st level and for every class level gained thereafter, the ace gains 1 additional skill point that must be spent to increase his Pilot skill.

Also at 1st level, the ace gains a virtual basic skill feat called "Aviator." This feat grants a +2 bonus with Knowledge (Aircraft), Pilot, and Spot checks, and increases the ace's threat range with these skills to 19–20.

At 3rd level, the ace gains the Advanced Skill Mastery feat for his Aviator feat.

At 5th level, the ace gains the Grand Skill Mastery feat for his Aviator feat.

Finally, at 9th level, the ace gains the Perfect Skill Mastery feat for his Aviator feat.

The ace's prerequisites for these feats – including minimum character level – are waived.

Fancy Flying: The ace's virtuosity makes it highly unlikely that opponents will bring his vehicle down. Starting at 2nd level, the hardness of any aircraft or spacecraft the ace controls is increased by 1/2 of his base Reflex save (rounded down).

At 7th level, the Defense of any aircraft or spacecraft the ace controls is increased by 1/2 of his base Reflex save (rounded down).

Bonus Feat: At 4th level, the ace gains 1 bonus chase feat. He must meet all prerequisites for the feat before choosing it.

At 8th level, the ace gains 1 additional bonus chase feat, with the same restrictions.

Top Gun: Starting at 4th level, once per game session when piloting an aircraft or spacecraft, the ace may force it to utterly defy physics for one maneuver. For example, the ace may pull a death glider out of a flat or death spin (*see page 159*), slip a helicopter through a crack only inches wider than its rotors, lift-off or land a plane in an impossibly short field, etc.

During a vehicular scene, the ace may ignore the negative penalties of any maneuver (*for more information about this application, see pages 170–173*). At all other times, the Gamemaster determines this ability's effects, based on requests made by the ace and the conditions at hand.

At 8th level, the ace may use this ability up to twice per session.

"Bail Out!": At 6th level, the ace becomes an expert at evacuating damaged vehicles. He and each of his teammates and allies within verbal range may exit any vehicle as a free action, ignoring the maximum number of characters

TABLE 3.2: THE ACE

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+1	+0	+2	+1	+0	+1	0	1	Battle born*, custom rider, taking wing (Aviator)
2	+2	+1	+3	+2	+1	+1	0	2	Fancy flying (hardness)
3	+3	+1	+3	+2	+1	+2	1	3	Taking wing (Advanced)
4	+4	+1	+4	+2	+2	+2	1	4	Bonus feat, top gun 1/session
5	+5	+2	+4	+3	+2	+3	1	5	Taking wing (Grand)
6	+6	+2	+5	+3	+2	+4	2	6	"Bail out!"
7	+7	+3	+5	+4	+3	+4	2	7	Fancy flying (Defense), test pilot
8	+8	+3	+6	+4	+3	+5	2	8	Bonus feat, top gun 2/session
9	+9	+3	+6	+4	+4	+5	3	9	Taking wing (Perfect)
10	+10	+4	+7	+5	+4	+6	3	10	Ace of aces

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

who may exit a vehicle through the same portal at the same time (*see page 151*). Further, the ace and each of his teammates and allies within verbal range gains the following benefits when exiting an air, ground, or water vehicle.

Air Vehicle: Each character gains a +5 competence bonus with his Jump check made to reduce damage when using a parachute.

Ground or Water Vehicle: Each character gains a +5 competence bonus with his Reflex save made to reduce damage.

Finally, any space vehicle within which the ace is located is assumed to possess the escape pod quality at no cost, unless the vehicle lacks the necessary option slots or the GM determines that the presence of an escape pod is impossible (*for more information about the escape pod quality, see page 119*).

Test Pilot: Beginning at 7th level, the ace has broad experience with all manner of unusual air and space vehicles. He suffers no penalties when operating air and space vehicles possessing the exotic quality (*see page 119*).

Ace of Aces: At 10th level, the ace becomes a master of the sky. His error ranges with the Pilot skill and all attacks made with aircraft- and spacecraft-mounted weapons are reduced by 2 (to a minimum of error range of 0). Further, the ace need no longer spend an action die to activate a threat using any of these weapons as a critical hit.

FORWARD

Working far behind enemy lines to identify targets, guide weapons, and support other operations, the forward is a talented and capable scout. As warfare has advanced and covert operations have become more sophisticated, the forward has kept up with the times, expanding his abilities through electronic warfare, gadgets, and especially drones. This last ability makes him especially valuable to the SGC, as he is able to pilot MALPs, UAVs, and other remote vehicles with exceptional skill.

Abilities: Forwards favor Wisdom and Strength, operating without civilized comforts as they carry out their missions.

Vitality: 1d10 plus Con modifier per level.

REQUIREMENTS

Character Level: 5+.

Computers: 4 ranks.

Electronics: 8 ranks.

Survival: 4 ranks.

Surveillance: 4 ranks.

Feats: Electronic Warfare Basics, Outdoorsman.

CLASS SKILLS

The forward's class skills and key abilities are:

CLASS SKILL	KEY ABILITY
Balance	Dex
Boating	Dex
Climb	Str
Computers	Int
Cryptography	Int
Cultures	Wis
Driver	Dex
Electronics	Int
Gather Information	Cha
Hide	Dex
Intimidate	Str or Cha
Jump	Str
Knowledge	Int
Move Silently	Dex
Pilot	Dex
Sport	Str or Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Swim	Str

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the forward.

Class Feats: The forward gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)
Weapon Group Proficiency (Tactical)

TABLE 3.3: THE FORWARD

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+1	+1	+1	+0	+0	+1	1	1	Drone devil, spotter (anti-cover)
2	+2	+2	+2	+0	+1	+2	2	2	Electric warrior (Mastery)
3	+3	+2	+2	+1	+1	+3	3	3	Bonus feat
4	+4	+2	+2	+1	+2	+3	4	4	Drone operations, spotter +2
5	+5	+3	+3	+1	+2	+4	5	5	Bonus feat
6	+6	+3	+3	+2	+2	+5	6	6	Drone support
7	+7	+4	+4	+2	+3	+6	7	7	Bonus feat, electric warrior (Supremacy)
8	+8	+4	+4	+2	+3	+6	8	8	Cache 1/session, spotter +4
9	+9	+4	+4	+3	+4	+7	9	9	Bonus feat
10	+10	+5	+5	+3	+4	+8	10	10	Precision strike

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

Drone Devil: At 1st level, the forward gains the daredevil ability for the purposes of directing remote-control drones (*see page 115*). Further, at the start of each mission, he gains a bonus number of RP equal to his class level divided by 4 (minimum 1), which he may devote to the purchase of drone use and installed modifications. He may not spend these RP in any other way. This is the forward's core ability.

Spotter: The forward may act as a spotter, providing targeting information to others. At 1st level, any teammate in verbal contact with the forward gains a competence bonus against any target within the forward's line of sight equal to the forward's class level (to a maximum of the target's current Defense bonus from either cover or concealment, whichever is higher). When using a drone with an enhanced sensor suite (*see page 118*), the forward may substitute the drone's line of sight for his own when determining the effects of this ability.

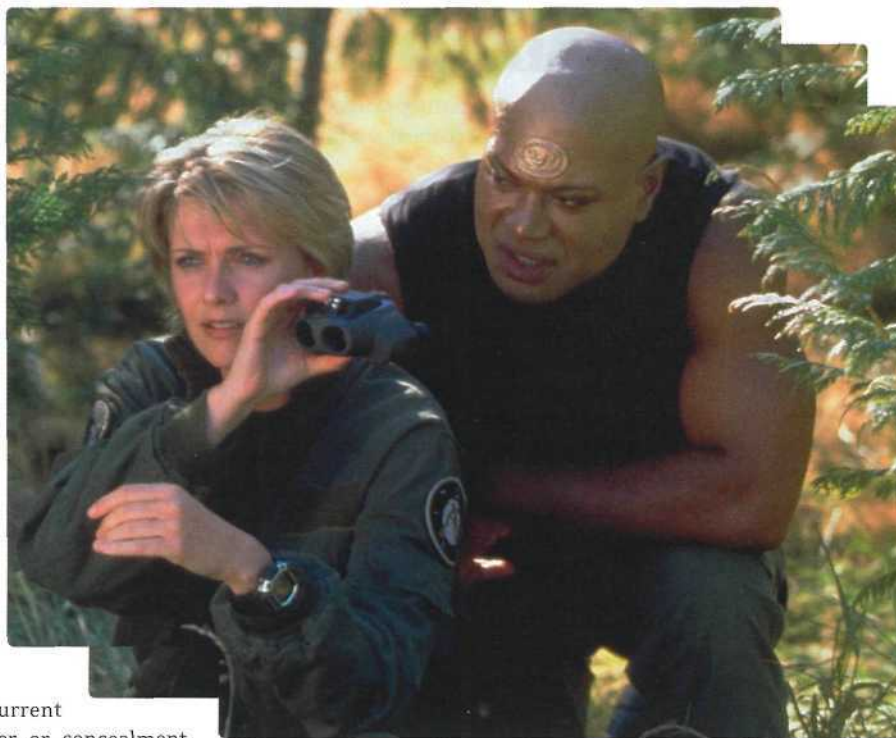
At 4th level, as a full action, the forward may grant a +2 cooperation bonus to the next attack roll any one of his teammates makes before the forward's initiative count during the following round. The forward must have line of sight to the target (personally or through a drone), and must be in verbal contact with the teammate to grant this bonus. This action also grants the benefits of the Increased Precision and Sharp Shooting feats to the teammate until the forward's initiative count during the following round. If the teammate already possesses either of these feats, the effects of the feats do not stack.

Example: The forward grants the effects of this ability to a teammate who already has the Increased Precision feat. The range at which the teammate may make sneak attacks and use his Point Black Shot feat remains one range increment.

Example 2: The forward grants the effects of this ability to a teammate who already has the Sharp Shooting feat. The teammate's total bonus to his attack rolls when making a ranged attack against an opponent benefiting from partial cover remains at +2.

At 8th level, when the forward has line of sight to the target of a teammate with whom he is in verbal contact, that teammate's cooperation bonus increases to +4 and the teammate gains the Sniper feat from the forward's action. Again, the effects of this feat do not stack if the teammate already has the Sniper feat.

Example: The forward grants the effects of this ability to a teammate who already has the Sniper feat. The teammate's threat range increase remains at 1 when firing a ranged weapon.



Electric Warrior: The forward is trained to strike at an enemy's command and control capabilities. At 2nd level, the forward gains the Electronic Warfare Mastery feat.

At 7th level, the forward gains the Electronic Warfare Supremacy feat.

In both cases, all prerequisites for these feats are waived.

Bonus Feat: At 3rd level, the forward receives a bonus feat from either the covert or gear feat trees. The forward must meet all requirements for this feat before choosing it. The forward receives an additional feat from the covert or gear feat trees with the same restrictions at 5th, 7th, and 9th levels.

Drone Operations: At 4th level, the forward gains the Drone Operations feat. All prerequisites for this feat are waived.

Drone Support: At 6th level, the forward gains ready access to advanced reconnaissance and attack drones (*see page 164*). The RP cost of all drone vehicles is halved (rounded down) for the forward and members of his team.

Cache: Forwards are accustomed to operating far from their supply lines, and seem prepared for any contingency. At 8th level, once per session, the forward may "reveal" one duty bundle he has "had with him the whole time." The character chooses the bundle when he uses this ability. If the forward has been recently searched or stripped of his possessions, he must instead be free to travel for at least one hour, to a location where the hidden cache is located. All (unused) items from the bundle are re-hidden and removed from play at the end of the session.

Precision Strike: No one is as skilled as the veteran forward at delivering death by remote control. At 10th level, the forward benefits from the effects of the Sniper and Master Sniper feats when making attacks from a drone vehicle.

NEW SKILL USES

The following new applications of existing skills may be used by any character, though they are most useful to vehicle specialists.

BALANCE

(DEX; ARMOR CHECK PENALTY)

Stargate SG-1 utilizes a driving system with three basic skills – Boating (for all water vehicles), Driver (for all ground vehicles), and Pilot (for all air vehicles). But there are a number of vehicles which operate very differently from the classic seated controls of boats, cars, planes, trains, and the like, and which also share common characteristics with one another – namely, vehicles which are guided by the character's body weight distribution, and balance.

Balance-based (or "personal") vehicles overlap with all three other vehicle types. There are air, ground, and water versions, including autogyros and hang gliders, motorcycles and bicycles, and jet skis. It should be easy to determine which vehicles use Balance and which use the default vehicle skill for a given terrain, but if you have any questions, consult the Vehicle Categories rules on page 115.

Special Note: Riding animals still requires the Handle Animal skill, as described in the *Stargate SG-1* core rulebook, page 213.

Check: No skill checks are required to perform standard driving moves, but complex driving tasks, such as during combat and other threatening circumstances, require a roll. See the chase rules starting on page 137 for more information.

TASK	DC
Shallow turn/avoid obstacle	5
Average maneuver/multiple turns	10
Tight turn/drive over uneven surface	15
High stress maneuver/make jump	20
Heroic of complex set of maneuvers	25+
Unfamiliar type of vehicle	+5

Vehicles are rated for handling (see pages 157 and 160). This rating may help or hinder the vehicle's driver.



Retry: Yes, but there is a lapse of time between the tries. If you absolutely have to turn immediately to avoid an oncoming obstacle, but fail the check, a second attempt is usually impossible (per the GM's discretion coupled with current circumstances).

Special: This skill covers the physical act of driving personal vehicles; knowledge of driving and making money with it as a sport are covered by the Knowledge and Sport skills, respectively.

Unlike Driver, Balance doesn't grant a synergy bonus to Knowledge and Mechanics checks concerning vehicles, personal or other. However, 5 or more ranks in Balance does grant a +2 synergy bonus to Sport checks made to compete with personal vehicles.

Finally, if you have 5 or more ranks in Knowledge with an area or city, you receive a +2 synergy bonus to Balance checks made therein.

Critical Success: When not in a chase, you manage to avoid mishaps even when it's seemingly impossible to do so. Your vehicle is not only unscathed by whatever pitfall you avoided, but you sail past it without a single chip in your paint. During a chase, your maneuver is successful unless an opposing driver scores a critical success with a higher total. Also, you receive a +4 bonus to your next maneuver or crash check.

Critical Failure: The vehicle hits an obstacle, skids out of control, or stalls. The GM may rule that this is equivalent of failing a crash check (see page 152).

DEMOLITIONS (INT; TRAINED ONLY)

The Demolitions skill may be used to disarm a mine field (for more information about mine fields, see page 130).

Disarm Device Check (Varies, Disposal Kit): A demolitions kit is not required to disarm a mine field, though it's extremely helpful (see the *Stargate SG-1* core rulebook, page 316).

The process of disarming a mine field requires a number of minutes equal to the attack check result that created it (see pages 129-130). After working on the field for this period, make a Demolitions check opposing the attack check result that created it.

With success, the field is rendered inert.

With failure, however, one of the field's mines detonates in 1d4 rounds (just enough time to toss it away and run like the wind).

Retry: No.

Threat: None.

Critical Success: The field is disarmed in ½ the standard time (rounded up).

Error: Though you are confident that the mine is completely disabled, one or two mines remain live. Hereafter, the DCs of vehicle skill checks made to traverse the field are reduced by 10 and the field may only yield one more explosion before it's depleted.

Critical Failure: One of the field's mines detonates during the process (at a point determined by the GM). You are considered "ground zero" for the blast, which radiates out from your location (see the *Stargate SG-1* core rulebook, page 369).

Special: None.

HIDE (DEX; ARMOR CHECK PENALTY)

The Hide skill may be used to camouflage a vehicle within its surroundings.

Conceal Check (1 minute): No skill check is required for this skill use. The vehicle's base concealment DC is determined by its size and the surrounding terrain, as shown on the Vehicle Concealment DCs table, below. This base DC is increased by $\frac{1}{4}$ of your total Hide skill bonus (rounded down). If you possess 5 or more ranks in the Spot skill as well, the concealment DC is increased by an additional +2 synergy bonus. Finally, the vehicle's concealment DC is subject to the modifiers presented on Table 9.3: Gear Concealment Modifiers on page 295 of the *Stargate SG-1* core rulebook.

The rules for finding a camouflaged vehicle operate the same as for finding concealed gear (see pages 229 and 295 of the *Stargate SG-1* core rulebook).

VEHICLE CONCEALMENT DCs

CONDITION	BASE CONCEALMENT DC
Vehicle Size	
Fine	30
Diminutive	25
Tiny	20
Small	15
Medium	10
Large	5
Huge to Galaxy-2	5*
Galaxy-3 to Galaxy-5	Impossible

CONDITION	DC MODIFIER
Surrounding Terrain	
Jungle/Swamp	+4
Forest/Scrub	+2
Hills/Mountains	+0
Desert/Tundra	-2
Plains/Urban	-4

* Camouflaging this size vehicle is only possible under unique circumstances, such as behind a planet or within a dense gas cloud (per the GM's discretion).

JUMP (STR; ARMOR CHECK PENALTY)

The jump skill may also be used to absorb the impact of landing when skydiving (see page 98 for more).

Check (Half Action): The DC to land without incident or (significant) injury is 15. If successful, all damage from the jump is considered subdual, and for every two points by which you beat the DC, the damage you take from the jump is reduced by 1. Conversely, for each point you miss the DC, you suffer a -1 circumstance modifier to any Move Silently check made as part of the landing.

Retry: No.

Critical Success: You take no damage or Move Silently penalties from the jump, no matter the height or circumstances.

Error: In addition to taking normal damage, you're knocked prone on landing and cannot attempt to Move Silently.



Critical Failure: You take twice the normal damage from the landing and everyone within hearing distance is automatically aware of your arrival.

Normal: A landing with a successfully-opened main parachute inflicts 1d6 normal damage, while a landing with a successfully opened backup parachute – a smaller chute included on most airplanes – inflicts 2d6 normal damage.

KNOWLEDGE (MILITARY HISTORY) (INT; TRAINED ONLY)

You are well versed with traditional tactics and famous military encounters.

Check: As per the standard Knowledge skill check (see the *Stargate SG-1* core rulebook, page 217):

QUESTION TYPE	DC
Simple (year and date of famous battle)	10*
Basic (commanders at battle, numbers of troops involved, tactics used)	15*
Involved (blow by blow description of maneuvers, precise composition of forces, famous correspondence and speeches associated with the battle)	20
Complex (identifying parallels between a famous battle and modern day situation, improving on historical tactics)	25

* These types of questions are free actions to remember and needn't be rolled for again after success.

Special: Five or more ranks in Knowledge (Military History) grants you the chance to reposition yourself before combat begins (within one half action's move from your starting location), as well as a +1 synergy bonus to your initiative roll.

KNOWLEDGE (VEHICLE CATEGORY) (INT; TRAINED ONLY)

You are highly knowledgeable about the types, makes, specific models, history, known quirks, and other minutia of one category of vehicle (e.g. cars, trucks, wheeled armored and heavy vehicles, etc.).

The character must choose his category of specialization for each rank he gains with this skill.

Check: As per the standard Knowledge skill check (*see the Stargate SG-1 core rulebook, page 217*).

QUESTION TYPE	DC
Simple (make and year of vehicle)	10*
Basic (production numbers, vehicle characteristics and statistics)	15*
Involved (deployment and sales history, performance and maintenance details)	20
Complex (detailed performance comparisons, location/history of specific serial numbers)	25

* These types of questions are free actions to remember and needn't be rolled for again after success.

Special: Five or more ranks in the appropriate vehicle Knowledge skill grants you a +2 synergy bonus with Spot and Listen checks made to identify a vehicle of that type, as well as a +2 synergy bonus to Mechanics checks made to modify or repair vehicles of that type.

MECHANICS (INT; TRAINED ONLY)

The mechanics skill may be used to improve or repair a vehicle.

Improve Check (Varies, Mechanics Kit): You may use the Mechanics skill to add a modification or weapon to a vehicle in the field. An improve check is a complex skill check (*see the Stargate SG-1 core rulebook, page 181*), with an install interval of 2 hours and a DC determined by the improvement's complexity, as listed on Table 4.20: Master Vehicle Guide (*see page 160*).

Unless the GM determines that the parts are unavailable at the character's current location, the parts are procured when the character pays the improvement's RP – through local trade, starfaring barter, or the like.

Retry: Yes, although the involved materials are consumed.

Threat: None.

Critical Success: See the *Stargate SG-1* core rulebook, page 181.

Error: See the *Stargate SG-1* core rulebook, page 181.

Critical Failure: See the *Stargate SG-1* core rulebook, page 181.

Special: You may invite up to a number of laborers to join your effort equal to 1/3 of your Mechanics skill bonus (rounded down). These laborers possess skill bonuses determined by the GM (usually +1 to +5, unless specified otherwise). Refer to the cooperation rules to see how these laborers may affect each of your skill checks made toward the complex check DC.

Repair Check (Varies, Mechanics Kit): You may use the Mechanics skill to repair a damaged vehicle. You may attempt to repair vehicle wound damage or a vehicle critical of any one specific type (e.g. engine, steering, etc.), with the following effects.

Repairing vehicle wound damage *carefully* takes more time but has greater chance of success and doesn't produce shoddy results – use the DC and time requirement before the slash on Table 3.4: Repair Vehicle, below. With success, the vehicle's wound damage is reduced by an amount equal to your Mechanics check result. With failure, the vehicle's wound damage remains at its current state but does not get worse.

Repairing vehicle wound damage *quickly* takes less time but has a lower chance of success and often produces shoddy results – use the DC and time requirement after the slash on Table 3.4: Repair Vehicle, below. With success, the vehicle's damage condition is reduced by 1 grade (e.g. from disabled to crippled or from crippled to okay), to a minimum damage condition of okay. This repair has no effect on the vehicle's wound damage and is temporary, lasting only for the duration of the current scene, after which the vehicle's damage condition returns to the grade determined by its current wound point damage. During that scene, the error ranges of all skill checks made using

TABLE 3.4: REPAIR VEHICLE

VEHICLE DAMAGE CONDITION	DC	REPAIR TIME
Okay	10/–	8 hours (1 day)/–
Crippled	20/25	24 hours (3 days)/6d4 minutes
Disabled	30/35	40 hours (1 week)/6d4 × 10 minutes
VEHICLE CRITICAL		
Control surface/tires/tracks/maneuvering thrusters	10/15	8 hours (1 day)/6d4 rounds
Guidance/steering/bridge	20/25	24 hours (3 days)/6d4 minutes
Improvement	20/25	24 hours (3 days)/6d4 minutes
Engine/reactor	30/35	40 hours (1 week)/6d4 × 10 minutes
Shield generator	30/35	40 hours (1 week)/6d4 × 10 minutes

The following modifiers apply to your repair check's DC.

CONDITION	DC MODIFIER
High stress situation (e.g. combat)	+5*
Tools and/or parts unavailable	+15**

* Alternately, the GM may require you to make a Concentration check to make this skill check.

** This replaces the standard modifier for not having the items typically required for the repair (*see the Stargate SG-1 core rulebook, page 220*).



the vehicle – including maneuver checks – are increased by 2 and there's a non-cumulative 10% chance that the vehicle fails to operate any time it's used. With failure, the vehicle's damage condition is worsened by 1 grade (e.g. from crippled to disabled or from disabled to destroyed), and its current wound damage becomes the minimum required to support the new damage condition (e.g. the wound damage of a vehicle shifted to disabled becomes 0).

When repairing a vehicle critical *carefully*, also use the DC and time requirement before the slash on Table 3.4: Repair Vehicle, to the left. With success, the vehicle loses 1 critical of the declared type. You must attempt another repair check to remove any remaining criticals of the same type.

Example: Lt. Wilson's classic sports car has suffered 2 engine criticals. With a successful careful repair check, he repairs 1 of the criticals, but must make a separate attempt in order to (potentially) repair the second.

With failure, no criticals are lost but no additional criticals are gained, either.

When repairing a vehicle critical *quickly* also use the DC and time requirement after the slash on Table 3.4: Repair Vehicle, to the left. With success, the vehicle loses 1 critical of the declared type for the duration of the current scene, after which the vehicle's critical damage condition returns to its former state. During that scene, the error ranges of all skill checks made using the vehicle – includ-

ing maneuver checks – are increased by 2 and there's a non-cumulative 10% chance that the vehicle fails to operate any time it's used. With failure, the vehicle gains 1 critical of the declared type.

In all cases, the RP cost of the repair is 1/25 of the vehicle's listed value per day of repairs (if the parts are available), or 1/50 of the vehicle's listed value per day of repairs (if the parts are unavailable).

Retry: Yes, but you must begin the task again (and deal with any additional damage you've inflicted upon the vehicle). Required parts are not consumed.

Threat: None.

Critical Success: Your repairs are very thorough or stable. If you're making careful wound repairs, the vehicle's wound damage is reduced by an amount equal to $2 \times$ your Mechanics check result.

If you're making careful critical repairs, the vehicle loses 2 criticals of the declared type.

If you're making quick wound or critical repairs, the device operates for 2 scenes and the 10% chance of failure is ignored (though the error range increase remains in effect).

Error: The time required to complete the repair is doubled (and you still fail).

Critical Failure: Your repairs are particularly rushed or poorly executed. If you're making careful repairs, the vehicle's wound damage is increased by 1d20 + 10 per size category above Large.

If you're making *careful* critical repairs, the vehicle gains 1 critical of the declared type.

If you're making *quick* repairs, the vehicle's damage condition is worsened by 2 grades (e.g. from okay to disabled or from crippled to destroyed), and its current wound damage becomes the minimum required to support the new damage condition (e.g. the wound damage of a vehicle shifted to disabled becomes 0).

If you're making *quick* critical repairs, the vehicle gains 2 criticals of the declared type.

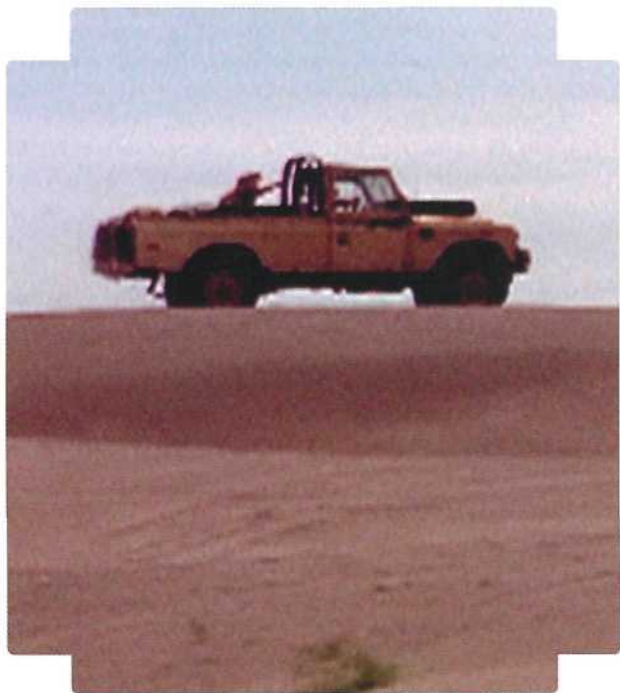
Special: None.

SPORT (BOARDING) (DEX; ARMOR CHECK PENALTY)

You are skilled with skateboarding, snowboarding, and surfboarding. You can maintain your equipment, perform tricks, identify good locations, and recognize famous figures in these sports.

Check: As per the standard Sport skill check (see the *Stargate SG-1 core rulebook*, page 232), you may use this skill to skateboard, snowboard, or surf. Staying upright on any board during combat requires a successful Balance check, with the following DC:

STUNT	DC
Hop or turn	10
Slide down rail, complex ground trick	15
Single flip	20
Multiple flips and turns	25
Four or more flips or turns	30



Check (Half Action): This skill may be used in place of your Jump skill when riding a board (noting your increased speed while on a board). If you can make use of a ramp or other inclined surface, the maximum height or length you may jump is not limited by your height.

Special: Five or more ranks in Sport (Boarding) grants you a +2 synergy bonus with Balance checks made to remain on the board in combat. When riding any skateboard, snowboard, boogie board, sailboard, or surfboard, your vehicle's handling rating is increased by one-third your total Sport (Boarding) skill ranks (rounded down).

SPORT (SCUBA DIVING) (STR; ARMOR CHECK PENALTY; TRAINED ONLY)

You are well-practiced with the preparation, use, and maintenance of underwater breathing apparatus.

Check: As per the standard Sport skill check (*see the Stargate SG-1 core rulebook, page 232*), you may use this skill to dive using a wet suit, scuba tank, and flippers.

Check (10 minutes): A successful check (DC 10) prepares a scuba tank for use. With a DC of 20, you may deliberately sabotage a tank, setting it to either run out of air or stop working a number of minutes into use determined by you. When anyone uses the sabotaged gear, it increases the Swim skill error range by 10 (e.g. an error range of 1 becomes 1-11). Noticing the sabotage requires a Search or Spot check with a result higher than your skill check total to sabotage the tank.

Special: The check to prepare a scuba tank for use is based on your Wisdom modifier instead of your Strength or Dexterity.

5 or more ranks in Sport (Scuba Diving) grants you a +2 synergy bonus with drowning saves and Swim checks when using scuba gear.

When controlling a diving drone or mini-sub, your vehicle's handling rating is increased by one-third your total Sport (Scuba Diving) skill ranks (rounded down).

Critical Failure: The breathing apparatus is improperly prepped, and likely fails underwater. Beginning 1d6 minutes into the scuba tank's next use, and until the tank can be inspected out of water, the Swim skill error range of anyone using it is increased by 10 (e.g. an error range of 1 becomes 1-11).

SPORT (SKIING) (DEX; ARMOR CHECK PENALTY)

You are experienced in downhill, cross-country, and water-skiing, along with the equipment, sporting rules and scoring, and famous figures of skiing.

Check: As per the standard Sport skill check (*see the Stargate SG-1 core rulebook, page 232*), you may use this skill to ski.

Check (Half Action): This skill may be used in place of the Jump skill when skiing (noting the character's increased speeds while on skis). If you can use a ramp or other inclined surface, the maximum height you may jump is not limited by your height.

Special: Five or more ranks in Sport (Skiing) grants you a +2 synergy bonus with Survival checks in arctic or mountainous terrain, as well as with Jump checks made while on skis.

When skiing or waterskiing, your gear's handling rating is increased by one-third your total Sport (Skiing) skill ranks (rounded down).

SPORT (SKYDIVING) (DEX; ARMOR CHECK PENALTY; TRAINED ONLY)

You are experienced in parachuting and base jumping (parachuting from buildings and other relatively low structures).

Check: As per the standard Sport skill check (*see the Stargate SG-1 core rulebook, page 232*), you may use this skill to jump out of an airplane or base jump.

Check (10 minutes): A successful check (DC 10) prepares a parachute for clean opening and easy use during a sky dive. With a DC of 20, you may deliberately mispack a chute, setting it to either open improperly or not open at all. This increases the Tumble skill error range of anyone using the sabotaged gear by 10 (e.g. an error range of 1 becomes 1-11). Noticing the sabotage requires a Search or Spot check with a result higher than your skill check total to sabotage the parachute.

Special: The check to prepare a parachute for use is based on your Wisdom modifier instead of your Strength or Dexterity.

Critical Failure: The chute is improperly packed, and likely fails to open, increasing your Tumble skill error range by 10 (e.g. an error range of 1 becomes 1-11).

Check (Half Action): You may perform a HA/LO (High-Altitude/Low-Opening) jump or base jump, waiting until the last possible moment to open your chute to avoid detection. Your DC is based on how close to the ground you come before you make the check (either in feet or rounds before impact, as you prefer):

HA/LO ALTITUDE	BASE ALTITUDE	TOUCHDOWN	DC
1,000 ft.	800 ft.	in 4 rounds	10
750 ft.	500 ft.	in 3 rounds	15
500 ft.	300 ft.	in 2 rounds	20
250 ft.	200 ft.	This round	30

With success, you make a normal landing after a number of rounds have passed equal to twice the time remaining until you touch down (i.e. 6 rounds at 750 ft., at the end of the present round at 250 ft., etc.).

For each point by which you miss the DC, you take an additional +1d6 damage upon landing (to a maximum total damage roll of 12d6).

Normal: Opening a parachute requires a half action and does not require a skill check at normal altitudes (above 1,000 ft.). It makes you easy to see, however, prompting everyone within sighting distance to make a Spot check (DC 10) to notice your descent.

Critical Failure: The chute fails to deploy properly. You land with a base damage of 15d6.

Check (1 round): When necessary, you may cut yourself free of a parachute and wad it into a compact bundle in a single round. This check has a DC of 15. With failure, you must take the normal amount of time to bundle the parachute (see below).

Special: When skydiving, hang-gliding, or parasailing, your vehicle's handling rating is increased by one-third your total Sport (Skiing) skill ranks (rounded down).

Normal: A chute may be bundled without a skill check, but the process requires 5 rounds.

TUMBLE (DEX; ARMOR CHECK PENALTY; TRAINED ONLY)

The tumble skill may also be used to steer and maneuver while skydiving.

Check (Half Action): You may attempt to steer for a precision landing at the end of a sky dive.

TARGET AREA	DC
Football field or larger	Automatic
50 ft. by 50 ft.	5
30 ft. by 30 ft.	10
10 ft. by 10 ft.	15
5 ft. by 5 ft.	20
Car roof	25
Dinner Plate	30
Target moving	
up to 20 ft. per round	+5
21-50 ft. per round	+10
more than 50 ft. per round	+20
Light winds	+5
Heavy winds	+10

Special: Five or more ranks in Sport (Skydiving) grants you a +2 synergy bonus with Tumble checks to maneuver during skydiving, and for precision landing checks.

CHASE FEATS

This all-new feat tree includes many options for vehicle specialists of all sorts.

"...A GUN IN THE OTHER"

You compensate well when making attacks during the chaos of a chase or vehicle combat.

Prerequisites: Base attack bonus +6 or higher, Drive By, "One Hand on the Wheel..."

Benefit: You do not suffer the standard -6 circumstance penalty when making an attack as a participant during a vehicular scene (see page 149). This benefit applies even if you're on foot.

BABY IT

You can coax a damaged vehicle to continue to perform.

Benefit: You may ignore the penalties inflicted by the first critical suffered by a vehicle you control.

CIRCUS STUNT

You have more than a little practice with leaping from one vehicle to another. Just don't look down.

Prerequisites: Daredevil class ability, Acrobatic.

Benefit: You gain a bonus with Jump checks made to leap from one moving vehicle to another equal to 1/2 your skill bonus with the skill appropriate to pilot the vehicle toward which you're leaping. Further, the damage you suffer from bailing out of a moving vehicle is reduced by 1 point per die (to a minimum of 1 point suffered per die rolled).

CLOSE SUPPORT

You're trained to use aircraft weapons to assist characters and vehicles on the ground.

Prerequisites: Base attack bonus +6 or better, Pilot 8+ ranks, Drive By.

Benefit: You gain a +2 bonus with attack checks made to target vehicles, characters, or scenery on the ground with any aircraft- or spacecraft-mounted weapon. Further, you do not suffer the standard -4 penalty for firing at opponents engaged in melee when using such weapons.

DEATH RIDE

As long as you're behind the wheel, you can cling to life indefinitely.

Prerequisites: Con 15+, daredevil class ability.

Benefit: When controlling a vehicle, you gain a number of points of damage reduction equal to your Constitution bonus against all ranged attacks. Further, when your wound points are reduced to 0 or less under these circumstances, you remain alive and conscious until your wound points are reduced to a negative number equal to your Constitution score (at which point you die), your wound points are somehow restored to 1 or higher, or the vehicle stops moving or is destroyed (at which point you immediately suffer the standard effects of your current wound point deficit).

DEFENSIVE DRIVING

You can elude even the most persistent pursuers.

Prerequisites: Speed Demon.

Benefit: When you're the prey in a vehicular scene with a pursuit facing (*see page 141*), any penalties applied to you by Table 4.21: Maneuver Options by Facing (*see page 170*) are reduced to ½ standard (rounded down, minimum 1). Further, your maneuver check threat range is increased by 1 when you're the predator in a vehicular scene.

DEMOLITION DERBY

You can use your vehicle's crumple zones and structure to soak up damage without losing performance.

Prerequisites: "Hold Together Baby!", Oversteer.

Benefit: Any vehicle which you currently control gains 2 points of hardness against damage inflicted by direct character attack. Further, all crash and impact damage your vehicle suffers is reduced by 1 point per die (to a minimum of 1 point suffered per die rolled).

DRIVE BY

You specialize at hitting targets as you race past them.

Prerequisites: Base attack bonus +3 or higher, Ride Shotgun.

Benefit: When making an attack from within a moving vehicle, you suffer a -2 circumstance penalty per 24/20/200/10,000 MPH of current velocity.

Normal: Each character involved in a vehicular scene suffers a -2 circumstance penalty per 1/2/10/100/5,000 MPH of current velocity (when swimming, on foot/mounted, or in ground/water, air, and space vehicles, respectively).

EXTRA FAMILIARITY

You're well-versed in the technical and performance details of a wide variety of vehicles.

Prerequisites: Int 13+, familiarity class ability.

Benefit: At the start of each mission, you may designate a number of vehicles equal to your Intelligence bonus that you've previously designated as "familiar" as "memorable." For the duration of the current mission, you gain ½ your standard familiarity bonus with Boating, Driver, Mechanics, Pilot, and maneuver checks made using any vehicle you've designated as "memorable." You also gain this bonus with attack checks made firing the vehicle's weapons.

FIRM HAND

You are good at maintaining control of a damaged vehicle.

Prerequisites: Dex 13+.

Benefit: You can ignore the first -4 in handling penalties for vehicle damage or terrain.

"HOLD TOGETHER BABY!"

You can continue to limp a vehicle along that other drivers would consider wrecked.

Prerequisites: Familiarity class ability, Baby It.

Benefit: When the wound points of a vehicle you control are first reduced to 0 or less, the vehicle continues to operate as if its damage condition is only crippled (*see page 153*). Each time the vehicle is damaged thereafter during a vehicular scene, you must make a number of additional crash checks during Step 7 equal to the number of times the vehicle has been damaged since its wound points were first reduced to 0.

Example: During a vehicular scene, Lt. Wilson's classic sports car is reduced to 0 wound points, but his "Hold Together Baby!" feat keeps it moving. Later during the same scene, the vehicle's wound points are reduced by a successful attack, and Lt. Wilson must make 1 additional crash check during Step 7. Still later during the same scene, the vehicle's wound points are reduced a second time, and Lt. Wilson must make 2 additional crash checks during Step 7.

Outside a vehicular scene, you must make the required crash checks all at once at the end of each round during which your vehicle's wound points are reduced.

Failure with any crash check before the vehicle's wound points are increased to 1 or higher immediately reduces the vehicle's damage condition to destroyed, and resets its wound points to support this condition.

The vehicle continues to function until its wound points are reduced to a negative number equal to $2 \times$ its maximum wound points (at which point it's destroyed), the vehicle's wound points are somehow restored to 1 or higher, or until the end of the current scene (at which point the vehicle immediately suffers the standard effects of its current wound point deficit).

"IN MY SIGHTS"

You know where to attack vehicles for maximum effect.

Prerequisites: Int 13+, Grease Monkey.

Benefit: Your attack's threat range is increased by 1 when targeting a vehicle. Further, when you score a critical hit against a vehicle, you may choose the type of critical scored (*see pages 153 and 159*).

"IT ONLY HIT THE DOOR!"

You're particularly lucky when engaged in vehicular combat, and shots that would normally hit you are often deflected by the vehicle you're driving.

Benefit: When you suffer damage from a critical hit while controlling a vehicle, you may make a Reflex save (DC equal to the damage inflicted) to apply the damage to your vehicle's wound points instead.

You may use this feat ability once per session, plus once more for every 4 character levels you possess, but never more than once during any single round.

JACKRABBIT START

When it's time to start running, you're already long gone.

Prerequisites: Defensive Driving.

Benefit: When determining the lead at the start of any vehicular scene, you may roll an additional d6 and keep the 2 dice you prefer.



Normal: A vehicular scene's initial lead is determined with a roll of 2d6, modified by the scene's conditions (*see page 141*).

Special: You may choose this feat a second time, rolling an additional 2d6 and keeping the 2 dice you prefer to determine the scene's initial lead.

LANE DANCER

You're highly skilled at weaving in and out of traffic and other obstacles at high speed.

Prerequisites: Driver 5+ ranks.

Benefit: When controlling a ground vehicle in tight terrain, you may suffer the effects of close terrain, and when controlling a ground vehicle in close terrain, you may suffer the effects of open terrain. Further, you gain a +2 bonus with all obstacle checks when controlling a ground vehicle in any terrain.

LOCK IT DOWN

You can patch a vehicle back together with duct tape and bubblegum... *while it's moving*.

Prerequisites: Elbow grease class ability.

Benefit: You can attempt to jury-rig repairs to compensate for the damage from a vehicular critical. This process requires 4 half actions and a successful Mechanics check (DC equal to $8 \times$ the number of criticals the vehicle has received during the current scene).

MAN AND MACHINE

You can coax your vehicle to perform long after it should have died, but it's an exhausting process that often exposes you to danger while in combat.

Prerequisites: Character level 6+, Defensive Driving.

Benefit: As a free action while operating a vehicle, you

may suffer 1 point of wound damage to increase your vehicle's hardness by 5. This effect lasts until the next successful attack against the vehicle or until the end of the current round, whichever comes first. You may activate this feat ability after a successful attack roll, but must declare its use before the attack's damage is rolled.

You may use this feat ability any number of times, so long as your current wound points are 2 or higher.

OFFENSIVE DRIVING

You can capture even the most elusive prey.

Prerequisites: Speed Demon.

Benefit: When you're the predator in a vehicular scene with a pursuit facing (*see page 141*), any penalties applied to you by Table 4.21: Maneuver Options by Facing (*see page 170*) are reduced to $\frac{1}{2}$ standard (rounded down, minimum 1). Further, your maneuver check threat range is increased by 1 when you're the predator in a vehicular scene.

"ONE HAND ON THE WHEEL..."

You can still manage a few small tasks – even while driving like a madman.

Prerequisites: Daredevil class ability.

Benefit: When you're the participant in any vehicular scene and take a half action during Step 6, you suffer only a -2 circumstance penalty with your maneuver check during the following round.

Normal: Each participant in a vehicular scene (i.e. foot runner or vehicle driver/pilot) may take 1 half action *only*, with which he suffers a -6 circumstance penalty. If the participant chooses to take this action, he suffers a -4 circumstance penalty with his maneuver check during the following round.

OUTMANEUVER

In the lethal dance of vehicle combat, you're an artiste.

Prerequisites: Speed Demon.

Benefit: When you're a participant in a vehicular scene with a circling or closing facing (*see page 141*), any penalties applied to you by Table 4.21: Maneuver Options by Facing (*see page 170*) are reduced to ½ standard (rounded down, minimum 1). Further, your maneuver check threat range is increased by 1 when you're a participant during a vehicular scene with a circling or closing facing.

OVERSTEER

Avoiding and mitigating crashes is your specialty.

Prerequisites: Firm Hand.

Benefit: You gain a +3 bonus with all crash checks and suffer 1 less die of damage when you fail any crash check. Further, your vehicle is upright following a crash with a 1d4 result of 1 or 2.

RELENTLESS FLIGHT

Once you're on the run, you rarely wind up caught.

Prerequisites: Defensive Driving.

Benefit: When you're the prey during a vehicular scene with a pursuit facing, the maximum lead the predator requires before he may choose a finishing maneuver is reduced by 5 lengths (to a minimum of 0 lengths). Further, once per vehicular scene, you may activate one of your threats scored with a vehicle skill check as a critical success without spending an action die.

RELENTLESS PURSUIT

Once you're on the trail, you never give up the hunt.

Prerequisites: Offensive Driving.

Benefit: When you're the predator during a vehicular scene with a pursuit facing, the minimum lead the prey requires before he may choose a finishing maneuver is increased by 5 lengths (to a maximum of 30 lengths). Further, once per vehicular scene, you may activate one of your threats scored with a vehicle skill check as a critical success without spending an action die.

RIDE SHOTGUN

The bumps and turns of high-speed chases feel like a gentle slalom to you.

Prerequisites: Base attack bonus +1 or higher.

Benefit: When you're a participant during a vehicular scene and take an action during Step 6, you suffer only a -4 circumstance penalty. When you're a passenger during a vehicular scene and take an action during Step 6, you suffer only a -2 circumstance penalty.

Normal: Each participant (i.e. foot runner or vehicle driver/pilot) may take 1 half action *only*, with which he suffers a -6 circumstance penalty. If he chooses to take this action, he suffers a -4 circumstance penalty with his maneuver check during the following round. Each passenger may take either 1 full action or 2 half actions, with which each suffers a -2 circumstance penalty.

ROUGH RIDER

You frequently take the action off road.

Prerequisites: Driver 5+ ranks.

Benefit: When controlling a ground vehicle, all numerical penalties you suffer from surface conditions are reduced to ½ standard (rounded down). For more information about surfaces, see page 139.

SPEED RACER

You're an experienced and skillful driver, more than equipped to avoid most common road hazards.

Prerequisites: Lane Dancer.

Benefit: You gain a +1 bonus with all initiative checks. Further, you may re-roll any 1 failed obstacle or crash check once per session, plus once more per 4 character levels you possess. You may never re-roll any 1 obstacle or crash check more than once – you must abide by the result of the second roll, even if worse than the first.

SURFING THE VOID

You have no trouble adapting to the rigors of a Zero-G environment.

Prerequisites: Pilot 5+ ranks.

Benefit: When controlling a space vehicle in tight terrain, you may suffer the effects of close terrain, and when controlling a space vehicle in close terrain, you may suffer the effects of open terrain. Further, you gain a +2 bonus with all obstacle checks when controlling a space vehicle in any terrain.

T-BONE

You can clip an opponent vehicle in just the right way to cause maximum damage.

Benefit: During a vehicular scene, when you successfully perform a maneuver that forces the challenger to make a crash check and he fails that crash check, the challenger's vehicle suffers 2 × the standard crash damage. Even if you must also make a crash check as a result of the same maneuver, any damage you suffer from failing that crash check is unaffected.

Outside a vehicular scene, any damage inflicted upon an opponent vehicle as a result of an action you take is doubled. Once again, any damage your vehicle suffers in the process is unaffected.

TEAM DRIVING

Your leadership skills shine when you're behind the wheel.

Prerequisites: Character level 6+, Offensive Driving.

Benefit: When you're the leader within a predator or prey group during a vehicular scene, you gain a +1 bonus per vehicle you lead within the group, above and beyond any cooperation bonus they provide by making successful vehicle skill checks.

TEST LAP

You can break in a new vehicle in no time flat.

Prerequisites: Wis 13+, familiarity class ability.

Benefit: When you begin work to acquire a familiarity bonus with a new vehicle (*see page 89*), you may spend 2 uninterrupted hours examining and operating the vehicle to gain ½ your standard familiarity bonus (rounded up). You gain the remainder of the bonus after spending the standard time acclimating to the vehicle.

WAVE RUNNER

You're completely undaunted by high seas, narrow channels, or even churning rapids.

Prerequisites: Boating 5+ ranks.

Benefit: When controlling a water vehicle in tight terrain, you may suffer the effects of close terrain, and when controlling a water vehicle in close terrain, you may suffer the effects of open terrain. Further, you gain a +2 bonus with all obstacle checks when controlling a water vehicle in any terrain.

WIND RIDER

You're adept at riding out turbulence and guessing which way to turn so as not to fight with sudden gusts.

Prerequisites: Pilot 5+ ranks.

Benefit: When controlling an air vehicle in tight terrain, you may suffer the effects of close terrain, and when controlling an air vehicle in close terrain, you may suffer the effects of open terrain. Further, you gain a +2 bonus with all obstacle checks when controlling an air vehicle in any terrain.

"YEE-HAW!"

You're particularly gifted at successfully making long, dangerous jumps with your vehicles.

Prerequisites: Daredevil class ability, Balance skill 8+ ranks or Driver skill 8+ ranks.

Benefit: Whenever you jump a vehicle (*see page 155*), the distance your vehicle typically travels is increased by 50% (rounded up). Further, any damage your vehicle suffers when jumped is reduced by 50% (rounded down).

CHASE FEATS

BABY IT	LANE DANCER	SPEED DEMON
	Driver skill 5+	Boating skill 1+, Driver skill 1+, Pilot skill 1+
"HOLD TOGETHER BABY!"	SPEED RACER	DEFENSIVE DRIVING
Familiarity class ability		
DEMOLITION DERBY	LOCK IT DOWN	JACKRABBIT START
Oversteer	Elbow grease class ability	
CIRCUS STUNT	OFFENSIVE DRIVING	MAN AND MACHINE
Daredevil class ability, Acrobatic	Speed Demon	Character level 6+
DEATH RIDE	RELENTLESS PURSUIT	OUTMANEUVER
Con 15+, daredevil class ability		
EXTRA FAMILIARITY	TEAM DRIVING	RELENTLESS FLIGHT
Int 13+, familiarity class ability	Character level 6+	
FIRM HAND	"ONE HAND ON THE WHEEL..."	SURFING THE VOID
Dex 13+	Daredevil class ability	Pilot skill 5+
OVERSTEER	RIDE SHOTGUN	T-BONE
	BAB +1 or higher	
GREASE MONKEY	DRIVE BY	TEST LAP
Electronics 1+ ranks, Mechanics 1+ ranks	BAB +3 or higher	Wis 13+, familiarity class ability
"IN MY SIGHTS"	"...A GUN IN THE OTHER"	WAVE RUNNER
Int 13+	One Hand on the Wheel..., BAB +6 or higher	Boating skill 5+
"IT ONLY HIT THE DOOR!"	CLOSE SUPPORT	WIND RIDER
	BAB +6 or higher, Pilot skill 8+	Pilot skill 5+
	ROUGH RIDER	"YEE-HAW!"
	Driver skill 5+	Daredevil class ability, Balance or Driver skill 8+

NEW ADVANCED SKILL FEATS

The following feats are considered part of the advanced skill feat tree (*see the Stargate SG-1 core rulebook, page 262*).

APPLIED KNOWLEDGE

Your experience helps you better apply your SGC training in the field.

Prerequisites: Character level 6+, chosen basic skill feat.

Benefit: Choose one basic skill feat. All synergy bonuses granted by all skills affected by this basic skill feat become unnamed bonuses, and may stack with other bonuses without restriction.

Special: Unnamed bonuses stack with all other bonuses, including competence and synergy bonuses.

PHOTOGRAPHIC MEMORY

You can recall information with amazing speed and clarity.

Prerequisites: Intelligence 15+, Wisdom 15+.

Benefit: Concentration is always a class skill for you. Further, the time required for any Concentration check you make to memorize something is reduced to ½ (rounded up). Finally, you may re-roll one failed education check per session. You may not re-roll an error, and you must accept the second result, even if it is worse than the first.

NEW GEAR FEAT

The following feat is considered part of the gear feat tree (*see the Stargate SG-1 core rulebook, page 257-259*).

DRONE OPERATIONS

Your keen sense of spatial awareness allows you much finer control over remotely-controlled vehicles of all kinds.

Benefit: You gain a +2 bonus with all attack and skill checks made while controlling a drone (*see page 115*).

NEW HUMAN EQUIPMENT

ANTI-RADIATION DRUGS

One dose of these drugs, which are administered orally and intravenously, enables an attending physician to make a single skill check for a single patient to resist the effects of radiation, as described in the radiation rules (*see page 111*). However, a critical failure in administering them – or taking a dose without medical treatment – inflicts 1d6 temporary Constitution damage.

Picks: 1 per dose.

ARNOLDS

The SGC has never shied away from using drones to support SG teams in the field, and their newest addition is no exception. The ARNOLD (Automated Reconnaissance and Navigation Over Long Distances) drone was built to automate the process of long-term study of a planet. Somewhere between a MALP and a MAT, this new drone – built on the existing FRED chassis – includes both scientific instruments and military ordinance.

The first ARNOLDS have recently come out of production and are seeing limited use on a trial-run basis. After a planet has been checked out by a MALP and an SG team has determined no signs of life near the gate, an ARNOLD (or possibly several) may be dispatched to begin the task of surveying the planet.

The ARNOLD has the capability of being piloted from the SGC using a Control Link, but also possesses an Automated Control System which allows the drone to be set on “auto-pilot,” in which case it begins mapping the terrain and keeping a look out for any hidden life. The onboard computer is considered a desktop computer that can only be used to record information using the ARNOLD’s professional-grade camera and other programs to later use with Global Mapping software. If the lighting on a planet is insufficient for recording (such as in night-time or due to the absence of a sun), the ARNOLD can activate night-vision gear. The drone can also be controlled on-site with a control stick (signal power rating +4, range 500 ft).

In case of attack, the ARNOLD has a non-detachable pintel-mounted M249 SAW machinegun with 1 standard belt of 500 rounds (additional ammunition may be purchased separately) controlled by an Automated Attack System that is set to “alert” when off-world. It can function semi-autonomously, without input from the SGC. It has been programmed to only use Suppressive Fire attack actions to ward off attackers, though a character operating the drone directly may use any normal fire modes and reload the weapon normally. The range the alert is set to is typically 500 ft., and the ARNOLD must stop moving to engage weapon systems. When on alert, it will slow to a stop if target enters range, attacking at the first possible opportunity (usually when target is within 250 ft).

If several ARNOLDS are dispatched together, they may cooperate to lay down Suppressive Fire if all drones are within range of the target. The drone closest to the target is considered the leader. See the *Stargate SG-1* core rulebook, page 365, for more information.

An ARNOLD moves on three all-terrain axles with a top speed of 4 MPH. If terrain is sufficiently flat (per the GM’s discretion), it can be placed in “speedy” mode, allowing it to move a brisk 6 MPH (60 ft per round), though this reduces its operational time to ½ of its currently available energy.

Being designed for long-term missions and requiring an energy source that could accommodate weeks of remote operation forced the ARNOLD’s designers to set up a two-source system. Under typical conditions, the power cell can offer operational power for 1d10+6 hours of normal activity, but two large solar panels have been added to the top of the drone. These panels recharge the power cell at a rate of 30 minutes of power per hour spent in daylight. If the ARNOLD does not have sufficient power to operate (or daylight to

recharge power cell), it enters a hibernation mode until the power cell can fully recharge. Replacing a power cell requires 20 minutes and a successful Mechanics check (DC 10).

Once requisitioned, an ARNOLD is made available to the team for 5 days.

Note: Due to its experimental nature, ARNOLDS may not be requisitioned with the Transport Goods Mission Bundle.

NEW ALIEN EQUIPMENT

HIMMEL TECHNOLOGY

The Nazi colonists who settled Himmel were faced with several military problems during the early years of their reign. As is often the case, two of these issues suggested each other's solutions: a shortage of small arms ammunition to keep the Nazis' modern weapons supplied, and a pressing need to reverse-engineer Goa'uld staff weapons. Consequently, a top priority for Neuberlin engineers was to develop energy weapons using Goa'uld-derived internal workings placed in frames that had the familiar ergonomics of conventional firearms. The result is a family of weapons that fire plasma charges lighter than those produced by staff weapons, but without the accuracy issues of the original Goa'uld design. Today, these weapons serve as the standard armament of Nazi forces on Himmel.

All of the following weapons utilize the same basic energy source: rechargeable high-density capacitors. A capacitor array serves the same function as a magazine in a conventional firearm, save for the inability to load special types of ammunition or to extract single rounds. Capacitor arrays can be recharged from any source of AC electricity, at a rate of one shot per five minutes with standard household current. Unless otherwise noted, each weapon requires the same Weapon Group Proficiency feat, can fire in the same modes, and otherwise shares the same characteristics as typical firearms of its base weapon type.

A character firing a plasma weapon in burst or strafe mode receives a +2 gear bonus to his attack, as the energized plasma blasts are as visible as conventional tracer bullets. However, plasma is a somewhat imprecise means of dealing injury in combat – the Increased Precision and Precise Shot feats have no effect on ranged attacks made with plasma weapons. For all cases of damage reduction and the application of damage effects, a plasma weapon is considered an energy weapon, not a firearm.

These weapons are not normally available to SG team members. The listed RPs are suggestions only, based on mechanics balance, *not* setting availability.

PP55 (Plasmapistole 55): Miniaturization problems hindered the development of a suitable pistol-sized plasma weapon until 1955, when a final breakthrough provided the means of shortening the PMP54's plasma generation system into a proper housing. However, in order to meet weight requirements, the advanced cooling system that permits the PMP54's fully automatic capability had to be

ARNOLD DRONE STATS

Base Vehicle: Drone, FRED

Size: Large **Hnd:** -4

Crew: 0

Spd: 20 ft. **MPH:** 2/4

Def: 12 **WP:** 50 **Hrd:** 4

Bonus RP: 2

Qualities: AAS (+2), ACS (+2), AWD, CLK (+6), NVS (+2), ORD.

Ordinance: 1 FN MFN M249 SAW (linked to Automatic Attack System).

Additional Equipment: Professional-grade video camera, audio-video feed, starlight scope.

Cost: 8 RP +2 RP per power cell after the first

Further information can be found on page 161.

removed from the PP55. Nevertheless, the PP55 is highly thought of by Himmel officers, and many are customized with elaborate decorations as a show of wealth and position. When requisitioned, a PP55 comes with a single capacitor array; additional capacitor arrays cost 1 RP for 2 and weigh 0.5 lb. each.

PMP54 (Plasmamaschinenpistole 54): After the development of the PMG49 (*below*), further research was applied toward the creation of more compact weapons. The PMP52 was the end result of this: effectively a submachine gun using the innards of a PMG49 scaled down 60%. The PMP54 is most often seen in the hands of stormtroopers and other political and law enforcement troops. When requisitioned, a PMP54 comes with a single capacitor array; additional capacitor arrays cost 1 RP and weigh 2 lb. each.

PStG51 (Plasmasturmgewehr 51): On the heels of the PMG49's success, the Himmel army demanded a standard infantry weapon suitable for general issue. The resulting PStG51 has enjoyed enormous popularity among soldiers, who refer to it lovingly (and gruesomely) as "the sausage-maker." When requisitioned, a PStG51 comes with a single capacitor array; additional capacitor arrays cost 1 RP and weigh 3 lb. each.

PMG49 (Plasmamaschinengewehr 49): The first successful experiment in adapting Goa'uld technology to a firearm platform was the PMG48. However, lack of a cooling system led to a 100% failure rate during sustained automatic fire until the introduction of ceramic composites. This heavy automatic plasma gun is the standard support weapon of the Himmel army. When requisitioned, a PMG49 comes with a single drum-shaped capacitor array; additional capacitor arrays cost 2 RP and weigh 5 lb. each.

K'KAAN TECHNOLOGY

K'kaan Stealth Screen: The K'kaan stealth screen is worn as a belt around the waist over the basic robe. The primary activation control is a stud on the front of the belt. The device is functionally identical to the Goa'uld invisibility device, which can be found on page 346 of the *Stargate SG-1* core rulebook.

Cost: 9 RP; it is not normally available to the SGC or its allies, existing mainly in the hands of the K'kaan.

K'kaan Stunner: The K'kaan stunner is shaped like a two-foot-long translucent blue baton with five concentric

rings around the discharging end and a bulbous grip for the oversized K'kaan hand at the other. The weapon glows with a bright blue light when it is fired, sending a twinkling blue lance of energy at the target. The K'kaan stun weapon is impossible for a human to wield effectively due to the difference in hand and finger size, and any human attempting to use it suffers a -2 penalty on all attack rolls, in addition to the standard penalty for not being proficient with the weapon. K'kaan (and Unas) are considered proficient with the K'kaan stunner if they have the Weapon Group Proficiency (Handgun) feat. Humans, near-humans, and members of other species are never considered proficient with this weapon due to ergonomic issues.

Mechanics: The K'kaan stun weapon is identical to a zat gun (see *Stargate SG-1 core book*, page 349), except for the fact that it cannot kill or disintegrate a target. Subsequent shots on unconscious foes have no effect, and the weapon has no effect on inanimate objects. However, subsequent shots from a zat on an unconscious victim of a K'kaan stunner have their normal effect.



LOW-TECH FIREARMS

SG teams visiting worlds with levels of technology lower than that of present-day Earth may encounter cultures using parallel-evolved firearms. The following information is meant to provide GMs with a broad overview of the capabilities and characteristics of firearms in use on worlds with medieval, Renaissance, and industrial levels of technological development.

All of the following weapon types are technically available to SGC personnel as relics or reproductions. However, SG team members are highly unlikely to receive permission to carry such weapons on missions, as modern weapons are readily available to the SGC.

Ammunition requisitioned for a low-tech firearm includes separate supplies of gunpowder, projectiles, and

other associated supplies sufficient to make up the specified quantity of shots, rather than coming in modern self-contained cartridges. For the sake of simplicity, characters do not need to separately requisition each component required for a shot. Specialized ammunition types are not available for the following weapons.

None of the following weapons can accept firearm accessories in any mounting location.

Finally, it is worth mentioning that the traits presented in Table 3.5: Low-Tech Firearms are intended to represent generic weapons of a given type, not specific historical firearms. Consequently, the GM should feel free to introduce a wide range of variations on these basic types to represent local variations of designs.

EARLY MEDIEVAL FIREARMS

Primitive firearms are available on some worlds with early medieval technology levels. These tend to be literal “hand cannons” – man-portable weapons that are little more than scaled-down cannon designs. The wielder fires the weapon by placing a lit “match” – a length of slow-burning fuse – inside a touch-hole at his end of the weapon, bringing it into direct contact with the loaded gunpowder. Hand cannons typically use stone balls as ammunition. Normally, a hand cannon is shared between a gunner and his assistant, with the assistant providing a second pair of hands for reloading and a strong back for carrying ammunition. Hand-cannons are muzzle-loading weapons, requiring their users to manually ram powder and a projectile down the barrel.

Because of their reliance on open flame, hand cannons are extremely sensitive to weather. They’re useful only in clear weather or when firing from covered positions. In any kind of damp conditions, units using hand cannons are fortunate if one in ten weapons actually fires.

Mechanics: Hand cannons are considered tactical weapons for purposes of proficiency. A standard

attack with a hand cannon is a full action. If the character is not braced, he suffers 1d8 subdual damage and must make a Fortitude save as if this damage had been inflicted by a weapon with the takedown (TD) quality.

Reloading a hand cannon requires the character – and a single assistant, if one is available – to spend a total of 20 half actions. If a character is not proficient with the weapon, he must spend a full action for each half action he would normally take to reload. The Quick Reload feat has no effect on the speed with which a character can reload a hand cannon. A character may not reload a hand cannon while prone.

The error range of a hand cannon is increased by 2 in rain or snow (e.g. an error range of 1-3 becomes 1-5), and by 5 in a storm.

LATE MEDIEVAL FIREARMS

The first progressive development of hand cannons, matchlocks use an external mechanism to hold a length of burning fuse, rather than requiring the shooter to insert it into the weapon by hand. Matchlocks are easier to load and fire than their predecessors, but share hand cannons' vulnerability to wet conditions.

Mechanics: Matchlock pistols are considered handguns for purposes of proficiency, and matchlock muskets are considered rifles. A standard attack with a matchlock firearm is a half action.

Reloading a matchlock requires the character to spend a total of 12 half actions for a large weapon and 8 for a small weapon. If the character is not proficient with the weapon, he must spend a full action for each half action he would normally take to reload. The Quick Reload feat halves the number of half actions required. A character may not reload a large matchlock while prone.

The error range of a matchlock is increased by 2 in rain or snow (e.g. an error range of 1-3 becomes 1-5), and by 5 in a storm.

RENAISSANCE FIREARMS

Flintlocks eliminate most of the problems that matchlocks have regarding the need to keep a length of match burning at all times. Instead, a flintlock's firing mechanism incorporates a clamp that holds a piece of flint. When the wielder pulls the trigger, the flint hits a striking surface, generating sparks that in turn ignite the weapon's powder charge.

Flintlocks were the first firearms to feature relatively common designs holding multiple rounds of ammunition. These designs feature a separate barrel and firing mechanism for each round, or a single firing mechanism with a set of barrels that must be rotated manually before each shot.

Wheellock firearms are also renaissance-level technology, which use a spinning metal wheel and striking surface to generate sparks, rather than flint and steel. They are identical to flintlocks for game purposes.

Mechanics: Flintlock pistols are considered handguns for purposes of proficiency, and flintlock muskets are considered rifles. A standard attack with a flintlock firearm is a half action. A character may not fire flintlock weapons in burst or strafe mode, regardless of class abilities, feats, or other effects that would otherwise allow him to do so.

Reloading a flintlock requires the character to spend a total of 12 half actions per round for a large weapon and 8 per round for a small weapon. If the character is not proficient with the weapon, he must spend a full action for each half action he would normally take to reload. The Quick Reload feat halves the number of half actions required. A character may not reload a large flintlock while prone.

The error range of a flintlock is increased by 2 in a storm (e.g. an error range of 1-2 becomes 1-4).

INDUSTRIAL FIREARMS

On planets with industrial age levels of technology, percussion cap firearms are state of the art, and to a trained historian are usually one of the first signs of industrialization being applied to warfare. These weapons use mercury fulminate or another impact-sensitive explosive compound to initiate the explosion of their gunpowder, rather than relying on direct flame or sparks. Percussion cap handguns are usually revolvers, with a basic configuration familiar to 21st-century Earth natives. Military rifles using percussion caps are almost always single-shot, but some heavy civilian hunting models may use double-barreled configurations.

Mechanics: Percussion cap revolvers are considered handguns for purposes of proficiency, and percussion cap rifles are considered rifles. A standard attack with a percussion cap firearm is a half action.

Reloading a percussion cap firearm requires the character to spend a total of 5 half actions per round being loaded for a large weapon and 3 per round for a small weapon. If the character is not proficient with the weapon, he must spend a full action for each half action he would normally take to reload. The Quick Reload feat halves the number of half actions required (rounded down). A character may not reload a large percussion cap firearm while prone.

OTHER TECHNOLOGY

Weather Alteration Globe: This appears to be a 0.75m-diameter globe, suspended in a magnetic field held within a hollowed-out 1.5m-wide dais inside the inner sanctum of the Temple of Storms on Gallicia (*see page 14*). The globe appears to be made of a highly polished slate blue basalt, with an extremely detailed and accurate topographical 3-D representation of Gallicia's continents etched and carved into its surface. The dais of the device is made of the same material, with a series of prayers etched around the rim of the dais, and finger-size hollows alternating with sapphire gems set into the sides. The power source for the device is not immediately visible, but upon some investigation, a large sapphire gem similar to those set into the dais can be found in the floor underneath the device. Above the Globe, a net of gemstones is set into the ceiling, with silver wire tracings connecting them together.

Resource Points: N/A. The Globe is not available to the SGC or its allies.

Mechanics: By using the invocations to the goddess (code words and passwords), manipulating the gemstones, and using the finger-keys in the correct sequence, the priests of Il-sheen can represent the changes to the planet's weather systems on the Globe. This requires a Concentration check, DC 20. By completing the sequence and activating the device, the instructions and exact coordinates are beamed out through the net embedded in the ceiling of the Temple, with (it is believed) different magnetic forces and thermal waves influencing the formation of clouds, wind, and pressure fronts over the surface of the planet. In order to achieve the desired weather effect, the user must make a Knowledge (Meteorology) check at DC 20 plus a modifier based on the weather effect desired. Failing the check produces no effect; the check may only be

made once per successful Concentration check. The device will not normally work if removed from its surroundings, though an alternate power source and beaming net may be set up to produce similar effects on another planet.

WEATHER*	DC MOD
Clear	0
Hail	+3
Rain, Light	+1
Rain, Moderate	+2
Rain, Heavy	+3
Sleet	+4
Snow, Light	+2
Snow, Moderate	+4
Snow, Heavy	+6
Blizzard	+8
Hurricane	+10
Snowstorm	+10
Thunderstorm	+4
Wind, Light	+1
Wind, Moderate	+2
Wind, Strong	+4
Wind, Severe	+6
Windstorm	+8
Wind, Hurricane	+10
Wind, Tornado	+10

* See page 434-435 of the *Stargate SG-1* core rulebook for specific rules regarding weather.

Long-Distance "Heat" Implementation Device: Similar to the Weather Alteration Globe, this appears as a spinning polished chrome 0.75m-width pyramid suspended in a magnetic field held inside a reversed pyramid base, concealed within the inner sanctum of the Temple of Heat. Like its counterpart in the Temple of Storms, this device has prayer inscriptions, finger-keys, and sapphire gems set into the outer dais. Unlike the other device, however, it is hollow, and will cease its rotation when brought to a halt by the priests of Juhsuld. The web set into the ceiling is also subtly different, focusing on the spiral tower rising above the temple, into a transmission antenna on the roof.

Resource Points: N/A. This device is unavailable to the SGC or its allies.

Mechanics: When a petitioner approaches the priests for "justice," they must bring a hair, skin, or blood sample of the person whom they wish to be punished by the god. The Implementation Device dissects the sample for DNA, and records the unique pattern of the individual targeted. The priests then manipulate the controls for either "pain," "fever," or "death," and transmit the specifications toward the geostationary satellite in orbit around the planet. This requires a Concentration check, DC 20. If successful, the satellite homes in on the designated person, and then carries out the appropriate actions. "Pain" inflicts 4d6 vitality points of damage. "Fever" produces a heat-based effect on the target identical to yellow fever (see the *Stargate SG-1* core rulebook, page 440), though it is non-infectious. "Death" immediately reduces the target to 0 wound points. In all cases, the target may resist the effects of the device by making a Will save, with a DC equal to the results of the priest's Concentration check. If successful,

the "attack" has no effect, and the priest must make another Concentration check in order to home in on the target again.

Only native Gallicians may operate the device, which cues in on unique elements in their DNA. The device will not function off-planet, or target anyone not on Gallicia. Gallicians possessed by a symbiote may not operate the device. It was likely originally intended as a method of healing – that the heat waves it generated were much less intense, intended for sterilization of disease, not the execution of human beings. However, the priests have modified the device from its intended use, and now use it to kill over great distances.

MISCELLANEOUS RULES

OUTER SPACE RULES

The following rules are intended for use in starships and other locations in the void of space. Unless otherwise specified, all space vessels capable of holding more than four crewmembers contain standard artificial gravity (1.0 G, unless the GM wishes to alter it). Combat and other activities take place as normal within their confines. The following modifications may be applied to reflect particular circumstances, or for situations which occur away from either a ship or an inhabitable planetoid.

ATMOSPHERIC ENTRY

If a vehicle enters the atmosphere of a planet, it runs a risk of burning up. The following system may be used if the GM wishes to play out such a circumstance (otherwise, he can assume that all atmospheric entries with appropriate vessels take place without difficulties). The pilot must make complex Pilot skill check in order to guide the craft down safely. The DC is equal to $150 \times$ the planet's atmosphere rating, rounded up (see the *Stargate SG-1* core rulebook, pages 402 and 443 for more information) plus 75 for each damage threshold the vehicle has reached.

Example: A vessel entering a planet with 1.3 atmospheres would require a complex skill check with a DC of 195 (150×1.3). If the same vessel were crippled, the DC would be 270 ($(150 \times 1.3) + 75$).

The interval is two minutes and the pilot has a total of sixteen minutes to succeed at the check; after that, the ship burns up or crashes on the surface. The error range is increased by +3 during this check. If the vehicle has the TPS quality, the Pilot gains a +10 gear bonus to each check; the bonus increases to +20 if the vehicle has shields active (i.e., it has not suffered a critical hit against generators or had them deactivated). These bonuses do not stack. If the pilot scores a critical failure with any of these checks, the vehicle suffers 1 critical per action dice spent to convert the error.

The pilot may abort the re-entry at any time up to six minutes into the check; the vessel is still high enough in

TABLE 3.5: LOW-TECH FIREARMS

NAME	PICKS	RECOIL	ACCURACY	DAMAGE	ERROR	THREAT	RANGE INCREMENT	AMMO	QUALITIES	SIZE	WEIGHT
<i>Early Medieval Firearms</i>											
Hand cannon, light	1	18	-3	3d4	1-3	20	30 ft. (max 150 ft.)	1	AK, TD	L	16 lb.
Hand cannon, medium	2	21	-4	2d8+1	1-3	19-20	40 ft. (max 200 ft.)	1	AK, TD	L	28 lb.
Hand cannon, heavy	3	25	-5	3d6+1	1-4	19-20	50 ft. (max 250 ft.)	1	AK, TD	L	40 lb.
<i>Late Medieval Firearms</i>											
Matchlock pistol	1	16	-4	2d4	1-3	20	10 ft. (max 50 ft.)	1	AK	S	3 lb.
Matchlock musket, light	2	15	-3	2d6	1-3	20	35 ft. (max 350 ft.)	1	AK	L	10 lb.
Matchlock musket, heavy	3	18	-3	2d8	1-3	19-20	50 ft. (max 500 ft.)	1	AK, TD	L	20 lb.
<i>Renaissance Firearms</i>											
Flintlock pistol	1	19	-3	1d8+1	1-3	20	15 ft. (max 150 ft.)	1	—	S	1.5 lb.
Flintlock pistol, double	2	17	-3	1d8+1	1-3	20	15 ft. (max 150 ft.)	2	—	S	2 lb.
Flintlock pistol, pepperbox	3	11	-3	1d8+1	1-4	20	15 ft. (max 150 ft.)	9	—	S	3 lb.
Flintlock musket, light	1	16	-2	2d8	1-3	20	35 ft. (max 350 ft.)	1	—	L	5 lb.
Flintlock musket, light double	2	14	-2	2d8	1-3	20	35 ft. (max 350 ft.)	2	—	L	7.5 lb.
Flintlock musket, heavy	2	20	-2	4d4	1-3	19-20	50 ft. (max 500 ft.)	1	TD	L	8 lb.
Flintlock musket, heavy double	3	18	-2	4d4	1-3	19-20	50 ft. (max 500 ft.)	2	TD	L	11 lb.
Flintlock rifle, light	2	15	-1	2d8+1	1-3	20	75 ft. (max 750 ft.)	1	—	L	6 lb.
Flintlock rifle, heavy	3	19	-1	3d6	1-3	19-20	100 ft. (max 1,000 ft.)	1	TD	L	9 lb.
<i>Industrial Firearms</i>											
<i>Percussion cap revolver</i>											
light	1	13	—	2d4	1-2	20	15 ft. (max 150 ft.)	9	—	S	1 lb.
medium	2	18	—	1d8+2	1-2	20	20 ft. (max 200 ft.)	6	—	S	2 lb.
heavy	3	22	—	1d12+1	1-2	19-20	25 ft. (max 250 ft.)	5	TD	S	3 lb.
<i>Percussion cap rifle</i>											
light	2	13	—	1d12	1-2	20	125 ft. (max 1,250 ft.)	1	—	L	5 lb.
medium	3	16	—	3d4+1	1-2	19-20	150 ft. (max 1,500 ft.)	1	—	L	7 lb.
heavy	4	20	—	4d4+1	1-2	19-20	200 ft. (max 2,000 ft.)	1	TD	L	10 lb.
elephant gun	6	25	—	2d12	1-3	18-20	250 ft. (max 2,500 ft.)	2	AP, TD	L	16 lb.

TABLE 3.6: ALIEN WEAPONS

NAME	PICKS	RECOIL	ACCURACY	DAMAGE	ERROR	THREAT	RANGE INCREMENT	AMMO	QUALITIES	SIZE	WEIGHT
<i>Himmel weapons</i>											
PP55*	3	0	—	2d8+1	1-2	19-20	20 ft. (max 200 ft.)	15	AP, TD	S	2 lb.
PMP54*	4	0	—	2d8+1	1-3	19-20	30 ft. (max 300 ft.)	45	AP, TD	M	6 lb.
PStG51*	6	0	—	3d8	1-3	18-20	100 ft. (max 1,000 ft.)	32	AP, TD	L	10 lb.
PMG49*	9	—	—	4d8	1-4	18-20	150 ft. (max 1,500 ft.)	75	AP, TD	L	24 lb.
<i>K'kaan weapons</i>											
K'kaan stunner*	5	—	—	3d6**	1-2	20	10 ft. (max 100 ft.)	50*	ZTD*	S	3 lb.

* See weapon description for additional rules.

** This weapon inflicts subdual damage.

TABLE 3.7: LOW-TECH AMMUNITION

AMMUNITION TYPE	PICKS	EFFECT
Hand cannon	1 per 10	No modifiers
Matchlock	1 per 50	No modifiers
Flintlock	1 per 60	No modifiers
Percussion cap	1 per 100	No modifiers



the atmosphere to return to outer space. After that, the planet's gravity takes over and the vessel is committed – it must either land or burn up.

If the final Pilot check succeeds, the vessel lands without incident. If it is unsuccessful, then one of two things happens. If final check is within 20 of the required DC, then the vehicle strikes the surface of the planet and suffers damage as if it had failed a crash check as per the chase rules on page 152 (assume the vehicle is traveling at $\frac{1}{2}$ its cruising speed – or base damage if the vessel has no listed cruising speed – and the crash check result missed the DC by the same margin by which the DC for the re-entry check was missed). Otherwise, the vessel burns up in the atmosphere, suffering detonation as if the vehicle had the self-destruct modification (*see page 124 for more information*). All systems and onboard characters not occupying escape pods suffer damage appropriately.

Example: Lt. Wilson, is attempting to pilot an undamaged death glider into a 1.0 atmosphere planet. The final result of his Piloting check is 143 (7 less than the 150 he required). The glider slams into the ground at half its cruising speed – 400 MPH – and suffers 4d6+70 damage (1d6 for every 100 MPH of velocity, plus 7 – the number by which he failed the save – times 10).

Example 2: Lt. Wilson, is attempting to pilot an undamaged Asgard mother ship into a 1.0 atmosphere planet. The final result of his Piloting check is 143 (7 less than the 150 he required). The mother ship slams into the ground the base speed for the crash check – and suffers 1d6+3500 damage (1d6 base damage, plus 7 – the number by which he failed the save – times 500).

Escape pods which are occupied when the vessel burns up are assumed to be jettisoned. Jettisoned escape pods (and their occupants) automatically survive re-entry intact; no skill check is required and the pods suffer no damage from re-entry (though they take damage as normal from weapons fire and the like).

HULL BREACHES DURING COMBAT

Goa'uld, Asgard, and other advanced species have technological safeguards in place to prevent hull breaches during onboard combat. If such safeguards are overcome (or do not exist for some reason), any missed shot from a non-energy weapon stands a chance of breaching the hull. Roll damage as normal, subtracting the vessel's hardness value from the result (*see the Stargate SG-1 core rulebook, page 379*). If the shot inflicts any damage, it has breached the hull and begins pulling air from the section (i.e. every part of the ship not protected from the breach by an airlock or other suitable protection). Consult the decompression rules on page 153 for a description of further effects (hull breaches caused by firearms or similar devices generally follow the rules for sudden decompression, unless the GM rules otherwise).

VACUUM

Environments with hard vacuum (such as open space) are considered the equivalent of a world with no atmosphere. Consult Table 11.30 on page 443 of the *Stargate SG-1 core rulebook* for the appropriate effects. Space suits, as described on page 319 of the *Stargate SG-1 core rulebook* and page 146 of the *Season Two sourcebook*, mitigate these effects.

ZERO-G

Rules for a zero-gravity environment were printed in the *Season Two sourcebook*. They are reprinted here for your convenience.

More properly referred to as *microgravity*, zero gravity is the absence of a noticeable gravitational field (less than 0.01 G or so). Functioning in microgravity has its own unique set of complications:

- All Strength, Dexterity, Balance, Climb, Escape Artist, Jump, Move Silently, and Tumble checks suffer a -4 circumstance penalty. If a character rolls an error on any such check, he begins spinning (*see next page*).
- Any time a character fires a firearm without bracing, he must make a Reflex save with a DC equal to the weapon's maximum damage. If he fails the save, he has knocked himself loose from any mooring and begins spinning.
- Any time a character makes a hurled, melee, or unarmed attack without bracing, he suffers a -2 penalty to damage rolls with that attack. Further, if the attack check results in an error, the character begins spinning.
- Any trip attack suffers a -6 penalty to the attack check.
- Any action (including a trip) that would result in the character being knocked prone instead causes him to spin.

- A spinning character is out of control, unable to maintain his orientation without gravity. When a character begins spinning, roll 1d4+1; this is the number of half actions he must spend to regain control and stop spinning. Alternately, he may attempt to stabilize himself with a half action and a successful Tumble check (DC 20). While spinning, a character may take no move actions, loses his Dexterity bonus to Defense, and suffers an additional -4 penalty to all attack checks.

RADIATION

Of the many hazards encountered by SG teams, radiation is one of the most feared. Undetectable without specialized instruments, its effects on the human body are painful, potentially fatal, and often irreversible even with advanced alien healing technology.

Whenever a character is exposed to a radiation hazard, he must make a Fortitude save. The DC of this save depends on the intensity of the hazard. If the character succeeds in his save, he suffers no ill effects. If he fails, the degree of failure determines the degree of radiation sickness he suffers.

MARGIN OF FAILURE	RADIATION SICKNESS
10 or less	minor
11 to 20	major
21 to 30	critical
31 to 40	terminal
more than 40	instantly fatal

MINOR RADIATION SICKNESS

Within 4d6 hours, the character begins experiencing nausea, weakness, fatigue and vomiting. He suffers 1d6 points of temporary Constitution damage and 1 point of temporary damage to each other ability.

These symptoms and ability penalties persist for at least 12 hours. After each 12-hour period, the character may make a Fortitude save (DC 10). Once he succeeds, his symptoms pass and he begins recovering lost ability points normally.

MAJOR RADIATION SICKNESS

Within 1d4+2 hours, the character begins experiencing the symptoms of minor radiation sickness, with the same mechanical effects. However, 3d6 days after the onset of minor radiation sickness, the character – who has most likely recovered from his minor radiation sickness by now – suffers a relapse, with all of the same symptoms plus diarrhea, hair loss, and a weakened immune system. When this strikes, the character suffers 2d6 points of temporary Constitution damage and 1d6 points of temporary damage to each other ability.

These symptoms and ability penalties persist for at least 24 hours. After each 24-hour period, the character may make a Fortitude save (DC 15). Once he succeeds, his symptoms pass and he begins recovering lost ability points normally.

CRITICAL RADIATION SICKNESS

Within 1d3 hours, the character begins experiencing the symptoms of minor radiation sickness, with the same mechanical effects. However, 1d8 days later, the character begins to experience internal bleeding and a compromised immune system. He suffers 3d6 points of temporary Constitution damage and 1d8 points of temporary damage to each other ability. In addition, he automatically fails all Fortitude saves made to resist the effects of poisons or diseases.

These symptoms and ability penalties persist for at least 24 hours. After each 24-hour period, the character must make a Fortitude save (DC 20). Once he has succeeded in *three* such saves, his symptoms pass and he begins recovering lost ability points normally. However, for each save he *fails*, he suffers another point of temporary Constitution damage.

TERMINAL RADIATION SICKNESS

Within 1 hour, the character begins experiencing the effects of critical radiation sickness. However, even a series of successful Fortitude saves will not prevent his painful and messy demise. He sustains one additional point of permanent Constitution damage every 2d12 hours until he expires. Even Goa'uld medical technology cannot prevent or reverse this damage, although more advanced technologies (e.g. those of the Asgard or similar races) might be able to if they became available in time.

INSTANTLY FATAL RADIATION SICKNESS

The character immediately becomes stunned and remains so until death, permanently losing 1 point of Constitution every minute.

MEDICAL TREATMENT

It is possible to treat radiation poisoning with anti-radiation drugs. The attending physician must succeed in a First Aid or Profession (Doctor) skill check (DC 16) every 24 hours. Each successful treatment uses one dose of anti-radiation drugs and provides a +5 circumstance bonus to all



Fortitude saves the patient makes against radiation for the next 24 hours. However, the drugs themselves have nauseating side-effects, inflicting a -2 penalty on all checks and Will saves the patient makes until 72 hours after he receives his last dose.

CUMULATIVE RADIATION EFFECTS

Recurring exposure to hazardous radiation can reduce the body's ability to resist future exposures. Every time a character experiences major or critical radiation sickness, he suffers a cumulative -1 penalty to all further Fortitude saves he makes against radiation hazards.

RADIATION HAZARD	SAVE DC
Nuclear explosion...	
... at ground zero	no save possible; automatically fatal
... central area of effect	80
... secondary area of effect	40
Nuclear reactor containment breach...	
... catastrophic failure	60
... man-sized hole	45
... hand-sized hole	30
... hairline crack	15
Nuclear fallout...	
... strategic weapon	40
one week after blast	20
one month after blast	10
... tactical weapon	30
one week after blast	15
one month after blast	8
... sub-tactical weapon	20
one week after blast	10
one month after blast	5
... "dirty bomb"	x2
Substances	
Unstable naquadria	100
Unstable naquadah	70
Weapons-grade plutonium	50
Nuclear reactor waste	40
Unprocessed uranium ore	10
Astronomical sources	
Blue giant star...	
... from outside atmosphere	60
... from habitable planet's surface	20
Blue-white star...	
... from outside atmosphere	45
... from habitable planet's surface	15
Solar flare (from outside atmosphere)	30
Cosmic radiation (from outside atmosphere)	12
Miscellaneous environmental and medical sources	
Particle accelerator operating in the same room	8
Medical X-ray	3
Severe sunburn	2

CONVERTING ANIMAL STATS TO STARGATE RULES

The large number of alien worlds visited by SG teams often entails encounters with new forms of life. Because of this, GMs may occasionally wish to use alien creatures from other d20 rules systems in his *Stargate* campaign (as well as more mundane Terran animals who do not appear in *Stargate SG-1* books). The following rules will help you make the adjustment to *Stargate's* system from more traditional d20 rules.

Most traits port over with no changes, but hit points must be adjusted to wounds and vitality points, and Armor Class to Defense and DR.

WOUND POINTS

As with characters, an animal's base wound points are equal to its Constitution. For animals of sizes other than Medium-size, these base wound points are multiplied by an amount determined by the animal's size:

SIZE	WOUNDS
Fine	Con x 1/5
Diminutive	Con x 1/4
Tiny	Con x 1/3
Small	Con x 1/2
Large	Con x 1/2
Huge	Con x 2
Gargantuan	Con x 3
Colossal	Con x 4

VITALITY POINTS

An animal's hit dice convert to vitality dice on a 1:1 basis. The die type is determined by the animal's general category. Reduce the die type by 1 for every size category the animal is below Small. A die type smaller than a d2 (1/2 d4) results in no vitality points save for those provided by the animal's Constitution bonus – the creature is simply too small to resist the amounts of damage characters dish out.

CATEGORY	VITALITY DIE
Wild Carnivore	d8
Wild Herbivore	d6
Beast of Burden	d6
Domestic Working Animal	d4
Pet	d2 (1/2 d4)

DEFENSE AND DAMAGE REDUCTION

Most animals in the d20 System™ have natural armor bonuses. If the animal's Dexterity is greater than its Constitution, this becomes a Dodge bonus to Defense. If the animal's Constitution is greater than or equal to its Dexterity, the GM has the option of splitting the natural armor bonus between Defense and the natural armor animal quality, or converting it to natural armor in its entirety. Natural armor's damage reduction is always 1 point less than the natural armor bonus provided in the animal's d20 stats.

Example: A creature has a natural armor bonus of +4 in the d20 System™. Its Dexterity and Constitution are both 14. The GM decides to split this, applying 1 point to the animal's Defense as a Dodge bonus and putting the other 3 points into the natural armor quality with DR 2.

Other statistics and special abilities may be applied as normal.

NEW FAUNA

HIDOMAN SQUIDS

These aquatic invertebrates, measuring about four feet from tentacle tip to top of the head, are Hidoma's closest thing to native intelligent life. In the past few thousand years, the squids have developed a rudimentary amphibious capability, enabling them to survive out of water for about 12 hours (longer in very humid conditions). They have 10 tentacles and are bilaterally symmetrical, with excellent vision in water or out of it. The squids have a thick rubbery skin and two large eyes, one on each side of their elongated conical heads. They can change skin color to match their surroundings (two rounds to adapt for a +4 competence bonus to Hide checks), and are incredibly quick.

The squids have some limited tool use, and are very clever creatures. They are omnivorous (preferring fish), and have recently begun hunting in packs of 5-12 members.

Hidoman Squid (animal/alien): CR 1/2; SZ S; w/vp 8/3; Init +2 (+2 Dex); Spd 5 ft (land)/35 ft (water); Def 14 (+2 Dex, +2 natural armor); Atk: Bite +3 (dmg 1d4-1, error -, threat 20); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +2, Ref +4, Will -1; Str 8, Dex 15, Con 10, Int 5, Wis 8, Cha 8; Skills: Hide +6, Listen +2, Spot +5, Feats: None.

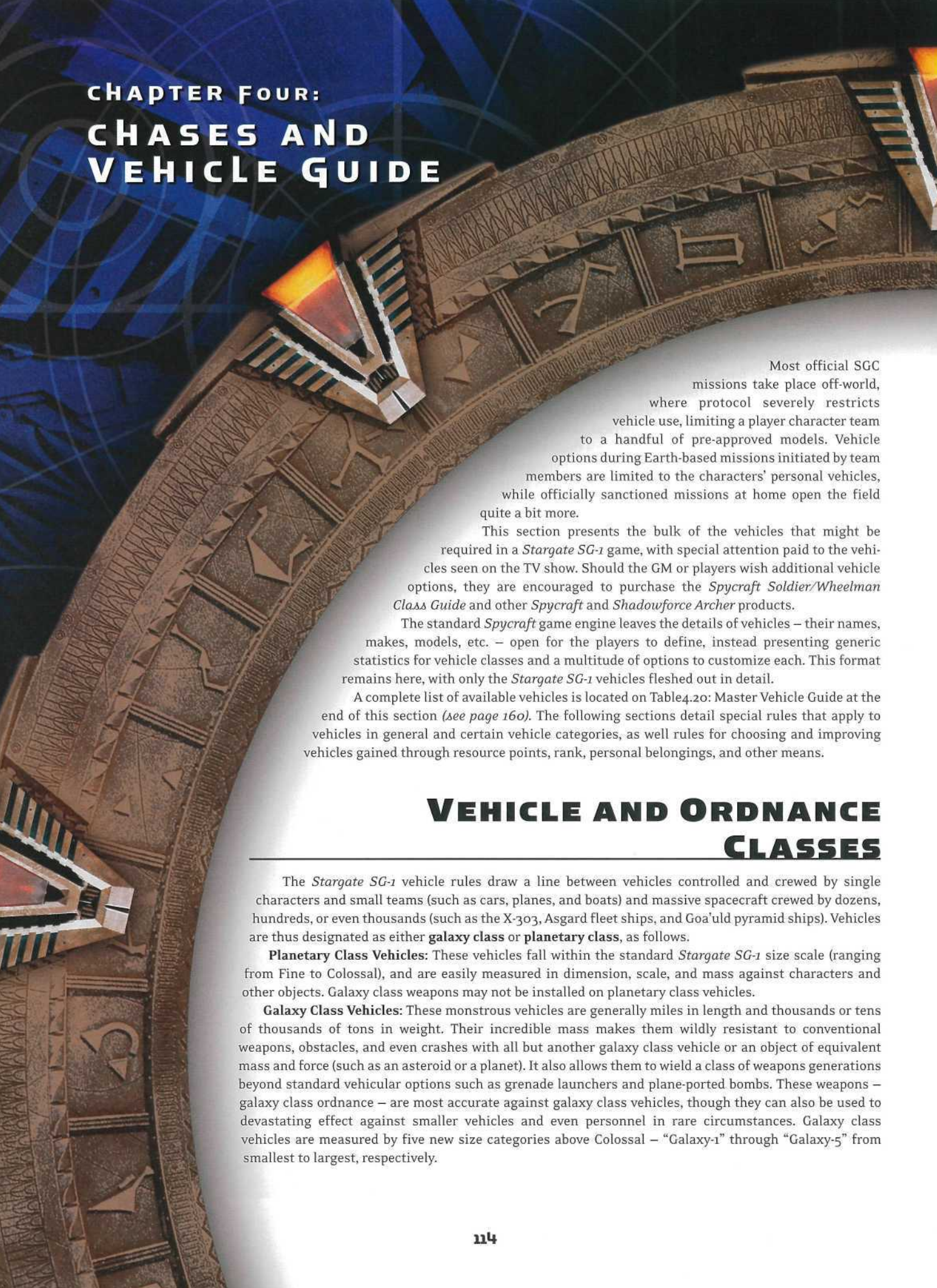
HIDOMAN TREE-RATS

Common in the forested areas of the Province, as well as Shimana's remaining parks, the tree-rat is an inquisitive long-limbed rodent. Similar to terrestrial opossums, the tree-rats have sinuous bodies about 12 inches long, with tails about half that length, covered in short soft grey or brown fur. Their faces are narrow and pointed, with shiny black eyes and a spray of whiskers at the tip of the snout.

Tree-rats are curious animals, usually hungry and willing to eat almost anything. They will make off with unguarded small objects, usually dropping them once they lose interest or realize that it is inedible. Tree-rats are social animals, and are usually found in groups of 6-10.

Tree-rat (animal): CR 1/4, SZ T; w/vp 2/2; Init +3 (+3 Dex); Spd 20 ft; Def 14 (+2 Size, +3 Dex); Atk: Bite +1 (dmg 1d2, error -, threat -); Face 1 square; Reach same square; SA None; SQ None; SV Fort +0, Ref +3, Will +0, Str 2, Dex 16, Con 5, Int 3, Wis 5, Cha 4; Skills: Hide +8, Spot +3, Feats: None.





CHAPTER FOUR: CHASES AND VEHICLE GUIDE

Most official SGC missions take place off-world, where protocol severely restricts vehicle use, limiting a player character team to a handful of pre-approved models. Vehicle options during Earth-based missions initiated by team members are limited to the characters' personal vehicles, while officially sanctioned missions at home open the field quite a bit more.

This section presents the bulk of the vehicles that might be required in a *Stargate SG-1* game, with special attention paid to the vehicles seen on the TV show. Should the GM or players wish additional vehicle options, they are encouraged to purchase the *Spycraft Soldier/Wheelman Class Guide* and other *Spycraft* and *Shadowforce Archer* products.

The standard *Spycraft* game engine leaves the details of vehicles – their names, makes, models, etc. – open for the players to define, instead presenting generic statistics for vehicle classes and a multitude of options to customize each. This format remains here, with only the *Stargate SG-1* vehicles fleshed out in detail.

A complete list of available vehicles is located on Table 4.20: Master Vehicle Guide at the end of this section (see page 160). The following sections detail special rules that apply to vehicles in general and certain vehicle categories, as well rules for choosing and improving vehicles gained through resource points, rank, personal belongings, and other means.

VEHICLE AND ORDNANCE CLASSES

The *Stargate SG-1* vehicle rules draw a line between vehicles controlled and crewed by single characters and small teams (such as cars, planes, and boats) and massive spacecraft crewed by dozens, hundreds, or even thousands (such as the X-303, Asgard fleet ships, and Goa'uld pyramid ships). Vehicles are thus designated as either **galaxy class** or **planetary class**, as follows.

Planetary Class Vehicles: These vehicles fall within the standard *Stargate SG-1* size scale (ranging from Fine to Colossal), and are easily measured in dimension, scale, and mass against characters and other objects. Galaxy class weapons may not be installed on planetary class vehicles.

Galaxy Class Vehicles: These monstrous vehicles are generally miles in length and thousands or tens of thousands of tons in weight. Their incredible mass makes them wildly resistant to conventional weapons, obstacles, and even crashes with all but another galaxy class vehicle or an object of equivalent mass and force (such as an asteroid or a planet). It also allows them to wield a class of weapons generations beyond standard vehicular options such as grenade launchers and plane-ported bombs. These weapons – galaxy class ordnance – are most accurate against galaxy class vehicles, though they can also be used to devastating effect against smaller vehicles and even personnel in rare circumstances. Galaxy class vehicles are measured by five new size categories above Colossal – “Galaxy-1” through “Galaxy-5” from smallest to largest, respectively.

This class division has many effects during chases and vehicular combat (*see page 137*), and sharply impacts the use of vehicular ordnance. The *Stargate SG-1* game system draws a sharp line between three classes of ordnance, as follows.

Personnel Class Weapons: These are constructed for use against people, and are described at great length in the *Stargate SG-1* core rulebook. Using these weapons against vehicles tends to have lessened effect, if only because vehicles are so much tougher – and often better armored – than soft, human targets.

Planetary Class Weapons: These weapons are constructed for use against planetary class vehicles and atmospheric structures. They generally pack far greater punch than their smaller cousins but are consequently much harder to use against small, fast-moving targets (like people and personal vehicles), and have less effect against unarmored opposition.

Galaxy Class Weapons: These weapons are constructed for use against galaxy class vehicles, to bombard planets, and for similarly large-scale operations. They are nearly useless against personnel and planetary class vehicles – their tracking systems can scarcely make out targets that small – but they pack the significant punch required to stymie or even destroy galaxy class vehicles.

Both planetary and galaxy class weapons are described in greater detail, with supporting mechanics, in the Ordnance Qualities section (*see page 126*).

VEHICLE CATEGORIES

The *Stargate SG-1* Vehicle Guide divides transport into eight categories, based on skill use, utility, and the backdrop within which each vehicle is typically used – air vehicles, armored and heavy vehicles, cars and trucks, drones, mounts, personal vehicles, space vehicles, and water vehicles.

Special Note: Space vehicles and vehicles built and distributed by the SGC and alien cultures are unavailable without GM permission (i.e., as part of a mission profile), even as part of a character's rank package or personal belongings.

AIR VEHICLES

Ability/Skill: Dexterity/Pilot.

Sub-Categories: Fixed-wing air vehicles (e.g. planes), lighter-than-air vehicles (e.g. blimps), rotor-wing air vehicles (e.g. helicopters).

ARMORED AND HEAVY VEHICLES

Ability/Skill: Dexterity/Driver.

Sub-Categories: Railed armored and heavy vehicles (e.g. trains), tracked armored and heavy vehicles (e.g. tanks), wheeled armored and heavy vehicles (e.g. APCs).



CARS AND TRUCKS

Ability/Skill: Dexterity/Driver.

Sub-Categories: Cars, trucks.

DRONES

Ability/Skill: Wisdom/Pilot (for air drones), Wisdom/Driver (for ground drones), Wisdom/Pilot (for space drones), Wisdom/Boating (for water drones). Due to a drone's complex controls and the general disorientation when using a drone, its operator suffers a -5 circumstance penalty with all vehicle skill checks made using it.

Sub-Categories: Air drones (e.g. UAVs), ground drones (e.g. MALPs), space drones (e.g. probes), water drones (e.g. fan-driven camera pods).

Drone Combat: Vehicular combat tests a drone operator's ability to the limit. Operators suffer a -10 circumstance penalty with all attack checks made using a drone. This penalty is reduced by 1 for each of the following conditions that apply.

- The drone is equipped with an enhanced sensors suite (*see page 118*).
- The operator uses a custom interface (*see page 116*).
- The operator possesses 5 or more ranks in Computers or Hobby (Video Games).
- The operator has line of sight to the drone.

An operator may aim a drone-mounted weapon per the standard combat rules, but may only take the brace action by bringing the vehicle to a complete halt (including landing a flying drone or settling an aquatic drone to the bottom or against a fixed structure).

Drone Control: A drone's controls may be as simple as a hand-held remote unit (for drones used only within the operator's line of sight) to full cockpits with video monitors to provide the operator visual cues even when the drone is



out of his line of sight (and to produce the illusion of being inside the drone while it's in use). Unless otherwise specified, the cost of a full cockpit control station is included in the price of each drone. Such a control station is required to benefit from an enhanced sensor suite (*see page 118*).

The use of a control signal also means that drones are susceptible to jamming and other forms of electronic warfare. A drone's signal power rating is listed in parentheses with its control link (CLK) quality on Table 4.20: Master Vehicle Guide (*see page 160*). If a ground, water, rotor-wing, or lighter-than-air drone loses contact with its control station, it freezes in place. When a fixed-wing drone loses contact with its control station, it flies in a straight line at minimum speed. A drone may be equipped with the automated control system quality (ACS), providing it with rudimentary skills to carry out an assigned mission even when not under direct outside control (*see page 118*). A drone may also be fitted with an automated attack system (AAS) modification (*see page 118*).

All drone skill and attack check modifiers are summarized on the Drone Control Modifiers Table, to the right.

Drone Interface Software: A character with dedicated interface software gains a +1 gear bonus with skill checks made to control the drone and a +2 gear bonus with attack checks made using the drone. This software may be requisitioned from the SGC at a cost of 2 RP or scripted with a successful Computers check (DC 20). This program requires 2 days to script and may not be created with a computer possessing a power rating below +2.

Drone Sensors: The most common use of drones is to provide intelligence through on-board cameras, video recorders, or audio equipment. The operator gains an immediate sense of what the drone "sees" and may use the information accordingly. In most cases, however, the operator is entirely reliant upon the drone's sensors to gather this intelligence – sensors which are rarely as acute as the human eye and ear. Consequently, all Spot, Search, and Listen checks made remotely through a drone suffer a -5 circumstance penalty. This penalty is reduced by the same

conditions that reduce drone combat penalties (*see page 115*). The modified penalty is applied to both the check result and the skill's check cap (*see the StarGate SG-1 core rulebook, page 307*).

Line of Sight: The difficulty inherent in controlling a drone can be offset by specialized training and line of sight. The Drone Operations feat grants a +2 gear bonus with standard drone vehicle skill and attack checks (*see page 115*). Without this feat, an operator possessing line of sight to a drone he's operating gains a +1 gear bonus with standard drone vehicle skill and attack checks. These gear bonuses do *not* stack, so a character possessing the Drone Operations feat gains no further benefit from having line of sight to the drone he controls.

TABLE 4.1: DRONE CONTROL MODIFIERS

DRONE ACTION/ CONDITION	MANEUVER CHECKS	ATTACK CHECKS
Any	-5	-10
Drone Operations feat	+2	+2
Enhanced sensor suite quality	+1	+2
Drone interface software	+1	+2
5+ ranks in Computers or Hobby (Video Games)	+1	+2
Character has line of sight to drone	+1	+1

MOUNTS

Ability/Skill: Charisma/Handle Animal.

Sub-Categories: None.

Animal-Drawn Vehicles: Many vehicles, such as wagons, are drawn by animals. These vehicles possess the animal-drawn vehicle (ADV) quality that defines the number of animals required for the vehicle to operate at peak speeds (*see page 118*).

Each successful attack against an animal-drawn vehicle is assumed to hit the drawn vehicle (where the driver is located), rather than the animals pulling it, though a character may target an animal on a vehicle team by accepting a -2 circumstance penalty with their attack check.

When 1 animal within a multi-animal team is killed, the vehicle must stop moving unless someone releases the dead animal from the team chain. This requires a successful Escape Artist check (DC 15), as well as proximity to the chain (i.e. for the character to be riding one of the other animals or be at the very front of the vehicle, as determined by the situation and the GM).

Finally, the listed speed and MPH for animal-drawn vehicles assumes a full team. When a vehicle is drawn by a larger or smaller team, its speed and MPH are modified as shown on the Animal-Drawn Vehicle Speeds table, below.

Mount Combat: When a rider's mount is not engaged in another activity (such as a chase or a "vehicular" combat), he may direct it to make an attack against any target within its reach. If the rider also makes one or more attacks during the same round, he must make a successful Handle Animal check (DC 10) to convince the mount to attack as well. This check is required even if both the rider and the mount attack the same target.

Mount Damage: Mounts suffer damage and damage conditions as characters. Healing a mount also follows the standard character rules, though a character gains a +2 synergy bonus with First Aid checks made to heal an animal when he possesses 5 or more ranks in the Handle Animal skill. Statistics for an average specimen of each mount type are included in the "vehicle" descriptions section (see page 134).

Qualities, Modifications, and Ordnance: These options may not be installed on a mount. A mount may only benefit from the options listed in its Master Vehicle Guide table entry.

TABLE 4.2: ANIMAL-DRAWN VEHICLE SPEEDS

TEAM SIZE	SPEED	MPH
Half-team to Team -1*	-10 ft.	-1/2
Team -1	-5 ft.	-1/2
Team +1	+5 ft.	+1/2
Team +1 to double team	+10 ft.	+1/2

*Animal-drawn vehicles may not be pulled by less than half a full team or more than twice a full team.

PERSONAL VEHICLES

Ability/Skill: Dexterity/Balance.

Sub-Categories: Personal air vehicles (e.g. hang gliders), personal ground vehicles (e.g. motorcycles), personal space vehicles (e.g. space sleds), personal water vehicles (e.g. jet-skis).

SPACE VEHICLES

Ability/Skill: Dexterity/Pilot.

Sub-Categories: Galaxy class vehicles (e.g. Goa'uld pyramid ships), planetary class space vehicles (e.g. death gliders).

WATER VEHICLES

Ability/Skill: Dexterity/Boating.

Sub-Categories: Surface water vehicles (e.g. destroyers), submersible water vehicles (e.g. submarines).

VEHICLE QUALITIES

Many vehicles share one or more special mechanical distinctions, or qualities, inherent in their design, construction, or operation. These qualities provide special rules for the use or effects of that vehicle. Further, some qualities represent improvements over a typical vehicle of the same type.

Requirements: Each quality fills a number of vehicle option slots. When a quality requires more options slots than are currently free on the vehicle, it may not be installed. Further, each quality may *only* be installed on a vehicle of the listed minimum size.

Cost: During the Gearing Up phase only, a character may use resource points to add qualities to vehicle he already possesses, or one that he's just requisitioned (including a vehicle gained from rank and as part of the character's personal belongings). The cost of each quality is included in its description and on Table 4.20: Master Vehicle Guide (see page 160). Qualities with a cost of "N/A" are unavailable for individual purchase and are only allowed on vehicles that already possess them, as shown on Table 4.20.

Vehicle qualities may never be installed in the field.

When a character adds a second or later quality to the same vehicle, the new weapon's RP cost is increased by +2 per previous quality already installed in the same vehicle.

Example: Lt. Wilson installs a third quality into the same vehicle. The new quality's RP cost is 4 higher than its listed cost.

The cost of each installed quality – including the multiple quality cost – is added to the vehicle's total RP cost. If a character pays this cost with his custom ride resource points, the SGC replaces the vehicle with all successfully installed qualities when it's lost or destroyed. If the cost is paid from the character's operation gear budget, the SGC does not replace the vehicle.

Codes: Each vehicle quality is identified on the Master Vehicle Guide Table with a three-letter code.

Special Note: The benefits of any quality flagged with an asterisk are lost unless the vehicle's pilot possesses at least 1 rank in the vehicle's pertinent control skill.

QUALITY DESCRIPTIONS

Air Lock (AIR): A vehicle with this quality is equipped with an air lock, allowing characters to enter and leave the vehicle in hostile environments – such as space, underwater, or a cloud of poison gas – without endangering those inside. The air lock's door and wall hardness, wound points, and Break DC are equal to that of the vehicle's hull. The room can equalize with the environment within or outside the vehicle over the course of 2 rounds per 5-ft. square of air lock floor space. The air lock's floor space must be determined when the vehicle is requisitioned (to a maximum of 6 squares or ½ the vehicle's available option slots, whichever is lower). Each square of air lock floor space takes up 2 available option slots. **Cost:** 1 RP per square of air lock floor space.

Air Refueling* (ARF): This quality may only be installed on an air or space vehicle. A vehicle with this

quality is equipped with a standard mid-air refueling tank and may take on fuel while in flight from an appropriately equipped airborne refueler. Given steady refueling, this aircraft can remain aloft indefinitely (or until a critical failure or other condition forces it to land). *Cost:* 2 RP.

Animal-Drawn Vehicle* (ADV): This quality may only be installed on a ground vehicle. A vehicle with this quality is drawn by one or more animals, such as work horses (*see page 137*). The vehicle's listed speed and MPH values assume a full team of animals listed in parentheses with this quality. When a larger or smaller team draws the vehicle, its speed and MPH are modified as shown on Table 4.2: Animal-Drawn Vehicle Speeds (*see page 117*). Animal-drawn vehicles may not be pulled by less than a half team or more than a double team. *Cost:* N/A.

Automated Attack System (AAS): A vehicular weapon is assumed to be manually operated from a seat, gyrosphere, or harness at the weapon's location. When a manually operated weapon is fired, the character's initiative and attack bonuses – and other combat values – are used to determine whether the attack hits.

A weapon installed on a vehicle with this quality, however, may be operated by an automated targeting system. This system has two settings: “manual” (when all the vehicle's weapons operate as described above) and “alert” (when the system actively scans the vehicle's surroundings within a set range, attacking opponents who venture within the scanned zone using its own initiative and attack bonus).

When this system is set to “alert,” the character must designate a range out to which the system watches for

enemies (to a maximum of 5,000 feet), and identify which of the vehicles' weapons are “on alert.” The system may thereafter be left alone for up to 1 month without requiring more power (in the form of two rechargeable batteries the characters receive with the system, and which the team is assumed to be continually recharging unless the GM or circumstances determine otherwise).

When an enemy comes within the designated range, the GM or one of the players rolls 1d20 and adds the system's base +2 initiative bonus to determine when it attacks. Each round that an enemy target is within the specified range on the system's initiative count, the system makes as many standard attacks against that target as possible with each weapon that's on alert. If more than one target is within range, the system fires upon the closest until it's killed or destroyed, then moves on to the next nearest threat. For each attack, the GM or one of the players rolls 1d20 and adds the system's base +2 attack check bonus, comparing the result to the target's Defense as usual. This process continues until there are no enemies left within range, the vehicles' weapons run out of ammunition, or the system runs out of power.

Switching between manual control and alert requires 1 full action. A character may operate a vehicular weapon set to manual while an automated system is engaging enemy targets with any number of other vehicular weapons set to alert, using their own initiative and attack check bonuses as usual. Only one automated system may be installed on any single vehicle at any given time.

Cost: 2 RP, +1 RP per additional +1 bonus to both the system's initiative and attack checks (to a maximum check bonus equal to the highest character level of any one character on the team).

Automated Control System* (ACS): A vehicle with this quality possesses a control system capable of basic maneuvers and some decision-making ability, providing a base +1 gear bonus with all maneuver checks made when set to “auto-pilot.” A character may not combine his vehicle skill bonus with this gear bonus. *Cost:* 2 RP, +1 RP per additional +1 gear bonus (to a maximum gear bonus of +4).

Chaff (CHF): A vehicle with this quality possesses sensors that watch for radar-guided attacks, scattering packets of metallic foil upon activation to create an enormous target for the radar to track instead. This grants the vehicle a base +2 gear bonus to Defense against attacks made with a weapon possessing the radar-guided (RA) quality (*see page 129*). *Cost:* 1 RP, +1 RP per additional +1 gear bonus (to a maximum gear bonus of +6).

Control Link* (CLK): A vehicle with this quality is fitted for remote operation as a drone. It possesses a base +1 control signal power rating that counters attempts to interrupt its operation via electronic interference (*see the StarGate SG-1 core rulebook, page 298, and the sidebar to the left*). *Cost:* 3 RP, +1 RP per additional +1 power rating (max. +4).

Decoys (DEC): A vehicle with this quality possesses sensors that watch for infrared-guided attacks, launching small drones upon activation to mimic the vehicle's thermal signature. This grants the vehicle a base +2 gear bonus to Defense against attacks made with a weapon possessing the infrared-guided (IG) quality (*see page 128*).

ELECTRONIC INTERFERENCE

Any vehicle that is guided by sensors – mainly those with the non-visual sensors quality (*see page 120*) – may be misled using electronic interference. This is treated as an attack action with the following characteristics:

Sensor Suppression (Full Action)

Using gear or vehicular options capable of electronic interference, you may attempt to confuse a vehicle's sensors. Make an Electronics check, adding the pertinent power rating of your gear or any bonus in your vehicular option description. This check is opposed by an Electronics check generated by whomever is in charge of the target vehicle's electronics gear, who adds the sensor rating listed after his vehicle's Non-Visual Sensors quality on Table 4.20. If the target vehicle is automated or otherwise unmanned, simply roll 1d20, adding the target's sensor rating (if any) and automated attack and initiative bonus (if any). If the check succeeds, the target vehicle's driver suffers a penalty to all vehicle-based skill checks (including maneuver checks) equal to the difference between the opposed Electronics checks (to a maximum of -4). With a critical success, this penalty is doubled. If the check fails, the electronic interference has no effect (though you may try again during your next action). With a critical failure, you may not retry sensor suppression unless you either choose a new target or use a piece of gear with a higher bonus to retry against the same target.

Cost: 1 RP, +1 RP per additional +1 gear bonus (to a maximum gear bonus of +6).

Enclosed Engine Block (EEB): A vehicle with this quality features an engine that's remotely positioned or surrounded by reinforced metal, making it difficult to damage. The vehicle therefore ignores the first critical hit scored against its engine during each session. **Cost:** 2 RP.

Enhanced Sensors Suite* (ESS): A vehicle with this quality features numerous cameras and sensors to help maintain the best possible sense of the vehicle's surroundings when the pilot remotely controls the vehicle. This grants a base +2 gear bonus with maneuver checks made by remote. **Cost:** 1 RP, +1 per additional +1 gear bonus (to a maximum gear bonus of +4).

Escape Pod (ESP): A vehicle with this quality features one ejection seat or escape pod that automatically jettisons when the vehicle's wound points are reduced to 0 or less, thereafter drifting to earth using the statistics for a jettisoned escape pod personal air vehicle (*see page 162*). The seat's occupant must be declared at the start of any vehicular scene, and may at the time of activation override the jettison sequence as a free action if he wishes. **Cost:** 1 RP, +1 RP per additional ejection pod (max. equal to vehicle's total occupancy).

Exotic (EXO): A vehicle with this quality is unusual, either due to its unique controls or peculiar abilities, and a pilot suffers a -4 penalty with all maneuver checks made while operating it. This penalty is reduced by 1 for each week during which the character operates the vehicle for 20 hours or more. **Cost:** N/A.

Explosive (EXP): A vehicle with this quality tends to explode when badly damaged – commonly as a backdrop to fleeing characters. When this vehicle's wound points are reduced to 0 or less, the GM may spend 2 action dice to cause the vehicle to explode, inflicting blast damage as if a self-destruct modification was activated (*see page 124*). **Cost:** N/A.

Extra Options (EOP): This quality may only be installed on a vehicle of Small size or larger. A vehicle with this quality can host more qualities, modifications, and weapons than others of its type. Common with military vehicles, this quality increases a vehicle's available option slots by 2. **Cost:** 1 RP, +1 per additional +1 option slot (for each upgrade, the vehicle must be 1 size category larger as well – i.e. Large for +3 option slots or Huge for +4 option slots).

Flares (FLR): A vehicle with this quality possesses sensors that watch for heat-seeking attacks, ejecting high-temperature flares upon activation to create a hotter target than the vehicle's engines. This grants the vehicle a base +2 gear bonus to Defense against attacks made with a weapon possessing the heat-seeking (HS) quality (*see page 128*). **Cost:** 1 RP, +1 RP per additional +1 gear bonus (to a maximum gear bonus of +6).

Fly by Wire Controls* (FBW): A vehicle with this quality possesses a system that creates redundancy in the vehicle's control systems, mitigating the chance of crippling damage to the vehicle's controls. The vehicle ignores the first critical hit scored against its guidance, steering, or bridge during each session. **Cost:** 3 RP.

Heavy Armor (HVA): A vehicle with this quality is designed for combat and makes the best use of its armor.

IMPROVEMENT PACKAGES

During the Gearing Up phase *only*, a character may opt to requisition multiple vehicle improvements at the same time, gaining a discount with all of them. When a character chooses to add 5 or more qualities, modifications, and weapons to a vehicle during the Gearing Up phase, the combined cost of all the improvements is reduced to ½ standard (rounded up).

Example: Lt. Wilson requisitions a truck for use during a mission on Earth. During the Gearing Up phase, he chooses to improve the vehicle with the rugged quality (2 RP), a five-point harness modification (3 RP), a 7.62mm vehicular machinegun (1 RP), a light vehicular flamethrower (4 RP), and the linked ordnance modification (2 RP). Typically, these improvements would cost a total of 12 RP above and beyond the vehicle's cost, but because there are five of them, Lt. Wilson's actual cost is only 6 RP.

As shown in this example, it's the actual number of improvements, *not* the number of RP spent, that triggers this discount.

Special Note: A vehicular weapon enhanced with any number of ordnance qualities is still considered only 1 improvement for the purposes of gaining this discount. When a weapon is included in an improvement package, however, both its cost and the costs of all added ordnance qualities are reduced as above.

Example: Lt. Wilson improves a ship with a 7.62mm vehicular machinegun (1 RP), and two light heat seeking guided missile launchers (3 RP each), each possessing the dependable quality (2 RP each). He does *not* benefit from the improvement package discount, as these items only count as 4 improvements and he needs 5 to trigger the discount.

When an opponent scores a threat when attacking this vehicle, the opponent must spend 1 extra action die to activate the critical hit. **Cost:** 2 RP.

Hyperspace Drive (HYP): A vehicle with this quality is capable of interstellar travel. **Cost:** N/A.

Jamming Counter-Measures (JCM): A vehicle with this quality possesses sensors that watch for optically-guided attacks (also known as TV-guided attacks), sending powerful pulses at the incoming threat to scramble and confuse its guidance system. This grants the vehicle a base +2 gear bonus to Defense against attacks made with a weapon possessing the TV-guided (TV) quality (*see page 129*). **Cost:** 1 RP, +1 RP per additional +1 gear bonus (to a maximum gear bonus of +6).

Life Support (LSP): A vehicle with this quality is sealed against the outside environment and atmosphere – including water – and features air reserves and food stocks capable of sustaining its full occupancy with a sealed environment for 60 days. **Cost:** 1 RP, +1 per additional 60 days (max. 360 for water vehicles, no max. for space vehicles).

Living Quarters (LVQ): A vehicle with this quality is equipped with sufficient beds, restrooms, and basic living necessities to house its full occupancy. **Cost:** 1 RP.

Maintenance Friendly* (MTF): A vehicle with this quality features readily accessible and particularly easy to

repair components, reducing the required time for each Mechanics check made to repair the vehicle to ½ standard (rounded down). *Cost: N/A.*

Non-Visual Sensors (NVS): A vehicle with this quality features no windows and must rely upon its sensors to navigate. These sensors possess a base +2 signal power rating that counters attempts to jam or mislead them via electronic interference (*see the Stargate SG-1 core rulebook, page 298, and page 118 of this book*). *Cost: N/A, +1 RP per additional +2 power rating (max. +10).*

Off Road* (ORD): This quality may only be installed on a ground vehicle. A vehicle with this quality is well prepared for the challenges of off-road driving, limiting the negative impact of many surface conditions (*see page 139*). *Cost: N/A.*

Open Top* (OPT): A vehicle with this quality leaves the pilot exposed to enemies, allowing them to target him or his passengers instead of the vehicle. When attacked, the driver and any passenger benefits from the listed cover

loses the benefits of that quality. Finally, any successful attack against the vehicle made with a weapon possessing the armor-defeating (AD) quality benefits from the armor-piercing (AP) quality instead. *Cost: 4 RP.*

Refueler* (RFL): This quality may only be installed on an air or space vehicle. A vehicle with this quality is equipped to aerially refuel other aircraft possessing the air refueling (ARF) quality (*see page 117*). *Cost: 2 RP.*

Repair Teams (RPT): A vehicle with this quality houses one or more repair teams who respond to emergency damage and restore lost wound points. The first time the vehicle suffers damage during each scene *only*, the pilot may choose to either reduce the damage suffered by 5 per repair team. Also, at the end of each scene, the vehicle's wound point damage is reduced by 5 per repair team. No skill checks are required to conduct any of these repairs. *Cost: 1 RP per repair team (to a maximum number of teams equal to 1/5 the vehicle's occupancy).*

"THE 'VETTE BLEW IT WHEN THEY WENT WITH THAT BODY STYLE. THEY USED TO BE SO COOL..."

— COL. JACK O'NEILL

Defense bonus. The pilot must possess at least 1 rank with the appropriate vehicle skill in order to provide this cover Defense bonus to he and his passengers — his opponents' option to target the vehicle's occupants applies regardless. *Cost: N/A.*

Optical Cloaking Device (OCD): A vehicle with this quality may be rendered near invisible to the naked eye. As a full action, the pilot may trigger this device, granting the vehicle the benefits of total concealment from outside view (*see the Stargate SG-1 core rulebook, page 368*). *Cost: N/A.*

Proximity Sensors (PRS): This quality may only be installed on a space vehicle. A space vehicle with this quality features sensors capable of detecting the presence of other vehicles. When a character is stationed at the sensor, he may make a Search check once per hour, adding the sensor's base signal power rating of +2 to his result; otherwise, the GM rolls 1d20 once per hour and adds the sensor's base signal power rating.

When any vehicle approaches within 100,000 ft., its pilot must make a Hide check opposed by the current proximity sensor result. If the approaching vehicle possesses the sensor cloaking quality, its pilot gains a +6 gear bonus with this Hide check (*see right*).

If the proximity sensor's result is higher, it notices the approaching vehicle and alerts its operator, or sounds an alert within the ship otherwise.

Cost: 4 RP, +2 RP per additional 100,000 ft. range and +2 signal power rating (to a maximum range of 500,000 ft. and a maximum signal power rating of +10).

Reactive Armor (RAR): A vehicle with this quality is protected by advanced hull plating. When an opponent scores a threat when attacking this vehicle, the opponent must spend 1 extra action die to activate the critical hit. Further, any successful attack against the vehicle made with a weapon possessing the armor-piercing (AP) quality

Rugged (RGD): A vehicle with this quality is especially tough, possessing 2 additional points of hardness. *Cost: 2 RP, +1 RP per additional 1 point of hardness (max. 4).*

Sensor Cloaking Device (SCD): A vehicle with this quality may be rendered near invisible to space vehicle sensors. As a full action, the pilot may trigger this device, granting the vehicle a +6 gear bonus with Hide checks opposing Search checks prompted by proximity sensors (*see left*). *Cost: N/A.*

Shields (SLD): This quality may only be installed on a space vehicle. A vehicle with this quality is protected against damage by an exterior shield that grants it 25 vitality points. This vitality operates in all ways like a character's vitality, absorbing all damage not inflicted with a critical hit or another effect that applies the damage directly to the vehicle's wounds. When a vehicle's shield vitality is exhausted, all damage applies directly to the vehicle's wounds as standard. A vehicle's shield vitality recharges at the rate of 1 vitality per round during combat, or 2 vitality per round when the vehicle is idle. *Cost: 2 RP, +1 RP per additional 25 vitality (max. equal to ¼ of the ship's total wound points, rounded up).*

Snow Ready (SRD): This quality may only be installed on a ground vehicle. A vehicle with this quality features spiked treads or other devices to produce traction on snow and ice, greatly limiting the negative impact of many surface conditions (*see page 139*). *Cost: 1 RP.*

Stealth Design (SDS): A vehicle with this quality possesses sensors that watch for sonar-guided attacks, baffling them with diversionary audio data or simply silencing the vehicle altogether. This grants the vehicle a base +2 gear bonus to Defense against attacks made with a weapon possessing the sonar-guided (SN) quality (*see page 129*). *Cost: 1 RP, +1 RP per additional +1 gear bonus (to a maximum gear bonus of +6).*

MASTERWORK MODIFICATIONS

Stealth Technology* (STC): A vehicle with this quality uses a combination of radar-absorbent, sonar-absorbent, and transparent materials to “cloak” its electronic signature. This grants the vehicle’s pilot a +2 gear bonus with Hide checks made to keep the vehicle from being noticed by radar and sonar. *Cost:* 1 RP, +1 RP per additional +2 gear bonus (to a maximum gear bonus of +8).

Thermal Protection System (TPS): This quality may only be installed on a space vehicle. A vehicle with this quality grants a +10 gear bonus to Pilot checks made during atmospheric re-entry (*see page 108*). *Cost:* 2 RP.

Tracked (TRK): This quality may only be installed on a ground vehicle. A vehicle with this quality moves upon a set of tank treads, greatly limiting the negative impact of many surface conditions (*see page 139*). *Cost:* N/A.

Vehicle Bay (VBY): A vehicle with this quality may store, maintain, and launch up to a number of smaller craft determined by the vehicle’s size, as shown on Table 4.3: Vehicle Bays (*see below*). These stored vehicles must be requisitioned separately. *Cost:* 4 RP.

Vertical Take-Off and Landing* (VTL): This quality may only be installed on an air or space vehicle. A vehicle with this quality may hover in place and even back up, sideslip, climb, or descend without forward movement. It may also take off and land vertically, like a helicopter. *Cost:* 2 RP.

Waldos* (WAL): A vehicle with this quality is fitted with robotic arms, allowing the operator to manipulate objects adjacent to the vehicle with a Strength score determined by the vehicle’s size, as follows.

VEHICLE SIZE	WALDO STRENGTH
Fine	4
Diminutive	8
Tiny	10
Small	11
Medium	12
Large	13
Huge	14
Gargantuan	16
Colossal	20

The operator may use the robotic arms to use the following skills: Climb, Craft, Escape Artist, First Aid, Mechanics, and Open Lock. The operator’s Dexterity is used for all Dex-based skill checks made using the robotic arms, which are also subject to the standard penalties applied to drone vehicle skill checks (*see page 115*). *Cost:* 3 RP.

TABLE 4.3: VEHICLE BAYS

VEHICLE SIZE	BAY CAPACITY*
Colossal	Up to 8 Large or 16 Medium vehicles
Galaxy-1	Up to 8 Huge, 16 Large, or 32 Medium vehicles
Galaxy-2	Up to 4 Gargantuan, 12 Huge, 40 Large, or 80 Medium vehicles
Galaxy-3	Up to 8 Gargantuan, 16 Huge, 32 Huge, 64 Large, or 128 Medium vehicles
Galaxy-4	Up to 4 Colossal, 12 Gargantuan, 24 Huge, 96 Large, or 192 Medium vehicles
Galaxy-5	Up to 8 Colossal, 16 Gargantuan, 32 Huge, 64 Huge, 128 Large, or 256 Medium vehicles

* These vehicles may be stored in more than one physical bay, but the capacity remains the same for all combined bays on board the vehicle. All vehicle bay critical hits affect this total, rather than individual bays (though for flavor purposes, the GM may describe otherwise).

Beyond the qualities a vehicle may possess by virtue of its design, a vehicle may be augmented with various stock upgrades and custom enhancement packages, allowing it to excel beyond the limits of the model’s standard performance. Unlike qualities, masterwork modifications need not be chosen when the vehicle is requisitioned, nor must they be installed by SGC personnel – they may be installed in the field, by the characters (*see page 96*).

Requirements: Each modification fills a number of vehicle option slots. When a modification requires more options slots than are currently free on the vehicle, it may not be installed. Further, each modification may only be installed on a vehicle of the listed minimum size.

Cost: During the Gearing Up phase, a character may use resource points to add masterwork modifications to vehicle he already possesses, or one that he’s just requisitioned (including a vehicle gained from rank and as part of the character’s personal belongings). The cost of each modification is included in its description and on Table 4.20: Master Vehicle Guide (*see page 160*).

A character may also install a masterwork modification in the field with the Mechanics skill (*see page 96*).

When a character adds a second or later modification to the same vehicle, the new modification’s RP cost is increased by +2 per previous modification to the same vehicle.

Example: Lt. Wilson installs a third modification into the same vehicle. The new modification’s RP cost is 4 higher than its listed cost.

The cost of each installed modification – including the multiple modification cost – is added to the vehicle’s total RP cost. If a character pays this cost with his custom ride resource points, the SGC replaces the vehicle with all successfully installed modifications when it’s lost or destroyed. If the cost is paid from the character’s operation gear budget, the SGC does not replace the vehicle.

Codes: Each masterwork modification is identified on the Master Vehicle Guide Table with a three-letter code.

Special Note: The benefits of any modification flagged with an asterisk are lost unless the vehicle’s pilot possesses at least 1 rank in the vehicle’s appropriate control skill.



MODIFICATION DESCRIPTIONS

Advanced Security Measures (ASM): A vehicle with this modification is fitted with state of the art locks and other security measures to discourage thieves. This increases the DCs of Open Lock checks made to open or start the vehicle without the proper access code/key/card by 4. *Cost:* 2 RP, +1 per additional DC increase of 2 (to a maximum DC increase of 8).

All-Wheel Drive* (AWD): This modification may only be installed on a ground vehicle. A vehicle with this modification has independently-driven front and rear axles, providing superior traction on slick and unstable surfaces. This reduces Driver skill check penalties inflicted by surface conditions to ½ standard, rounded down (*see page 139 for more information about surface conditions*). This reduction is made after any benefits from the off-road and tracked qualities are applied (*see pages 120 and 121, respectively*). Due to the system's weight, however, the vehicle's speed and MPH values are reduced by 10% each (rounded down). *Cost:* 2 RP.

Brakes, Racing* (RCB): This modification may only be installed on a ground vehicle. A vehicle with this modification is fitted with a full professional racing brake kit that grants its driver a +2 gear bonus with obstacle and crash checks. *Cost:* 3 RP, +2 RP per additional +2 gear bonus (to a maximum gear bonus of +6).

Brakes, Sport* (SPB): This modification may only be installed on a ground vehicle. A vehicle with this modification is fitted with slightly oversized, computer-controlled brakes, providing it with superior obstacle avoidance and granting its driver a +2 gear bonus with obstacle checks. *Cost:* 2 RP, +1 RP per additional +2 gear bonus (to a maximum gear bonus of +6).

Bulletproof Windows (BPW): A vehicle with this modification features reinforced windows that grant 4 points of damage reduction to any occupant injured with a window critical hit (*see pages 174-175*). *Cost:* 1 RP.

Camouflage* (CMF): A vehicle with this modification gains a +2 gear bonus with Hide checks made within one type of terrain chosen from aquatic, arctic, black, desert, forest, jungle, mountain, sand, snow, swamp, and urban. *Cost:* 1 RP per terrain.

Combat Computer* (CCP): A vehicle with this modification features a system that tracks other vehicles, displaying the information on a dashboard video screen to facilitate easy kills. During a vehicular scene (*see page 137*), when the pilot attempts a collision, contact, demolition derby, herd, lure, target, or roost maneuver, he gains a +4 gear bonus with his maneuver check. *Cost:* 3 RP.

Concealed Weapon Port (CWP): A vehicle with this modification houses a hidden weapon within its shell. When the port is closed, the weapon's concealment DC becomes 25. Opening the port requires 1 half action, and restores the weapon's standard concealment DC until it's closed again. A separate concealed weapon port must be requisitioned for each vehicular weapon the character wishes to hide in this fashion. *Cost:* 2 RP + the weapon's cost.

Field-Expedient Armor (FEA): A vehicle with this modification has been given makeshift field work to protect it from small arms fire. This usually involves welding metal plates over vulnerable areas. The vehicle gains 5 additional points of hardness against damage inflicted by personnel attacks (this hardness is completely ineffective against planetary and galaxy class ordnance). This protection is obvious to anyone looking in the vehicle's direction. *Cost:* 1 RP.

Fire Suppression System (FSS): A vehicle with this modification is protected with flame-retardant fittings and features a halon spray system or similar fire extinguishing gear. Any fire damage the vehicle suffers is reduced to ½ (rounded down), *after* the vehicle's hardness and other effects are applied. Further, at the end of each round, there's a 50% chance that any fire on board the vehicle is extinguished. *Cost:* 1 RP.

Five-Point Harness (FPH): A vehicle with this modification possesses an elaborate set of harnesses and restraints to protect the driver and passengers during a collision, keeping them from bouncing around inside the vehicle's cabin. When the vehicle fails a crash check, each occupant suffers only ¼ the damage inflicted upon the vehicle, unless one of the conditions applies to cause him to suffer the full damage as described on page 152. *Cost:* 3 RP.

Gyro Stabilized Weapon* (GSW): A vehicle with this modification features 1 weapon mounted into a special gyro-stabilized bracket that helps to keep it steady as the vehicle moves. The velocity penalty applied to attack checks made with the weapon is reduced to ½ standard, rounded down (see page 149). *Cost:* 1 RP per weapon.

Hidden Cargo Compartment (HCC): A vehicle with this modification is fitted to secretly carry a quantity of cargo determined by the vehicle's size, as shown on Table 4.4: Hidden Compartment Volume, below. Gear stored within the compartment effectively cannot be discovered without X-ray technology unless the vehicle is dismantled. Opening the compartment requires 1 half action, and restores the gear's standard concealment DC until it's closed again.

When the vehicle suffers a weapon critical hit, this compartment is included in the list of "weapons" that might be damaged. Any damage inflicted upon this compartment is applied in full to each item contained within.

Cost: 2 RP, +1 per compartment option, chosen from the following list.

- **Armored Compartment:** The cargo stored in the vehicle's hidden compartment is extremely well protected, gaining an additional +5 hardness above and beyond the vehicle's hardness.
- **Ditch Switch:** As a half action taken at the vehicle's standard controls, the character may discretely eject the compartment's contents. Anyone observing the vehicle when the contents are ejected may make a Spot check opposed by the character's Hide skill to notice the action. The character gains a +8 gear bonus with this Hide skill check if the vehicle is located on the ground or a +4 gear bonus if the vehicle is airborne or in space.
- **Enlarged Compartment:** The compartment's volume is calculated as if the vehicle's size is one category bigger.

- **Hidden Controls*:** This option may only be installed into a vehicle of Large size or bigger. An extra set of vehicle controls are located in the compartment, along with view screens from which to observe the vehicle's exterior. When operating a vehicle using these controls, the character suffers the standard remote control drone penalties (see page 115).

- **Life Support:** The hidden compartment contains enough food and water to sustain 1 character for up to 3 days. Further, the compartment is environmentally sealed and includes a self-contained air supply for one person for up to 72 hours.

- **Spoil Sport Switch:** As a half action taken at the vehicle's standard controls, the character may trigger this device, inflicting 6d6 fire damage per round upon the compartment's contents for 10 rounds or until they're reduced to ash, whichever comes first. Once triggered, this device must be replaced at a proper SGC facility, and the DC to find the compartment drops to 20 until it's replaced and the compartment is repaired.

Holographic Emitter (HLE): A vehicle with this modification can emit a holographic image of the operator or any 1 location within the operator's line of sight to any vehicle within 100,000 ft. or the surface of any planet the operator's vehicle currently orbits. Unless modified, the image is identical to the character and displays all his actions and words, or the operator's current field of view (including all events occurring therein). The image may be maintained for up to 1 minute.

Modifying the image requires 1 minute and a successful Computers programming check (DC 30). With success, the character may alter up to 30% of the image to his taste (per the GM's discretion).

Cost: 2 RP, +1 RP per minute of operation beyond the first (to a maximum operation time of 10 minutes).

Hot (HOT): A vehicle with this modification simply oozes style, elegance, or panache. The character gains a +1 gear bonus with all Charisma-based skill checks when associated with the vehicle (usually when both he and the vehicle are within the target's line of sight). *Cost:* 1 RP, +1 RP per additional +1 gear bonus (to a maximum gear bonus of +6).

Increased Handling* (IHD): A vehicle with this modification features improved handling. This may be

TABLE 4.4: HIDDEN COMPARTMENT VOLUME
VEHICLE SIZE COMPARTMENT VOLUME*

Fine	One cubic inch (may store control crystals)
Diminutive	Twelve cubic inches (may store a handgun, several computer disks, or a paperback book)
Tiny	One cubic foot (may store 1 item smaller than a breadbox)
Small	Three cubic feet (may store nearly any firearm, and several of most)
Medium	Nine cubic feet (may store personal gear and armor for 1 character)
Large	One cubic yard (may store 1 Small character, or 1 Medium character very uncomfortably)
Huge	Two cubic yards (may store 1 Medium character, or 2 Small or Medium characters very uncomfortably)
Gargantuan	One 5-ft. × 5-ft. square (may store a small group of characters or 1 Medium vehicle and its maintenance parts)
Colossal	Nine 5-ft. × 5-ft. squares (may store 2 Large vehicles and their maintenance parts)

* A Small animal or character may fit comfortably within one single cubic yard. A Medium animal or character may fit within one single cubic yard if bound or otherwise immobilized, and fits comfortably within 2 cubic yards.

accomplished by replacing a ground vehicle's sway bars, redesigning a plane's flaps or a jet's ailerons, or adding supplementary rudders or steering jets to a boat. This modification has one of the following effects.

- If the vehicle's handling modifier is currently +0 or positive when this modification is applied, then it's increased by +2.
- If the vehicle's handling modifier is negative when this modification is applied, then it's increased by +4.

Cost: 3 RP (for up to Large-sized vehicles), 5 RP (for bigger vehicles).

Increased Speed* (ISD): A vehicle with this modification features improved speed, usually by way of a newer engine model or by stripping out its non-essential parts to lighten its weight. The vehicle's speed and MPH values are each increased by 10% (rounded up). *Cost:* 4 RP, +2 RP per additional +10% speed and MPH (to a maximum speed and MPH increase of +30%).

Jamming Technology (JMT): A vehicle with this modification is fitted with gear that can confuse other vehicle sensors (such as those aboard a submarine). This allows the character manning the gear to attempt electronic interference with a signal power rating of +2 (*see page 118*). *Cost:* 2 RP, +1 RP per additional +1 signal power rating (to a maximum power rating of +8).

Linked Ordnance* (LNO): A vehicle with this modification features two or more weapons set to fire together as a lethal battery. When each linked ordnance modification is installed, the character must designate which weapons already installed on the vehicle are to be linked. Thereafter, each of the linked weapons may be fired separately or all may be fired in tandem with one attack check (either both the linked weapons hit or both miss). The character may not fire smaller groups of linked weapons unless he requisitions this modification once more per group.

Example: Lt. Wilson requisitions the linked ordnance modification, designating 3 machineguns to be linked. He may fire any one of them per the standard combat rules or fire all three at once. If he wishes to fire two of the guns, he must requisition a separate link for them.

Cost: 4 RP + weapons' cost.

Probability Computer* (PBC): A vehicle with this modification features a system that tracks miscellaneous variables, displaying the information on a dashboard video screen to help the pilot stay one step ahead of his opponents. During a vehicular scene (*see page 137*), when the pilot attempts an action, brake, chicken, confuse, evasion, or speed maneuver, he gains a +4 gear bonus with his maneuver check. *Cost:* 3 RP.

Self-Destruct Charge (SDC): A vehicle with this modification is fitted with an explosive device. The self destruct charge may be activated in person or activated remotely, set to count down any desired time period before detonating. In both cases, the activation process requires 1 full action. When the device triggers, vehicle's wounds are immediately reduced to -25 (total destruction). The blast damage inflicted by the detonation, and its blast increment, are determined by the vehicle's size, as shown on Table 4.5: Self Destruct Blast Damage (*see below*). Those outside the vehicle may make a Reflex save to reduce this damage per the standard rules (*see the Stargate SG-1 core rulebook, page 369*); those within the vehicle aren't so lucky, and must suffer the damage as if they failed their Reflex save. *Cost:* 5 RP.

Tactical Mapping Computer* (TMC): A vehicle with this modification features a system that tracks local terrain, displaying the information on a dashboard video screen to facilitate acts of outlandish vehicular daring. During a vehicular scene (*see page 137*), when the pilot attempts a charge, facing shift, outfox, shortcut, stunt, terrain shift, trick, or tail maneuver, he gains a +4 gear bonus with his maneuver check. *Cost:* 3 RP.

Tracer Security System (TSS): A vehicle with this modification is "chipped" for easy tracking in case it's stolen. Unless the vehicle is opened and started with the designated access code/key/card, or bypassed with a successful Electronics check (DC 35), this system immediately broadcasts its location out to a range of 20 miles. On Earth, the signal is picked up by satellite and broadcast globally. This signal continues until the system is found and disabled. Finding the tracer security system requires 3 hours and a successful Mechanics check (DC 30). Disabling the tracer security system requires 1 additional hour and a second successful Mechanics check (DC 30). *Cost:* 2 RP.

TABLE 4.5: SELF DESTRUCT BLAST DAMAGE

VEHICLE SIZE	DAMAGE	BLAST INCREMENT
Fine	1	None (damage applied only to person holding the vehicle, if applicable)
Diminutive	2	None (same square only)
Tiny	1d4	5 ft.
Small	2d4	5 ft.
Medium	4d4	5 ft.
Large	4d6	10 ft.
Huge	4d8	10 ft.
Gargantuan	4d10	10 ft.
Colossal	4d12	15 ft.
Galaxy-1	4d20	100 ft.
Galaxy-2	4d20+25	500 ft.
Galaxy-3	4d20+50	1,000 ft.
Galaxy-4	4d20+75	2,000 ft.
Galaxy-5	4d20+100	1 mile

Tractor Beam (TRB): This modification may only be installed on a space vehicle of Colossal size or larger. A vehicle with this modification has the ability to “catch” another ship in mid-flight.

The pilot or any occupant may activate the tractor beam as a half action, designating any 1 ship within 50,000 ft. as the target, making a ranged touch attack and adding the tractor beam’s base signal power rating of +4. This attack check is opposed by the target ship pilot’s vehicle skill. The larger of the two vehicles gains a +4 circumstance bonus with this opposed check per size category of size difference between the vehicles. If the ranged attack is successful, the target vessel is captured and may be dragged by the vehicle possessing the tractor beam, which thereafter suffers the vehicle skill check penalties for dragging a connected vehicle until the target vehicle escapes or is released (*see page 155 for more about connected vehicles*).

A captured vessel’s pilot may spend 1 half action to make another vehicle skill check opposed by the tractor beam operator’s original ranged touch attack result once per round during a vehicular scene or once per minute otherwise.

Cost: 4 RP, +2 RP per additional 50,000 ft. range and +2 signal power rating (to a maximum range of 250,000 ft. and a maximum signal power rating of +10).

Transportation System (TRS): A vehicle with this modification features a system of immediate transport to the surface of a world it currently orbits. Activating the transportation system requires 1 half action, at which point the activating character must designate an approved location or signal as the destination, as well as up to 3 adjacent characters to be transported with him. At the start of the activating character’s initiative count during the following round, the designated characters arrive at the destination.

Approved locations are typically immobile platforms (such as transportation ring circles), while a signal must possess a power rating of at least +9 to function as a transportation receiver. The GM must approve all uses of a transportation system.

For additional Goa’uld transportation ring rules, see the *Stargate SG-1* core rulebook, page 419.

Cost: 4 RP. The Asgard possess a transportation system that requires no destination signal or location, and which may transport any number of characters over obscene distances. This modification is standard on some Asgard vessels, but may not be requisitioned with resource points.

Turret (TRT): A vehicle with this modification features a weapon turret that can target any bearing (*see page 126 for more information about vehicular weapon bearings*). When requisitioned, the character designates the turret as a top-mounted or belly-mounted turret and 1 weapon to be housed within. Both turret models allow the housed weapon to fire in any of the four horizontal bearings (forward, left, right, and to the rear), as well as either up or down, based on the turret’s placement. **Cost:** 3 RP, +2 per additional turret.

Weapon Cradle (WPC): This modification may only be installed on a vehicle of Medium size or smaller. A vehicle with this modification features a weapon cradle that can house a modified firearm (most small vehicles are unable to



mount vehicular ordnance, making this a reasonable alternative). Up to 2 weapon cradles may be installed on any vehicle of the appropriate size. Each weapon cradle allows the vehicle to carry 1 weapon, as follows.

VEHICLE SIZE	MOUNTABLE FIREARMS
Fine	Backup pistol (ammunition capacity 1)
Diminutive	Backup pistol
Tiny	Backup or pocket pistol
Small	Handgun or bolt action rifle
Medium	Handgun, SMG, rifle, or shotgun

When a weapon cradle is installed, it’s assumed that the mounted firearm is an integral part of the vehicle and may not be detached. Optionally, the designer may designate that the mounted firearm may be removed and used normally (commonly by unlocking several clamps, a process that requires 1 half action).

Cost: 2 RP per cradle, +1 RP for detachable weapon + weapon cost.

Whisper Mode (WSM): This modification may only be installed on a non-space vehicle. A vehicle with this modification is specially modified to run silently. Activating whisper mode requires 1 half action, after which the vehicle’s Defense is reduced by 2 and its speed and cruising MPH are each reduced to ½ standard (rounded up). This modification greatly reduces the vehicle’s noise emissions, however, granting the pilot a +15 gear bonus with Hide checks opposing Listen checks made to locate the vehicle. **Cost:** 4 RP.

VEHICULAR ORDNANCE

Especially in a universe populated by such aggressive alien species as the Goa'uld, the SGC and other forces often find it necessary to mount heavy weapons on their vehicles.

Requirements: Each weapon fills a number of vehicle option slots. When a weapon requires more options slots than are currently free on the vehicle, it may not be installed. Further, each weapon may only be installed on a vehicle of the listed minimum size.

Cost: During the Gearing Up phase, a character may use resource points to add ordnance to vehicle he already possesses, or one that he's just requisitioned (including a vehicle gained from rank and as part of the character's personal belongings). The cost of each weapon is included in its description and on Table 4.20: Master Vehicle Guide (see page 160).

A character may also install a weapon in the field with the Mechanics skill (see page 96).

Unlike vehicular qualities and masterwork modifications, the cost of ordnance does *not* change based on the number of previous weapons installed in the same vehicle.

The cost of each installed weapon is added to the vehicle's total RP cost. If a character pays this cost with his custom ride resource points, the SGC replaces the vehicle with all successfully installed weapons when it's lost or destroyed. If the cost is paid from the character's operation gear budget, the SGC does not replace the vehicle.

Automated Ordnance: A vehicular weapon is assumed to be manually operated unless the character decides otherwise. Alternately, the character may upgrade the vehicle with an automated attack system, which can fire the vehicle's weapons according to a set target priority program (see page 118 for more about the automated attack system quality).

Bearing: Ordnance is assumed to be pointing toward the vehicle's front unless the character decides otherwise. Alternately, at the time of installation, the character may choose to place a weapon on one of the vehicle's sides or its rear, at no extra cost. A weapon's bearing determines its target options and the modifiers applied when making attacks against them, if any.

A vehicular weapon may fire at any target within its range and visible in the direction toward which it's pointed without penalty. Due to the many shifts and curves a vehicle makes during each round during movement, the weapon may also be used to fire on any target within its range and visible from an adjacent side as well, though these attacks suffer a -4 circumstance penalty.

Example: A front-bearing weapon may be used to fire forward with no penalty or to the right or left with a -4 penalty.

A vehicular weapon may never be used to attack targets from the vehicle's opposite side.

At an additional cost, a vehicular weapon may be installed into a top-mounted or belly-mounted turret, allowing it to be fired in any direction without penalty (see page 125 for more about the turret modification).

Concealed Ordnance: A vehicular weapon is assumed to be apparent to anyone observing the vehicle unless the character decides otherwise. Alternately, at the time of installation, the weapon may be housed within a concealed weapon port (see page 122 for more information about this modification).

Fire Modes: A vehicular weapon is further defined by its fire mode – the rate at which it may be fired. All ordnance shares the same three basic fire types as firearms (see the *Stargate SG-1 core rulebook*, page 331), but many special rules apply as well, representing the difficulty of using vehicular ordnance effectively. All rules for firearms attack modes apply here as well, unless otherwise directed by the information provided in each ordnance description (see page 129).

Linked Ordnance: A vehicular weapon is assumed to be unconnected to all other weapons installed on the vehicle unless the character decides otherwise. Alternately, the character may link one or more weapons together into a powerful battery of firepower (see page 124 for more information about the linked ordnance modification).

Damaging Ordnance: Vehicular ordnance is subject to all rules for damaging standard weapons (see the *Stargate SG-1 core rulebook*, pages 295-297). For ordnance hardness, damage thresholds, and Break DCs, see Table 4.6: Vehicular Ordnance Durability on the opposite page.

Codes: Ordnance is not identified by code, nor does any vehicular weapon require that a character possess skill ranks in the vehicle's control skill.

Strong Advisory: The weapons in this section are extremely powerful, not only to represent the very real threat of vehicular weapons but in order to facilitate the devastation they're capable of in the real world (i.e. destroying other vehicles, leveling buildings, and the like). Consequently, the GM is strongly advised to exercise his right to shut down requests for these weapons during missions that might be upset by such heavy firepower. The justification for this action is built into the setting and rules – either the SGC refuses the agents' request or the items simply aren't available for the mission at hand.

ORDNANCE QUALITIES

Vehicular ordnance may possess any of the following weapon qualities presented in the *Stargate SG-1 core rulebook*, without modification.

Special Note: The benefits of any ordnance quality flagged with an asterisk – new or old – are lost unless the weapon's user possesses the Tactical Weapon Group Proficiency.

- Armor-Defeating* (AD).
- Armor-Piercing* (AP).
- Awkward (AK).
- Dependable* (DP).
- Fast-Load* (FL).
- Rugged (RG).

Additionally, vehicular ordnance may possess the following new qualities.

Anti-Personnel* (AN): A planetary class vehicular weapon with this quality is designed to be used against unarmored targets, and often characters (galaxy class weapons may not possess this quality). When a character fires a planetary class weapon with this quality at a target with an Intelligence score of 1 or more, or against any personal vehicle driven by a character with an Intelligence score of 1 or more, the attack penalty is only -5 instead of the standard -10. Further, threats may be activated as critical hits per the standard *Stargate SG-1* rules. *Cost:* N/A.

Anti-Vehicle* (AV): A galaxy class vehicular weapon with this quality is designed to be used against planetary class vehicles. When a character fires a galaxy class weapon with this quality at a non-personal vehicle or scenery smaller than Galaxy-1 size (*see page 114*), the attack penalty is only -5 instead of the standard -10. Further, threats may be activated as critical hits per the standard *Stargate SG-1* rules. *Cost:* N/A.

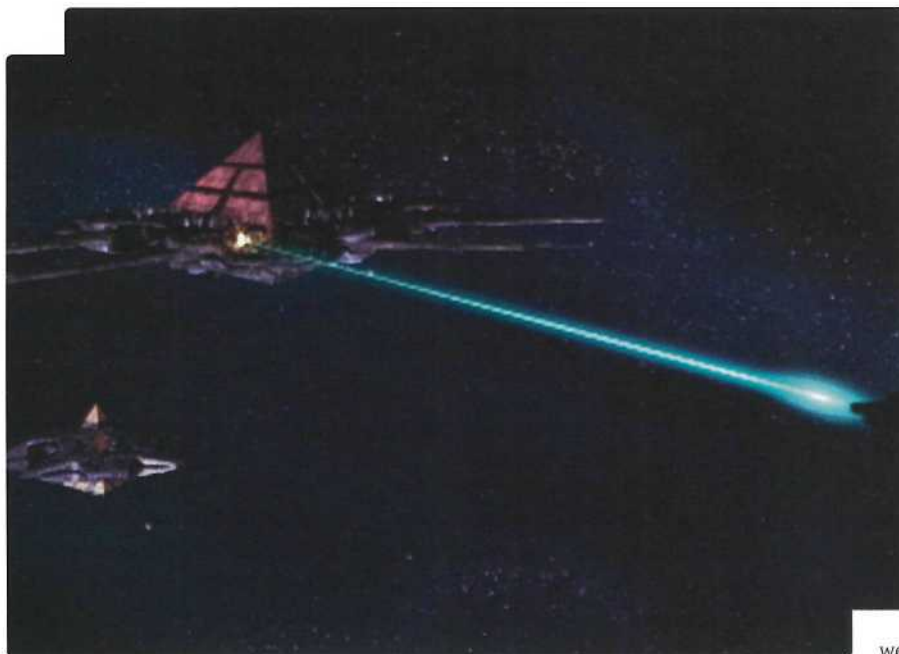
Direct Fire (DF): A vehicular weapon with this quality must be pointed straight at a target and fired like a normal firearm (though generally with a much greater range). All standard *Stargate* combat rules apply when using a direct fire weapon, including range modifiers applied by increment after the first. The character's Dexterity modifier is applied to all direct fire vehicular weapon attack checks. In order to properly use a weapon with this quality, the character must possess the Weapon Proficiency (Tactical) feat; otherwise he suffers a -6 penalty with all attack checks made using the weapon. *Cost:* N/A.

Galaxy Class (GC): A vehicular weapon with this quality is designed for use against galaxy class vehicles, to bombard planets, and for similarly large-scale operations. Its accuracy and lethality varies based on the nature of the target, as follows.

- A character may fire a galaxy class weapon at a vehicle or scenery of Galaxy-1 size or larger without penalty. Additionally, when a character scores a threat under these circumstances, he inflicts the additional damage listed before the slash in parentheses on Table 4.20: Master Vehicle Guide (*see page 160*). If the character activates the threat as a critical hit, he inflicts the additional damage listed in parentheses in addition to the standard effects for a vehicular critical hit (*see page 153*).
- When a character fires a galaxy class vehicular weapon at any non-personal vehicle or scenery smaller than Galaxy-1 size (*see page 114*), he suffers a -10 penalty with his attack check. Further, he may not activate threats as critical hits under either of these circumstances. If the weapon also possesses the anti-vehicle quality, however, its attack check penalty against non-personal vehicles and scenery smaller than Galaxy-1 size is only -5, and threats may be activated as critical hits per the standard *Stargate* combat rules. In either case, when a character scores a threat under these circumstances, he inflicts the additional damage listed after the slash in parentheses on Table 4.20: Master Vehicle Guide (*see page 160*). If the character activates the threat as a critical hit, he inflicts the additional damage listed in parentheses in addition to the standard effects for a vehicular critical hit (*see page 153*).
- When a character fires a galaxy class vehicular weapon at a target with an Intelligence score of 1 or more, or any personal vehicle whose driver has an Intelligence of 1 or more, he suffers a -25 penalty with his attack check. Further, he may not activate threats as critical hits under either of these circumstances. Galaxy class weapons may never possess the anti-personnel quality. *Cost:* N/A.

TABLE 4.6: VEHICULAR ORDNANCE DURABILITY

ORDNANCE CATEGORY	HARDNESS	DAMAGE THRESHOLD	BREAK DC
Bomb Bays (any size)	12	8/15/22/30	N/A
Cannons			
Up to 1,000mm	12	8/15/22/30	N/A
Over 1,000mm	14	9/18/27/35	N/A
Depth Charges (any size)	10	5/10/15/20	30
Guided Missile Launchers			
Light to Heavy	9	5/10/15/20	25
Galaxy class (any size)	11	8/15/22/30	30
Harpoon Guns (any size)	8	5/10/15/20	20
Lasers			
Light to Heavy	5	3/6/9/12	15
Galaxy class (any size)	8	5/10/15/20	20
Mine-Layers			
Light to Super	10	5/10/15/20	25
Galaxy class	12	8/15/22/30	30
Torpedo Tubes (any size)	12	8/15/22/30	N/A
Vehicular Flamethrowers (any size)	9	4/8/12/15	N/A
Vehicular Grenade Launchers (any size)	11	5/10/15/20	15
Vehicular Machineguns (any size)	13	5/10/15/20	12
Vehicular Rocket Launchers	11	5/10/15/20	N/A



Heat-Seeking (HS): A weapon with this quality guides its attacks by thermally tracking heat, which grants a +2 gear bonus with all attack checks made against targets warmer than the backdrop. Unfortunately, this quality also leaves the weapon vulnerable to anti-heat seeking defenses, such as flares (*see page 119*). *Cost:* 1 RP.

Indirect Fire (IF): A vehicular weapon with this quality fires in an arc, usually over enormous distances, requiring precise calculations and careful guidance to hit the target. All indirect fire ordnance *must* be used outdoors (or, with the GM's approval, in a very large enclosed space such as the interior of a Dyson Sphere).

A character using an indirect fire vehicular weapon may fire on a target even if he doesn't possess line of sight to the target. In this case, he must be in contact with a second character with line of sight to the target. This second character is called a *forward observer*, and extends his own line of sight to the agent so long as he remains in contact (via radio, hand signals, etc.).

When attacking a stationary target, the forward observer makes a Spot check with a DC based on the target's size, as follows.

TARGET SIZE	DC
Fine	40
Diminutive	35
Tiny	30
Small	25
Medium	20
Large or bigger	15

With success, the character may make a standard attack check against a Defense of 15 (plus any modifiers for range and other factors). If the attack check succeeds, the vehicular weapon hits the target directly. If either the Spot check or the attack check fails, the attack is subject to grenade-like deviation (*see the Stargate SG-1 core rulebook, page 371*).

When attacking a moving target, the forward observer makes a Spot check opposed by the highest Listen skill amongst all characters within the target's square. If the Spot check is successful, the character may make a standard attack check against the target's Defense. If the attack check succeeds, the vehicular weapon hits the target directly. If either the Spot check or the attack check fails, the attack is subject to grenade-like deviation (*see the Stargate SG-1 core rulebook, page 371*).

Due to the complexities of indirect fire, the character's Wisdom modifier is applied to all indirect fire vehicular weapon attack checks.

In order to properly use a weapon with this quality, the character must possess the Weapon Proficiency (Tactical) feat; otherwise he suffers a -8 penalty with all attack checks made using this weapon.

Cost: N/A.

Infrared-Guided (IG): A weapon with this quality guides its attacks by visually tracking heat, which grants a +2 gear bonus with all attack checks against targets warmer than the backdrop. Unfortunately, this quality also leaves the weapon vulnerable to anti-infrared defenses, such as decoys (*see page 118*). *Cost:* 1 RP.

Planetary Class (PC): A vehicular weapon with this quality is designed for use against planetary class vehicles and atmospheric structures. Its accuracy and lethality varies based on the nature of the target, as follows.

- A character may fire a planetary class weapon at any scenery or non-personal vehicle – up to and including a galaxy class vehicle – without penalty. Additionally, when a character scores a threat under these circumstances, he inflicts the additional damage listed in parentheses on Table 4.20: Master Vehicle Guide (*see page 160*). If the character activates the threat as a critical hit, he inflicts the additional damage listed in parentheses in addition to the standard effects for a vehicular critical hit (*see page 153*).
- When a character fires a planetary class vehicular weapon at a target with an Intelligence score of 1 or more, or any personal vehicle driven by a character with an Intelligence of 1 or more, he suffers a -10 penalty with his attack check. Further, he may not activate threats as critical hits under either of these circumstances. If the weapon also possesses the anti-personnel quality, however, its attack check penalty against non-personal vehicles and scenery smaller than Galaxy-1 size is only -5, and threats may be activated as critical hits per the standard *Stargate* combat rules.
Cost: N/A.

Radar-Guided (RA): A weapon with this quality guides its attacks using radar tracking, which grants a +2 gear bonus with all attack checks made against targets visible to radar. Unfortunately, this quality also leaves the weapon vulnerable to anti-radar defenses, such as chaff (*see page 118*). *Cost:* 1 RP.

Sonar-Guided (SN): A weapon with this quality guides its attacks using sonar tracking, which grants a +2 gear bonus with all attack checks made against targets audible to sonar. Unfortunately, this quality also leaves the weapon vulnerable to anti-sonar defenses, such as stealth designs (*see page 120*). *Cost:* 1 RP.

TV-Guided (TV): A weapon with this quality guides its attacks using optical tracking, which grants a +2 gear bonus with all attack checks made at any range within the weapon's line of sight. Unfortunately, this quality also leaves the weapon vulnerable to anti-optics defenses, such as jamming counter-measures (*see page 119*). *Cost:* 1 RP.

ORDNANCE DESCRIPTIONS

Bomb Bays: These converted cargo bays are set with harness or clamping systems housing one or more deadly bomb loads.

Fire Modes: Strafe mode only. A localized bomb bay attack may strafe up to 4 targets, a standard bomb bay attack may strafe up to 6 targets, and a tactical bomb bay attack may strafe up to 8 targets. Each strafe volley uses up only 1 shot and the character may skip up to 40 ft. between each targeted square without penalty.

When dropping a bomb, the character applies his Wisdom modifier to the attack check instead of his Dexterity modifier. Each failed attack is subject to grenade-like deviation (*see the Stargate SG-1 core rulebook, page 371*), except that the bomb deviates by $3 \times$ the standard number of squares. When an attack with a mine-laying bomb load misses, the entire mine field deviates as one clump of explosives. The GM places the field, which must be situated to include that the new target square.

Cannons: These enormous artillery pieces are measured by their bore size and typically mounted on tanks, battleships, and the like. In *Stargate SG-1*, they may also be mounted on spacecraft. *Fire Modes:* Single-shot mode only. Attacking with a cannon requires 2 half actions which need not be consecutive (thus, a pilot may use the weapon, though usually over 2 or more rounds).

Depth Charge Bays: These modified cargo areas house deep water explosives which are launched or drop-fed to attack deeper vessels. *Fire Modes:* Single-shot mode only. Attacking with a depth charge requires 2 half actions which need not be consecutive (thus, a pilot may use the weapon, though usually over 2 or more rounds).

When launching a depth charge, the character applies his Wisdom modifier to the attack check instead of his Dexterity modifier. Each failed attack is subject to standard grenade-like deviation (*see the Stargate SG-1 core rulebook, page 371*). The attack is resolved during the round after the depth charge is dropped, on the attacker's initiative count.

A depth charge launched from the side of a ship is only effective to 5 range increments horizontally, but it may alternately be sunk to attack opponents at any depth (the depth of a target isn't taken into consideration for the attack, only the target's horizontal position – if the depth charge is placed at the right horizontal position, it's assumed that it sinks to the correct depth to strike the target).

Guided Missile Launchers: These "smart fire" airborne projectiles are directed by one of five methods corresponding to the type of launcher requisitioned – heat-seeking, infrared-guided, radar-guided, TV-guided, or wire. In the first four cases, the weapon gains the ordnance quality corresponding with this choice (*see the previous two pages for more about these qualities*).



Further, guided missile launchers possess both the direct fire (DF) and indirect fire (IF) qualities – the character chooses which firing method he wishes to use when he makes an attack with the weapon.

Fire Modes: Single-shot mode only. Attacking with a guided missile launcher requires 2 half actions which need not be consecutive (thus, a pilot may use the weapon, though usually over 2 or more rounds).

Harpoon Guns: These simple projectile launchers are typically used for whale hunting, sea-borne boarding actions, and similar activities.

Fire Modes: Single-shot mode only. Reloading a harpoon gun requires 5 full actions.

When a vehicle features 1 or more harpoon guns, its pilot gains a +1 gear bonus for each character on board who declares he's firing one of the weapons during Step 1 of a vehicular scene (*see page 143*), to a maximum bonus equal to the number of harpoon guns on board. Each character who fires a harpoon gun during Step 1 forfeits 1 half action he would typically receive during Step 6.

When a character scores a threat with a harpoon gun, the harpoon becomes embedded into the target, allowing the largest of the two vehicles or characters involved to drag the other (*see Connected Vehicles, page 155*).

Lasers: These next-generation weapons take vehicular combat to the stars.

Fire Modes: Single-shot, burst, or strafe mode.

Mine-Layers: These weapons drop mines onto the ground, into water, or into space, as dictated by the ammunition chosen (*see page 133*).

Fire Modes: Special. Laying a mine field requires 10 minutes (60 rounds) and consumes the weapon's entire ammunition load. The character chooses a 100-ft. × 100-ft. area (for a ground or water field), or a 10-mile × 10-mile area (for a space field) and makes a standard attack check (the GM may wish to make this roll instead so the player doesn't know how well-saturated the area is after he's done).

Thereafter, when a vehicle moves through the designated area, its pilot must make an appropriate vehicle skill check opposed by the character's attack check result. With success, the pilot makes it through the field without incident. With failure, the vehicle sets off 1 mine and suffers the weapon's listed damage. With a critical failure, the vehicle sets off 1d3+1 mines and suffers the weapon's listed damage for each.

Once 3 mines (or sets of mines) are set off, a field is exhausted. Thereafter, pilots may pass through the area without having to make a vehicle skill check.

A character may *not* choose to spread mines over the same area two or more times to increase the field's density.

Torpedo Tubes: These launchers fire submersible missiles at craft below the water line.

Fire Modes: Single-shot mode only. Attacking with a torpedo tube requires 2 half actions which need not be consecutive (thus, a pilot may use the weapon, though usually over 2 or more rounds).

When launching a torpedo, the character applies his Wisdom modifier to the attack check instead of his Dexterity modifier. Each failed attack is subject to standard grenade-like deviation (*see the Stargate SG-1 core rulebook, page 371*). The attack is resolved during the round after the torpedo is fired, on the attacker's initiative count.

Vehicular Flamethrowers: Only slightly more powerful than their man-portable counterparts, these weapons are most helpful during guerrilla attacks.

Fire Modes: Single-shot or strafe mode only. Vehicular flamethrowers are subject to all standard flamethrower rules (*see the Stargate SG-1 core rulebook, page 338*). Any character, vehicle, building, or object that suffers 1 or more points of damage from a vehicular flamethrower attack – after hardness and damage reduction are applied – catches fire (*see the Stargate SG-1 core rulebook, page 432*).

Vehicular Grenade Launchers: These vehicular advancements possess far greater range than man-portable

models and are generally used against lightly armored vehicles and dismounted troops. Vehicular grenade launchers possess both the direct fire (DF) and indirect fire (IF) qualities – the character chooses which firing method he wishes to use when he makes an attack with the weapon.

Fire Modes: Single-shot or strafe mode only. Each strafe volley uses up only 2 shots.

Vehicular Machineguns: Like their man-portable counterparts, these weapons are defined by their caliber. Light 7.62mm vehicular machine guns are used primarily to engage thin-skinned vehicles and lightly armored, dismounted personnel, while heavier models are used against other vehicles and "vulnerable" scenery.

Fire Modes: Burst or strafe mode only.

Vehicular Rocket Launchers: These weapons enjoy increased range and punch over their smaller man portable counterparts, but remain at the lower end of the vehicular ordnance spectrum.

Fire Modes: Single-shot, burst, or strafe mode only. Each autofire or burst attack uses up only 2 shots.

VEHICULAR ORDNANCE AMMUNITION

Vehicular weapons are requisitioned empty, and unless otherwise stated, all ammunition – including the first load – must be requisitioned separately. This section describes all types of vehicular ordnance ammunition commonly found in the *Stargate SG-1* setting.

Categories: Vehicular ordnance ammunition is divided into eleven categories: bombs, cannon shells, depth charges, flamethrower fuel canisters, grenades, guided missiles, laser power crystals, machinegun bullets, mines, rockets, and torpedoes.

Ammunition Size: No vehicular weapon may fire more than one ammunition type and size, and a vehicular weapon's bore size, missile size, etc. must be chosen when the weapon is requisitioned.

Mixing Ammunition: Unless otherwise specified, a character may never mix ammunition within one load.

VEHICULAR ORDNANCE AMMUNITION DESCRIPTIONS

This section contains special rules for many ordnance ammunition types. All ammunition entries are presented here and on Table 4.20: Master Vehicle Guide in alphabetical order, by category.

BOMBS

Bomb bays may be loaded with the following ammunition types only.

Fragmentation: Each bomb in this load fills a target area with lethal metal fragments. When a character uses a bay loaded with fragmentation bombs, his attacks gain a blast increment of 5 ft. and their threat ranges are increased by 1.

Fuel-Air: Each bomb in this load spreads large amounts of flammable and explosive chemicals across a great area. When a character uses a bay loaded with incendiary bombs, his attacks gain a blast increment of 10 ft. Due to the explosive consumption of oxygen in their blast area, fuel-air bombs do *not* start fires like cluster bombs and incendiaries.

High-Explosive: Each bomb in this load explodes on impact. When a character uses a bay loaded with high-explosive bombs, his attacks gain a blast increment of 10 ft.

High-Explosive Anti-Tank: Each bomb in this load is tipped with a shaped charge to penetrate heavy armor.

When a character uses a bay loaded with high-explosive anti-tank bombs, his attacks gain the armor-defeating quality (*see the Stargate SG-1 core rulebook, page 324*). Further, if the character scores a threat with his attack, he must spend 1 less action die to activate the threat as a critical.

Incendiary: Each bomb in this load is filled with a napalm-like mixture that splashes out across a wide area upon impact. When a character uses a bay loaded with incendiary bombs, his attacks gain a blast increment of 5 ft. Further, any character, vehicle, building, or object that suffers 1 or more points of damage from an incendiary attack – after hardness and damage reduction are applied – catches fire (*see the Stargate SG-1 core rulebook, page 432*).

Iron: Each bomb in this load is akin to the classic “Fat Man” and “Little Boy”-style bombs used at the end of World War II. When a character uses a bay loaded with iron bombs, his attacks gain a damage value and blast increment determined by each bomb’s weight (*see Table 4.20: Master Vehicle Guide, page 160*).

Mine-Dropping: Each bomb in this load spreads large numbers of anti-personnel mines across a great area. When a character successfully uses a bay loaded with mine-dropping bombs, all rules for using a mine-layer apply (*see previous page*), except that the resulting mine field is 50-ft. × 50-ft. (when using a localized bay), 100-ft. × 100-ft. (when using a standard bay), or 200-ft. × 200-ft. (when using a tactical bay). When triggered, each mine inflicts damage as determined by the bomb’s type (*see Table 4.20: Master Vehicle Guide, page 160*).

Naquadah: Each bomb in this load is powered by the same incredible fuel source as the Stargate network. When a character uses a bay loaded with naquadah bombs, his error ranges are increased by 4 and his attacks gain a damage value and blast increment determined by each bomb’s weight (*see Table 4.20: Master Vehicle Guide, page 160*).



Naquadria: Each bomb in this load is powered by naquadah’s highly unstable yet exceedingly powerful relative mineral. When a character uses a bay loaded with naquadria bombs, his error ranges are increased by 8 and his attacks gain a damage value and blast increment determined by each bomb’s weight (*see Table 4.20: Master Vehicle Guide, page 160*).

Precision: Each bomb in this load features a self-correcting guidance system. When a character uses a bay loaded with precision bombs, his threat ranges are increased by 1, his error ranges are decreased by 1, and his attacks gain a damage value and blast increment determined by each bomb’s weight (*see Table 4.20: Master Vehicle Guide, page 160*).

CANNON SHELLS

Cannons may be loaded with the following ammunition types only.

Armor-Piercing (AP): When a character uses a cannon loaded with armor-piercing shells, his attacks gain the armor-piercing quality (*see the Stargate SG-1 core rulebook, page 324*).

Beehive: This cannon shell bursts into a cloud of smaller projectiles near the target, shredding everything in its path. When a character uses a cannon loaded with beehive shells, his attacks gain the anti-personnel ordnance quality (*see page 127*) and a blast increment of 10 ft.

Discarding Sabot (DS): This cannon shell utilizes a super-dense penetrator accelerated to high speeds by use of a sabot (an inertia-absorbing shell that falls away after the round is fired). When a character uses a cannon loaded with discarding sabot shells, his attacks gain the armor-defeating quality (*see the Stargate SG-1 core rulebook, page 324*). Further, his range increment is increased by 50 ft.

Fin-Stabilized (FS): This cannon shell features fins to improve its accuracy. When a character uses a cannon loaded with fin-stabilized shells, he gains a +1 gear bonus with his attack checks.

High-Explosive (HE): This cannon shell explodes on impact. When a character uses a cannon loaded with high-explosive shells, his attacks gain a blast increment of 10 ft.

High-Explosive Anti-Tank (HEAT): This cannon shell is tipped with a shaped charge to penetrate heavy armor. When a character uses a cannon loaded with high-explosive anti-tank shells, his attacks gain the armor-defeating quality (*see the Stargate SG-1 core rulebook, page 324*). Further, if the character scores a threat with his attack, he must spend 1 less action die to activate the threat as a critical.

White Phosphorus (WP): This cannon shell sends out a high-temperature chemical shower on impact. White phosphorous burns extremely hot and bright, and has a gruesome tendency to cling to human flesh – it must be shaved off the bodies of those who survive the initial blast. When a character uses a cannon loaded with white phosphorus shells, his attack gains a blast increment of 5 ft. Further, the target suffers only $\frac{1}{2}$ the cannon's listed damage when hit (rounded down), but he must also make a successful Fortitude save (DC 15) or become blinded for 1d6 rounds by the substance's searing brightness. At the start of each round thereafter, the target suffers another $\frac{1}{2}$ the cannon's listed damage (rounded down). This process continues for 20 rounds or until the character or someone else makes a successful First Aid check (DC 18). This skill check requires 2 full actions to perform. Vehicles and scenery are automatically set on fire by white phosphorous (*see the Stargate SG-1 core rulebook, page 432*).



DEPTH CHARGES

Depth charge bays may be loaded with only one ammunition type, which possesses a blast increment of 20 ft. underwater or 10 ft. in air or on the surface.

FLAMETHROWER FUEL CANISTERS

Vehicular flamethrowers may be loaded with only one ammunition type, as listed on Table 4.20: Master Vehicle Guide (*see page 160*).

GRENADES

Vehicular grenade launchers may be loaded with the following ammunition types only.

Concussion: This grenade explodes with blunt force that's brutally effective – and yet not often lethal – against

personnel. When a character uses a launcher loaded with concussion grenades, his attacks inflict subdual damage and gain a blast increment of 10 ft.

Fragmentation: This grenade fills the target area with lethal metal fragments. When a character uses a launcher loaded with fragmentation grenades, his attacks gain a blast increment of 5 ft. and their threat ranges are increased by 1.

Incendiary: This grenade is filled with a napalm-like mixture that splashes out across a wide area upon impact. When a character uses a launcher loaded with incendiary grenades, his attacks gain a blast increment of 5 ft. Further, any character, vehicle, building, or object that suffers 1 or more points of damage from an incendiary attack – after hardness and damage reduction are applied – catches fire (*see the Stargate SG-1 core rulebook, page 432*).

White Phosphorus (WP):

This grenade sends out a high-temperature chemical shower on impact. White phosphorous burns extremely hot and bright, and has a gruesome tendency to cling to human flesh – it must be shaved off the bodies of those who survive the initial blast. When a character uses a launcher loaded with white phosphorus grenades, his attack gains a blast increment of 5 ft. Further, the target suffers only $\frac{1}{2}$ the cannon's listed damage when hit (rounded down), but he must also make a successful Fortitude save (DC 15) or become blinded for 1d6 rounds by the substance's searing

brightness. At the start of each round thereafter, the target suffers another $\frac{1}{2}$ the cannon's listed damage (rounded down). This process continues for 20 rounds or until the character or someone else makes a successful First Aid check (DC 18). This skill check requires 2 full actions to perform. Vehicles and scenery are automatically set on fire by white phosphorous (*see the Stargate SG-1 core rulebook, page 432*).

GUIDED MISSILES

Guided missile launchers may be loaded with the following ammunition types only.

Fragmentation: This missile fills the target area with lethal metal fragments. When a character uses a launcher loaded with fragmentation missiles, his attacks gain a blast increment of 5 ft. and their threat ranges are increased by 1.

High-Explosive (HE): This missile explodes on impact. When a character uses a launcher loaded with high-explosive missiles, his attacks gain a blast increment of 10 ft.

High-Explosive Anti-Tank (HEAT): This missile is tipped with a shaped charge to penetrate heavy armor. When a character uses a launcher loaded with high-explosive anti-tank missiles, his attacks gain the armor-defeating quality (*see the Stargate SG-1 core rulebook, page 324*). Further, if the character scores a threat with his attack, he must spend 1 less action die to activate the threat as a critical.

Kinetic: This missile travels at an extremely high speed, making it more difficult to dodge its attacks and helping the projectile to pierce the target more cleanly. When a character uses a launcher loaded with kinetic missiles, he gains a +1 gear bonus with his attack checks.

HARPOONS

Harpoons may be loaded with only one ammunition type, which has no cost. The character is simply assumed to have as much ammunition as he needs unless space restrictions or the GM dictate otherwise.

LASER POWER CRYSTALS

Lasers may be loaded with the following ammunition types only.

Flawed: This crystal reduces the weapon's ammunition capacity to $\frac{1}{2}$ standard (rounded down).

Standard: This crystal applies no modifiers to the weapon.

Flawless: This crystal increases the weapon's ammunition capacity to $2 \times$ standard.

MACHINEGUN BULLETS

Vehicular machineguns may be loaded with any standard bullet type (*see the Stargate SG-1 core rulebook, page 337*), or the following additional type.

Depleted Uranium (DU): These bullets are made from an extremely dense lead isotope that provides exceptional killing power against vehicles. When a character uses a machinegun loaded with depleted uranium bullets, his attacks gain the armor-defeating quality (*see the Stargate SG-1 core rulebook, page 324*). Further, the character's threat ranges are increased by 1. Finally, any character, vehicle, building, or object that suffers 1 or more points of damage from a depleted uranium attack – after hardness and damage reduction are applied – catches fire (*see the Stargate SG-1 core rulebook, page 432*).

MINES

Mine-layers may be loaded with the following ammunition types only.

Anti-Vehicle: This mine is used as part of a ground field (*see page 130*), exploding when a ground vehicle passes over it, inflicting damage to the target's typically weak underbelly.

Floating: This mine is used as part of a space or water field (*see page 130*). In the latter case, it may be deployed at depths to threaten submarines (per the standard mine-laying rules) or the like.

ROCKETS

Rocket launchers may be loaded with the following ammunition types only.

Fragmentation: This rocket fills the target area with lethal metal fragments. When a character uses a launcher loaded with fragmentation rockets, his attacks gain a blast increment of 5 ft. and their threat ranges are increased by 1.

High-Explosive (HE): This rocket explodes on impact. When a character uses a launcher loaded with high-explosive rockets, his attacks gain a blast increment of 10 ft.

High-Explosive Anti-Tank (HEAT): This rocket is tipped with a shaped charge to penetrate heavy armor. When a character uses a launcher loaded with high-explosive anti-tank rockets, his attacks gain the armor-defeating quality (*see the Stargate SG-1 core rulebook, page 324*). Further, if the character scores a threat with his attack, he must spend 1 less action die to activate the threat as a critical.

Kinetic: This rocket travels at an extremely high speed, making it more difficult to dodge its attacks and helping the projectile to pierce the target more cleanly. When a character uses a launcher loaded with kinetic rockets, he gains a +1 gear bonus with his attack checks.

TORPEDOES

A torpedo tube may only be loaded with one ammunition type, based on its size (mini, light, or heavy), as follows.

Mini: This torpedo possesses a blast increment of 20 ft. underwater or 10 ft. in air or on the surface.

Light: This torpedo possesses a blast increment of 30 ft. underwater or 15 ft. in air or on the surface.

Heavy: This torpedo possesses a blast increment of 40 ft. underwater or 20 ft. in air or on the surface.



VEHICLE DESCRIPTIONS

This section contains special rules for many vehicles (some have no special rules beyond their Master Vehicle Guide table entries and the general rules for their vehicle type). Unless otherwise stated, all qualities, modifications, and ordnance described within each vehicle entry is merely a recommendation, and must be requisitioned – and paid for – separately of the vehicle.

All vehicles entries are presented here in alphabetical order for ease of reference, while Table 4.20: Master Vehicle Guide collects them by category.

Asgard Chariot: This vehicle is unique in that it requires no crew – powered by four neutrino ion generators and an advanced computer interface, the entire ship may be controlled by one Asgard. Each chariot features reinforced shield systems and powerful weapon batteries, making them more than a match for most Goa'uld galaxy class cruisers. Asgard chariots are extremely fast and capable of crossing the galaxy in very little time. The war with the Replicators has drastically reduced the number of available chariots, however, making them a rarity within the universe for a good time thereafter.

Asgard Mother Ship: One of the most powerful and destructive vehicles in the known universe, this is the pinnacle of Asgard spacecraft design. Immense and capable of bringing awesome ordnance to bear, this ship is nonetheless exceedingly fast, capable of advanced faster-than-light (FTL) travel outside combat. Known advancements include transporters capable of plucking targets from a nearby planet's surface without special gear or a target signal and holographic emitters with extraordinary range. The mother ship most commonly encountered by the SGC is the *Biliskner*.

Booster Pod: Similar to a jet pack, this item is strapped to a character's back, providing him with propulsion when venturing into space with only a suit.

Camel: Camels may not be trained to attack, but may attack on their own if provoked (per the GM's discretion).



Animal Statistics: CR 1. SZ: L; Spd 40 ft.; Def: 13; v/wp: 15/15; Init: +0; Atk: Hoof/kick +1 (dmg 1d6+3 subdual); Face: 1 square; Reach 1 square; SA None; SQ None; SV Fort +6, Ref +2, Will +4; Str 14, Dex 10, Con 17, Int 2, Wis 12, Cha 6; Skills: Listen +3, Spot +3.

Drone, Dragonfly: This "micro-drone" is only 2 to 3 inches long, able to drift on the breeze or maneuver with slight movements of its plastic wings. It's almost impossible to notice at a distance of more than 10 ft., gaining a +20 gear bonus with Hide checks made when not in motion, but it's also fragile and easily jammed.

Drone, Eel: This drone is frequently used for underwater recon and to deliver modest explosive loads (up to 5 lbs.). Any such explosive load must be requisitioned separately.

Drone, Explosive Ordnance Disposal (EOD): This heavy tracked drone is used to approach and disable powerful explosives from a distance. It's equipped with a set of waldos to manipulate the explosives and may be requisitioned with the weapon cradle modification at no extra cost (see page 125).

Drone, Hover Pod: Using ducted air and internal fans to float, this two- to three-foot disc or globe is large enough to mount a single rifle, SMG, or shotgun, or a pair of handguns.

Drone, Mini-Chopper: This rotor-wing platform is designed to port up to 10 lbs. of gear, typically surveillance equipment and explosives.

Drone, Mobile Analytic Laboratory Probe (MALP): The MALP is the first SGC team member to explore most planets. Controlled by remote, this wheeled vehicle is sent through the Stargate to scout the area ahead, make sure the gate isn't buried or covered, and confirm it's safe for a team to follow. The MALP is equipped and programmed to collect minor data concerning a target world's atmosphere, temperature, known toxins, and like information, and send it back via radio signal to Earth. MALPs are not built to enter combat, though they are occasionally improved with a weapon cradle (the cost of which is paid separately from the drone). For more information about MALP drones, see the *Stargate SG-1* core rulebook, page 343.

Drone, Mobile Attack Turret (MAT): The SGC's MAT drone is essentially a FRED unit outfitted with larger engine capacity and a rotating weapon turret. The operator pilots the turret along the vehicle using a simplified control stick assembly. The MAT is incapable of movement during any round when its weapon is fired; likewise, its weapon may not be used during a vehicular scene unless the MAT is immobile.

Drone, Ocean Seeker: This fan-driven camera pod is used for undersea exploration by various Earth companies around the world. While somewhat ponderous, this drone is capable of exceptionally deep dives and features a vacuum hose and blowers to clear seabed debris, along with remote operation waldos and superior mapping sonar that grants a +2 gear bonus with all Surveillance checks made underwater.

Drone, Patrol Skimmer: About the size of a 1-man hovercraft, this drone is often armed for use as a mobile security platform.

Drone, Rover: This small, wheeled drone features a video camera, a robotic arm, and a built-in lockpick kit, allowing its operator to use the Open Lock skill remotely without suffering the -4 gear penalty for not possessing the proper kit (*see the Stargate SG-1 core rulebook, page 299*). The character must still contend with the drone penalties to skill checks, however (*see page 115*).

Drone, Scorpion: The result of an attempt by the Russians to “domesticate” Replicators, this 5-inch long device resembles a robotic scorpion, skittering about on a set of sharp miniature legs. The scorpion’s stinger is in fact a hypodermic needle that may administer 1 one dose of any disease or poison the character loads into the drone. This disease or poison must be requisitioned separately from the drone. This drone does *not* share in the Replicators’ ability to reproduce itself.

Drone, Unmanned Airborne Vehicle (UAV): The SGC relies upon this airborne drone to scout the surrounding terrain and settlements out to miles in any direction from the gate. Quick, agile, and small, the UAV can cover ground much more quickly than any other option typically available to the SGC. Heavy ground vegetation and other obstructions can render a UAV next to useless, however. For more information about UAV drones, see the *Stargate SG-1 core rulebook, page 343*.

Elephant: When trained to attack, an elephant may be directed to trample up to 4 opponents of Large size or smaller within the elephant’s standard move, charge, or run range (as appropriate to the situation). This requires the character to perform 1 full round attack action. The rider makes a separate attack roll against each target with his Handle Animal skill (applying his Charisma modifier). With each successful hit, the elephant inflicts 2d8+15 normal damage.

Animal Statistics: CR 8. SZ: H; Spd: 40 ft.; Def: 11; v/wp: 60/22; Init: +0; Atk: body/slam +12 (dmg 2d6+10 normal, error 1, threat 20), tusk/gore +12 (dmg 2d8+15 normal, error 1, threat 20); Face: 1 square; Reach: 1 square; SA: trample (see above); SQ: hardness 1/-; SV Fort +8, Ref +2, Will +4; Str 30, Dex 10, Con 24, Int 2, Wis 12, Cha 6; Skills: Listen +6, Spot +6.

Field Remote Expeditionary Device (FRED): This self-propelled cargo transport unit is primarily used to move supplies across rough terrain. For more information, see the *Stargate SG-1 core rulebook, page 343*.

Goa’uld Al-kesh Bomber: This mid-range Goa’uld bomber is the largest of the System Lords’ assault craft, capable of carrying a devastating array of weapons and featuring a powerful cloaking device that reliably shields the vehicle from proximity sensors (*see page 120*). Equipped with a ring transportation system for rapid Jaffa assault and typically armed with naquadah bomb bays, laser turrets, and squadrons of death gliders, the al-kesh is one of the most formidable opponents faced by the SGC.

Goa’uld Death Glider: The most commonly encountered Goa’uld vehicle, this two-seat attack craft is a versatile combatant both in space and within an atmosphere. Death gliders are held aloft by ion jets, allowing them to hover and land, though they are too small to power a hyperspace window generator and therefore cannot

DOMINION POINT COSTS FOR GOA’ULD VESSELS

The *System Lords* sourcebook contains rules for building a Goa’uld empire, using Dominion Points to allocate various resources. The following table details Dominion Point costs for Goa’uld vessels. Each cost includes a full complement of crew and basic resources (fuel, ammunition, etc.). Ships are generally considered Offensive Military holdings (*see System Lords, page 169*), and follow the same parameters as those holding types – with the exception of cost, noted on the table below:

Ship Type	Dominion Point Cost
Teltac transport ship	1
20 death gliders (either type)*	4
Pyramid cruiser	5
Al-kesh bomber	5
Ha’tak mother ship	25
Super pyramid mother ship	35

*Death gliders are purchased in flight wings of 20. Each wing *must* be linked to another offensive military holding – either a fixed holding, a pyramid cruiser, a ha’tak, or a super pyramid mother ship. They receive no reduction in DP cost for this.

attain interstellar flight on their own. Typically armed with twin energy weapons, death gliders are known to bombard cover to root out enemy troops and to tear apart local scenery until there’s nowhere to hide. Two generations of death glider trouble SGC teams. The classic model is larger, less agile, and though better armored, a less efficient killing machine.

Goa’uld, Ha’tak Mother Ship: The dreaded Goa’uld mother ship has the most destructive complement of weaponry, the largest transport area, and the greatest resources of any within the System Lords’ arsenal. Each ha’tak consists of two parts – a pyramid landing ship and a super-structure base station. The former can detach and descend to a planet’s surface, often to link up with a landing platform resembling Earth’s Great Pyramids. On its own, the pyramid is capable of travelling 10 times the speed of light, while the base station’s power source and hyper-drive propel it or both halves *much* faster. Ha’taks used as System Lord strongholds are known to carry Stargates and sarcophagi on board.

Goa’uld Teltac Transport Ship: This slow-moving cargo ship is ill-suited for interstellar travel, and is instead limited primarily to short hops within friendly territory. The teltac’s true advantage is versatility – with lots of adaptable space on board, the vehicle can accept up to dozens of improvements, and can even be equipped as a rudimentary warship when required. The Tok’ra use teltac ships as high-speed scouts. The Goa’uld use them to haul cargo, including slaves and unrefined naquadah. System Lords use them for infiltration and diversionary tactics. With the proper engineer, a teltac can do it all.

Most teltacs feature low-intensity cloaking devices, limited shielding, transportation rings, escape pods, and airlocks (a rarity in Goa’uld spacecraft design).



Goa'uld Super Pyramid Mother Ship: While the ha'tak mother ship is the backbone of the System Lords' interstellar warship fleets, the need sometimes arises for a vessel of truly magnificent size and power. This vessel answers that call, dwarfing all other Goa'uld craft in both scale and combat prowess. Unlike the ha'tak, this vessel cannot separate from its super-structure, and therefore cannot land.

Hang Glider: This vehicle must be launched off a platform – such as a building or cliff – of no less than 100 ft. in height. It can remain airborne for a maximum number of hours equal to the pilot's ranks in the Pilot skill.

Horse, Arabian: When trained to attack, an Arabian horse may be directed to rear up and come down on top of, or kick at, 1 opponent per round. This requires the character to perform 1 half action attack. The rider makes an attack roll against the target with his Handle Animal skill (applying his Charisma modifier). With a successful hit, the horse inflicts 1d6+4 normal damage.

Animal Statistics: CR 2. SZ: L; Spd: 60 ft.; Def: 14; v/wp: 30/12; Init: +5; Atk: hoof/kick +5 (dmg 1d6+4 normal, error 1, threat 20), mouth/bite +5 (dmg 1d4+2 normal, error 1, threat 20); Face: 1 square; Reach: 1 square; SA: None; SQ: None; SV Fort +5, Ref +5, Will +1; Str 16, Dex 18, Con 14, Int 3, Wis 12, Cha 8; Skills: Listen +6, Spot +6, Swim +4.

Horse, Pony: Much smaller than any horse, ponies cannot attack when carrying a rider.

Animal Statistics: CR 1. SZ: M; Spd 35 ft.; Def: 12; v/wp: 10/10; Init: +1; Atk: hoof/kick +1 (dmg 1d3+1 subdual); Face: 1 square; Reach 1 square; SA None; SQ None; SV Fort +2, Ref +2, Will +0; Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4; Skills: Listen +5, Spot +5.

Horse, Racing: Racing horses are bred and trained for speed, and may not be trained to attack.

Animal Statistics: CR 1. SZ: L; Spd 80 ft.; Def: 14; v/wp: 12/10; Init: +3; Atk: None; Face: 1 square; Reach: 1 square; SA None; SQ None; SV Fort +0, Ref +6, Will +1; Str 12, Dex 16, Con 10, Int 2, Wis 12, Cha 8; Skills: Listen +5, Spot +5.

Horse, Riding: When trained to attack, a common domesticated horse may be directed to rear up and come down on top of, or kick at, 1 opponent per round. This requires the character to perform 1 half action attack. The rider makes an attack roll against the target with his Handle Animal skill (applying his Charisma modifier). With a successful hit, the horse inflicts 1d6+2 normal damage.

Animal Statistics: CR 1. SZ: L; Spd 40 ft.; Def: 13; v/wp: 20/12; Init: +2; Atk: hoof/kick +2 (dmg 1d6+2 normal, error 1, threat 20); Face: 1 square; Reach: 1 square; SA None; SQ None; SV Fort +4, Ref +3, Will +1; Str 14, Dex 14, Con 12, Int 2, Wis 12, Cha 6; Skills: Listen +5, Spot +5.

Horse, Unbroken: This horse may not be trained to attack, but it may be *convinced* to do so once per round with a successful Handle Animal check (DC 15). When convinced to attack, an unbroken horse rears up and comes down on top of, or kicks at, 1 opponent. This requires the character to perform 1 half action attack. The rider makes an attack roll against the target with his Handle Animal skill (applying his Charisma modifier). With a successful hit, the horse inflicts 1d6+2 normal damage.

Animal Statistics: CR 1. SZ: L; Spd 40 ft.; Def: 13; v/wp: 20/12; Init: +0; Atk: hoof/kick +2 (dmg 1d6+2 normal, error 1, threat 20); Face: 1 square; Reach 1 square; SA None; SQ None; SV Fort +4, Ref +3, Will +1; Str 14, Dex 14, Con 12, Int 2, Wis 12, Cha 6; Skills: Listen +5, Spot +5.

Horse, Work: Work horses are bred and trained for labor, and may not be trained to attack.

Animal Statistics: CR 1. SZ: L; Spd 40 ft.; Def: 12; v/wp: 20/10; Init: +2; Atk: hoof/kick +2 (dmg 1d6+2 normal, error 1, threat 20); Face: 1 square; Reach 1 square; SA None; SQ None; SV Fort +4, Ref +3, Will +1; Str 14, Dex 14, Con 12, Int 2, Wis 12, Cha 6; Skills: Listen +5, Spot +5.

Hot Air Balloon: A hot air balloon drifts on the wind, moving according to the weather (per the GM's discretion). The vehicle's pilot may not choose maneuvers, and the vehicle automatically loses the opposed maneuver check during each round of any vehicular scene.

Jet Ski: Unless the character is secured, any critical failure on a jet ski results in the character being thrown free, and skidding to a stop, suffering 1d6 points of subdual damage per 2 MPH of current velocity.

Mule/Ox: This stable but slow pack animal is perfectly suited for prolonged travel, but not very well-equipped to attempt any attack action.

Animal Statistics: CR 1. SZ: L; Spd 30 ft.; Def: 10; v/wp: 20/14; Init: +1; Atk: hoof/kick +2 (dmg 1d4+3 normal, threat 20); Face: 1 square; Reach 1 square; SA None; SQ None; SV Fort +5, Ref +3, Will +0; Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6; Skills: Listen +5, Spot +5.

Parasail: This vehicle must be towed into the air by an airplane (of any size). It can remain airborne for a maximum number of hours equal to the pilot's ranks in the Balance skill.

Probes: These compact space drones are designed to collect critical data and transmit it back to their home ship. Often, they are not retrieved after use, but instead left to drift in the cold waste. A probe of any caliber may be rigged to work in tandem with a vehicle's proximity sensors, granting an additional +1 gear bonus per dedicated probe with all Search checks made using the system (see page 120). A probe dedicated to this action may not provide any other data, nor may it be used to perform any other action.

Submersible Sled, One-Man: This one-man jet sled is designed to tow 1 character through any underwater environment. The character must grasp the sled's rail when towed, occupying one of his hands.

Submersible Sled, Team: This team-size jet sled is designed to tow up to 4 characters through any underwater environment. Each character must grasp the sled's rail when towed, occupying one of his hands. A shallow step at the sled's back end grants a +1 circumstance bonus with Balance checks made while standing on the vehicle.

X-301 Interceptor: Built from a union of Earth technology and two crashed death gliders, the X-301 was America's first foray into Goa'uld-style combat spacecraft. Essentially a retrofitted death glider, the X-301 was altered to carry naquadah-enhanced missiles and act as a first line of space defense against Goa'uld incursion. Unfortunately, after Teal'c's betrayal lead many other Jaffa to rebel against Apophis, all death gliders were refit with a homing device to return them to their System Lord. The X-301 was abandoned after this homing device activated and nearly cost Col. O'Neill and Teal'c their lives.

X-302 Hyperspace Fighter: The second generation of Earth's space combat vessels incorporates stolen and reverse-engineered System Lord data to counter death gliders in the field. This purely human design falls short of the death glider design in many ways, the most noteworthy of which being its need to employ multiple engine burns to reach orbit. It's most noteworthy achievement was supposed to be its hyperdrive, but early tests proved incapable of generating a stable hyperspace passage. The X-302 features four different sets of engines – air-breathing jets, modified aerospikes for use at high altitudes, a rocket booster, and a naquadria-powered hyperspace window generator. The temperamental nature of the naquadria-powered hyperspace window generator remains one of the few stumbling blocks of the design.

X-303 Prometheus: The latest evolution of Earth's naturalized alien technology, the X-303 *Prometheus* is a much larger ship than any of its predecessors. It features a naval-like design and operation, and is entirely self-contained, capable of taking to the stars for extended periods, even well outside the Earth's solar system. The X-303's hull consists of a trinium alloy, making it exceptionally durable and lightweight and the majority of its systems are automated, allowing it to be flown by a small crew. Even so, the *Prometheus* is large enough to house several times its required crew. A ring transportation system has been installed, along with a recovery/launch bay to handle vessels such as the X-302.

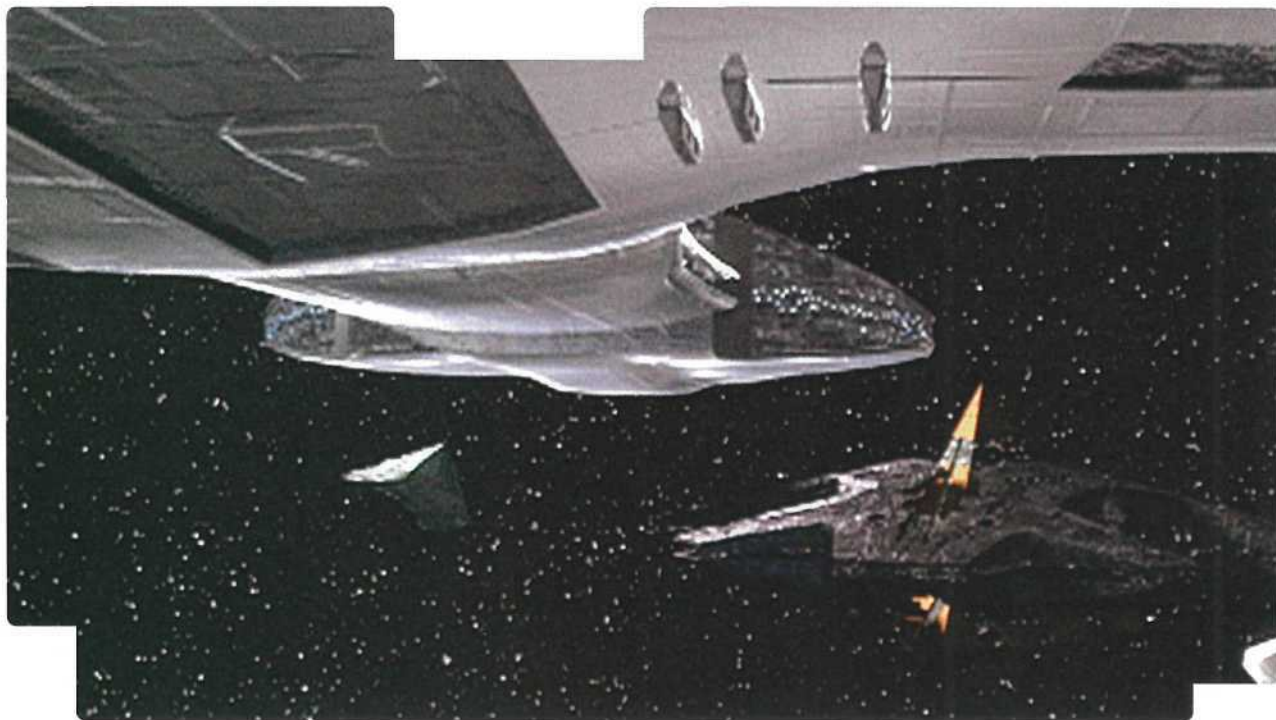
CHASES AND VEHICLE COMBAT

The *StarGate SG-1* game system utilizes one core set of mechanics to cover vehicular combat and chases through any terrain, on foot, when mounted, when in vehicles, and with reasonable combinations thereof. Given the hundreds of possible vehicles, millions of possible environments (many of them completely alien), and infinite unexpected occurrences that plague cinematic vehicle combats and chases, it's nearly impossible to include every potential outcome and option. These rules instead keep the action abstract and fast moving, leaving the players and the GM plenty of room to generate specifics along the way.

GOALS

While vehicular combats usually speed toward annihilation, the obvious goals of any chase are, respectively, pursuit and flight. But there is more to conducting a vehicular scene than just motion. In good television and cinema, these encounters are filled with extraordinary scenery, incredible and brazen feats of skill, and non-stop entertainment. Vehicular scenes should never be dull – not for a moment. The Gamemaster should endeavor to present interesting backdrops and obstacles at every turn, and the characters should work individually and as a team to tackle them with exuberance and daring.

Heroism and diligence should be part of every vehicular scene. Not only is it important to win the chase or defeat the enemy, it's essential that everyone has fun. Vehicular



scenes are an excellent opportunity to take those amazing risks for which roleplaying games are so famous, and to impress and entertain the other players with your sense of adventure.

Vehicular scenes demand quick thinking and great ingenuity from all players. Gamemasters are especially encouraged to read these rules thoroughly before running any encounter centering around vehicles, so they can smoothly present the action at an appropriately breakneck pace.

GETTING STARTED

Stargate SG-1 vehicular scenes are intentionally abstract, leaving tremendous room for the GM and characters to elaborate on their maneuvers, successes, and failures. As a result, these rules may be inserted whenever needed, allowing chases and vehicular combats to erupt suddenly and unexpectedly, in any locale.

During any chase, one participant – the “predator” – is assumed to be trying to catch the other – the “prey.” This may also be the case during a vehicular combat, though it’s possible in this scenario that neither vehicle has the upper hand, in which case no participants are considered predator or prey (*see Initial Facing, page 141*). The participants’ roles may change over the course of a chase or vehicular combat, often with little warning.

Special Note: When more than two participants are involved in a chase, the GM should designate each to be part of a “predator group” or “prey group”. Each group generates one maneuver check each round using the standard cooperation rules (*see the Stargate SG-1 core rulebook, page 183*). There may only be one prey or prey group (the participant up front), but any number of predator groups may become involved (all trailing behind the prey or prey group). When more than one predator or predator group is involved, the positions of all involved participants

or groups are tracked only in reference to their order of proximity to the prey, creating a “chain” within which paired maneuver checks and other opposed options are possible.

Example: Lt. Wilson is being pursued by a Jaffa death glider and a bounty hunter determined to turn him into the System Lords. Although the Jaffa and the bounty hunter are approaching Wilson from different angles, the bounty hunter is closer to Lt. Wilson’s ship than the Jaffa, placing him middle in the chain. Opposed maneuver checks are separately made between Lt. Wilson and the bounty hunter and the bounty hunter and the Jaffa to determine whether any of the involved parties overtake or fall behind those closest to them. When this happens, the chain order changes and the scene continues with the new maneuver check pairings.

TERRAIN

These rules cover five basic types of vehicular scenes, determined by the type of scene, terrain, surface, and in fact, whether vehicles are involved at all. Scenes can take place in the air, on foot, on the ground, in space, or in water (either in vehicles or while swimming). These scene types are further defined by the clutter present in the terrain – whether it’s open, close, or tight. The type of scene establishes its general conditions, as well as obstacles that characters must avoid, as follows.

OPEN TERRAIN

Open terrain is easy to traverse, with only slight turbulence or changes in elevation and few imposing obstacles. Open terrain is defined differently for each type of scene. Examples follow.

- *Air Scenes:* Clear skies at 1,000 feet or higher.
- *Foot Scenes:* Wide, flat plains and large paved areas with few structures, fences, or obstructions.
- *Ground Scenes:* Empty roads, salt flats, and level fields.
- *Space Scenes:* Open voids with no navigational hazards.
- *Water Scenes:* Lakes, empty marinas, and open seas with fair to excellent weather.

Velocity: In open terrain, the velocity of all participants begins at $\frac{3}{4}$ of the fastest participant's maximum MPH (rounded down).

Obstacles: Open terrain contains few large, hard obstacles. At the start of each round, the GM rolls 1d10. If the result is a natural 1, an obstacle crops up. The obstacle check DC begins at 12 (*see page 148 for more information about obstacle checks*).

Special: The maximum MPHs of all participants are critical in open terrain. The participant with the highest maximum MPH gains a +2 circumstance modifier with all maneuver checks made using the chase and vehicular combat rules (*see page 147*). When only one participant is considered to be in open terrain (either due to two or more types of local terrain, feats, or mixed vehicle types), then that participant automatically gains this bonus.

CLOSE TERRAIN

Close terrain is generally narrow and filled with plenty of stuff to run into, clip, and burst through. Close terrain is defined differently for each type of scene. Examples follow.

- *Air Scenes:* Cloudy mountaintops, fields with occasional power lines, and scenes involving light to medium rain.
- *Foot Scenes:* Narrow alleys and open areas with many obstructions (such as ruins and marketplaces).
- *Ground Scenes:* Village streets and winding dirt roads.
- *Space Scenes:* Extremely dense asteroid belts and diffuse debris fields.
- *Water Scenes:* Narrow rivers with many rocks, busy docks, and choppy seas.

Velocity: In close terrain, the velocity of all participants begins at $\frac{1}{2}$ of the fastest participant's maximum MPH (rounded down).

Obstacles: Close terrain contains moderate bulky, jagged obstacles. At the start of each round, the GM rolls 1d6. If the result is a natural 1, an obstacle crops up. The obstacle check DC begins at 18 (*see page 148 for more information about obstacle checks*).

TIGHT TERRAIN

Tight terrain is extremely dangerous, filled with sharp drops and large, dense obstacles. Tight terrain is defined differently for each type of scene. Examples follow.

- *Air Scenes:* Lightning storms, narrow canyons, and ground level (especially beneath obstacles!).
- *Foot Scenes:* Staircases, corridors, bazaars, and hedge mazes.
- *Ground Scenes:* Congested highways, steep downhill inclines, battlegrounds, and debris-riddled areas.
- *Space Scenes:* Ice rings, dense debris fields, and within the superstructure of large craft.
- *Water Scenes:* Whitewater rapids and crowded harbors.

Velocity: In close terrain, the velocity of all participants begins at $\frac{1}{4}$ of the fastest participant's maximum MPH (rounded down).

Obstacles: Tight terrain is unstable and often constantly in motion; participants must be prepared for *anything* here. At the start of each round, the GM rolls 1d4. If the result is a natural 1, an obstacle crops up. The obstacle check DC begins at 24 (*see page 148 for more information about obstacle checks*).

Special: Tight quarters favor nimble runners and pilots. During any round when both the predator and the prey are in tight terrain, the participant with the highest handling rating gains an additional +1 circumstance bonus with all maneuver checks (*see page 147*).

SURFACE

During a foot, mounted, or ground vehicle scene (or a combination thereof), it's also important to know the surface conditions upon which the participants are moving. Each of the following conditions (and their special rules) may be superimposed over any basic terrain type.

Example: A vehicular combat might occur on open broken terrain, indicating that while few large obstructions are present, the ground is extensively torn up.

Example 2: A foot chase might occur on tight deep snow terrain, indicating many obstacles, some potentially buried beneath the surface as unexpected pitfalls.

Each surface condition description includes one or more vehicle qualities required to move over the surface and some also list modifiers and effects for moving over the surface with the qualities as well (those on foot are exempt from these rules). Each description also includes one or more penalties suffered when someone scores an error while moving across the terrain.

BROKEN SURFACE

The harshest surfaces imaginable, broken ground includes jagged lava beds, flattened forest with scattered logs, rugged desert with frequent drops and trenches, and cluttered construction sites or junkyards filled with stacks of scrap.



Required Qualities: Vehicles without the off-road or tracked qualities cannot maneuver over broken ground. Mounted participants, those on foot, and those piloting vehicles possessing the off-road quality are stressed to their limit here, suffering a -5 terrain penalty with all maneuver checks. Additionally, the error ranges of these drivers' maneuver checks are increased by 4 and the top MPHs are reduced by 4/20 MPH (for foot/mounted and ground vehicles, respectively).

Even drivers of vehicles possessing the tracked quality are bad off, suffering a -2 terrain penalty with all maneuver checks made on this surface. Additionally, the error ranges of these drivers' maneuver checks are increased by 2 and their top MPHs are reduced by 10 MPH.

Error: When any participant suffers an error with any maneuver check made on a broken surface, he or his vehicle is momentarily hung up on local obstacles, suffering 1d6 normal damage (from which hardness is *not* subtracted). Further, the character or his vehicle loses his Dexterity bonus to Defense until the end of the current round. Finally, the lead is adjusted by 1d6 lengths (if the participant in error is the prey, the lead is decreased; otherwise, it's increased). This lead adjustment is reduced to 1d4 lengths if the participant in error is mounted or piloting a vehicle and possesses the daredevil class ability.

DEEP SNOW

This surface includes any snow bed deeper than two feet.

Required Qualities: Vehicles without the snow ready or tracked qualities cannot traverse deep snow. Mounted participants, those on foot, and those piloting vehicles possessing the snow ready quality suffer a -4 terrain penalty with all maneuver checks made on this surface and their top MPHs are reduced by 4/20 MPH (for foot/mounted and ground vehicles, respectively). Drivers of vehicles possessing the tracked quality suffer no adverse effects when traversing snow.

Error: When any participant suffers an error with any maneuver check made on deep snow, he or his vehicle is bogged down in a soft patch. He can power out of it, but suffers a -10 terrain penalty with all maneuver checks made during the following round.

DIRT TRACK

Dirt track may consist of an identifiable road in reasonably good repair, a prepared dirt raceway, or open plains with minimal rocks.

Required Qualities: Drivers of vehicles without the off-road or tracked qualities suffer a -2 terrain penalty with all maneuver checks made on this surface. Additionally, the error ranges of these drivers' maneuver checks are increased by 1 and their top MPHs are reduced by 20 MPH.

Error: When any participant suffers an error with any maneuver check made on dirt track, he or his vehicle begins to lose control, skidding sideways across the surface. He suffers a -2 terrain penalty with all maneuver checks made during the following round as he regains control.

ICE

From frozen lakes to large patches of black ice, these areas are extremely dangerous.

Required Qualities: Mounted participants, those on foot, and those piloting vehicles not possessing the snow ready or tracked qualities suffer a -5 terrain penalty with all maneuver checks made on this surface. Additionally, the error ranges of these participants' maneuver checks are increased by 3 and their top MPHs are reduced by 6/30 MPH (for foot/mounted and ground vehicles, respectively).

Error: When any participant suffers an error with any maneuver check made on ice, he, his mount, or his vehicle loses or spins out of control. The lead is adjusted by 1d6 lengths (if the participant in error is the prey, the lead is decreased; otherwise, it's increased). This lead adjustment is reduced to 1d4 lengths if the participant in error is mounted or piloting a vehicle and possesses the daredevil class ability.

RUGGED SURFACE

This is the worst terrain a wheeled vehicle can reasonably expect to traverse. Areas packed with small boulders, steep inclines, water or snow which catches up over the wheels, and deep sand all count as rugged terrain.

Required Qualities: Participants piloting vehicles not possessing the off-road or tracked qualities suffer a -5 terrain penalty with all maneuver checks made on this surface. Additionally, the error ranges of all these drivers' maneuver checks are increased by 5 and their top MPHs are reduced by 50 MPH. Even participants on foot, mounted participants, and those piloting vehicles possessing the off-road quality are bad off, suffering a -2 terrain penalty with all maneuver checks made on this surface. Additionally, the error ranges of these drivers' maneuver checks are increased by 2 and their top MPHs are reduced by 2/10 MPH (for foot/mounted and ground vehicles, respectively).

Drivers of vehicles possessing the tracked quality suffer only a -1 penalty with all maneuver checks made on this surface.

Error: When any participant suffers an error with any maneuver check made on ice, he or his vehicle is hammered against the terrain. If on foot, the participant's handling bonus is reduced by 1 for the duration of the current scene; otherwise, the handling rating of the participant's vehicle is reduced by 1 until repaired (*see page 147*).

INITIAL FACING

Every type of chase or vehicular scene involves one of three facings, as follows.

Pursuit: With a pursuit facing, the participants are all moving in basically the same direction. One among them – the prey – leads the pack, with the others trailing behind. A pursuit facing remains unchanged until a facing shift maneuver is successfully applied (*see Step 2, page 147*), or the scene ends.

Circling: With a circling facing, the participants are mixing it up, twisting and turning around one another while trying to obtain a better angle for pursuit or attack (or looking for a way to bolt). A circling facing remains unchanged until a facing shift maneuver is successfully applied (*see Step 2, page 147*), or the scene ends.

Closing: With a closing facing, the participants are moving toward one another. Unlike the other two facings, closing may shift to another facing when the lead drops to 0 or less, in which case, the facing immediately shifts to circling and the lead is inverted to produce a new lead (e.g. if the lead drops to -5, the facing becomes circling and the lead becomes 5). A closing facing otherwise remains unchanged until a facing shift maneuver is successfully applied (*see Step 2, page 147*), or the scene ends, as standard.

A scene's facing determines the maneuver options available to each participant (*see page 143*). It may change many times before the scene ends or not at all.

INITIAL LEAD

The distance between vehicles during a chase or vehicular combat is called the "lead," and is measured in "lengths." A length is an abstract unit, the size of which is determined by the vehicles involved in the scene, as shown on Table 4.7: Lengths by Chase Type (*see page 142*). A scene's standard length size is always equal to the lowest length size determined by any single participant.

Special Note: When a chase involves a predator or prey whose length size is greater than $2 \times$ the length size of its

opposition, these rules cannot adequately simulate its outcome. In these cases, resolve the chase with one opposed vehicle skill check, the winner of which wins the chase at a random distance within one of the largest length sizes between them. This allows all participants to bring their action dice and special class and feat abilities to bear, potentially pulling off the impossible.

Example: A chase erupts between a character on foot (with a length size of 5 ft.) and the pilot of a death glider (with a length size of 100 ft.). These rules cannot be used for this chase – instead, the GM calls for each participant to make a single skill check. If the runner wins this opposed skill check, he ducks behind or into terrain where the glider can't follow.

At no time can the lead be less than 0 or greater than 30. If any effect reduces the lead to less than 0, the lead becomes 0. Similarly, if any result increases the lead above 30, the lead becomes 30.

Chases and vehicular combats can start in a number of ways, but most boil down into one of two categories – predator-initiated and prey-initiated, as follows.

- When the predator begins a chase or vehicular combat, the initial lead is equal to $2d6+3$ lengths.
- When the prey begins a chase or vehicular combat, the initial lead is equal to $2d6+8$ lengths.

When the initiator is unclear, all participants roll initiative and the character with the highest result is considered to have begun the scene.

Special Note: During a scene in which all participants are on foot, the initial lead is adjusted by 1 length per 5 ft. of difference between the participants' speeds (if the faster participant is the predator, the lead is decreased; otherwise, it's increased).



TABLE 4.7: LENGTHS BY SCENE TYPE

SCENE TYPE	LENGTH SIZE
Water (swimming)	2 ½ ft.
Foot	5 ft.
Ground/Water (mounted or in vehicle)	10 ft.*
Air**	100 ft.
Space	1 mile

* This category includes all Balance-based personal vehicles.

** This length size is applied to space vehicles operating within an atmosphere as well.

VELOCITY

Velocity is measured in miles per hour (MPH), and is determined by terrain at the start of a chase or vehicular combat (*see page 138*). Velocity changes throughout a vehicular scene according to the maneuvers chosen by the participants during each round (*see Step 1, page 143*).

At the start of each round when the current velocity exceeds the speed of any character on foot, the character suffers 1d4 points of subdual damage (reduced to ½, rounded up, if the character possesses the daredevil class ability). This damage is *not* reduced by the character's damage reduction or hardness, and is applied *in addition to* all damage inflicted by maneuvers, crash checks (and crashes), and other effects.

At the start of each round when the current velocity exceeds a participating vehicle's maximum MPH, the vehicle suffers 1d10 normal damage (for planetary class vehicles) or 1d10 × 10 normal damage (for galaxy class vehicles). If the participant possesses the daredevil class ability, this damage is reduced to ½ standard (rounded down). This damage is *not* reduced by the vehicle's hardness, and is applied *in addition to* all damage inflicted by maneuvers, crash checks (and crashes), and other effects.

THE UPPER HAND

During a scene involving one or more air vehicles, a final positioning factor comes into play – relative height. A predator above his prey can easily convert the altitude advantage into extra speed, simply running his opponent down. A prey above his predator can often build up an unassailable lead as his pursuer tries to climb to his level. The significance of altitude is so important that pilots often call it “smash.” In these rules, this advantage is represented by a number of “smash points” possessed by the pilot with superior altitude.

Special Note: Smash points may only be gained by pilots controlling powered air vehicles – skydivers and hot-air balloon pilots may not benefit from smash. Likewise, smash points may not be gained by pilots controlling any vehicle on the ground, in water, or in space (space vehicles can still perform maneuvers that grant smash – they just don't receive smash benefits).

GAINING AND LOSING SMASH POINTS

In order to gain smash points, a pilot's air vehicle must be powered, operating in an atmosphere, and located at least 200 ft. above the nearest opponent engaged in the

same combat. Also, no opponent vehicles may be located above him (thus, only one pilot may possess smash points at any given time).

The qualified pilot, if any, begins a vehicular scene with 1 smash point per 2 lengths of altitude between his vehicle and the nearest opponent engaged in the same combat. When this pilot gains smash points, they are added to his smash point total. If any *other* pilot gains smash points, however, the points are instead deducted from the smash points of the pilot who already has them (representing the vehicle with a lower altitude maneuvering up toward the other).

Smash points are awarded when pilots win the opposed maneuver check during Step 2 (*see page 147*). Also, whenever a pilot scores a threat with a maneuver check, he gains 1 smash point. Similarly, whenever a pilot suffers an error with a maneuver check, he loses 1 smash point (or gives one to his opponent).

SPENDING SMASH POINTS

Whenever a predator possessing 1 or more smash points succeeds with a maneuver check (or wins an opposed maneuver check), he may spend 1 smash point to reduce the prey's lead by 1.

Whenever a prey possessing 1 or more smash points succeeds with a maneuver check (or wins an opposed maneuver check), he may spend 1 smash point to increase his Defense until the start of his initiative count during the following round.

Finally, when a pilot possessing smash points is attacked, the attack's range is determined by adding the pilot's current smash point total to the current lead.

Example: Lt. Wilson chases a Jaffa over Abydos' dunes. He's a bit over 400 ft. above his prey at the start of the chase and therefore begins with 2 smash points. The chase's lead is 8. During Step 6 of the first round, the lead is unchanged and Lt. Wilson fires on the Jaffa's glider. The attack's range is 1,000 ft. (the lead of 8 + 2 smash points, multiplied by the length size of 100 ft.).

CHASES: STEP BY STEP

Each round of a vehicular scene is broken into seven steps, as follows.

STEP 1: CHOOSE MANEUVERS

Each participant (or participant group) secretly chooses 1 maneuver from the appropriate list (predator, prey, or combat). Each maneuver has strengths and weaknesses, and is usually geared toward a specific goal.

STEP 2: MANEUVER CHECKS

Each participant makes an opposed maneuver check with his respective vehicle skills, adding his Dexterity modifier (if on foot) or his vehicle's handling rating (otherwise).

STEP 3: SPEND ACTION DICE

Each participant may spend any number of action dice to increase his maneuver check result or activate critical successes and failures.



STEP 4: LEAD, EFFECTS, AND VELOCITY

The lead is adjusted as described in the winning maneuver's description *only*. Any additional effects described in the winning maneuver's "Success" entry are applied as well.

Further, the velocity is adjusted by the largest "velocity" entry amongst *all* chosen maneuvers, regardless of which wins the opposed skill check.

STEP 5: OBSTACLES

The GM checks for obstacles as described under Terrain (*see page 138*). If an obstacle arises, each participant makes a maneuver check to avoid it (in order from the front-most vehicle to the rear-most). Any participant failing this maneuver check must make a crash check during Step 7.

STEP 6: ATTACKS AND OTHER ACTIONS

Each participant on foot and each passenger within each involved vehicle may perform 1 full action or 2 half actions. Each participant controlling a vehicle may perform 1 half action, but suffers a -4 penalty with his next maneuver check if he does so.

STEP 7: CRASH CHECKS

If warranted, each participant makes a maneuver check to see if he collides with anything. Any participant who fails a crash check suffers damage, but remains in the scene unless he surrenders, is knocked unconscious, is killed, or loses a vehicle required to continue the scene (*see Initial Lead, page 141*).

These steps continue in cycles until the scene ends – with one or more vehicles caught or escaping, or besting the others in combat.

STEP 1: CHOOSE MANEUVERS

During a chase, the predator's ultimate goal is to decrease the lead enough that he can perform a finishing maneuver and catch the prey, while the prey's ultimate goal is to do the opposite. Chases continue until either the predator or the prey successfully performs a finishing maneuver or one of the vehicles is disabled.

During a vehicular combat, all participants' goals are the same – to disable or destroy their opponents. Finishing maneuvers are not a concern under these circumstances (though they may become an issue if a circling or closing scene becomes a pursuit scene due to a successful maneuver).

At the start of each round, each participant should write one specific maneuver name down on a piece of paper and keep it secret. All maneuvers are revealed simultaneously during Step 2 (*see page 147*). Given the many maneuvers available, and the fact that some maneuver names are similar, "quick pick" codes are provided for each. These should also prevent other players from narrowing the pool of maneuvers chosen by the opposition based on the length of the maneuver name.

MANEUVER CATEGORIES

Maneuvers are divided into five basic categories – general, predator, prey, circling, and closing – and are summarized on Table 4.21: Maneuver Options by Facing (*see page 170*). Participants may choose maneuvers from these lists as follows.

General Maneuvers: Any participant may choose from this list at any time.

Predator Maneuvers: Any predator may choose from this list during a pursuit scene.

Prey Maneuvers: Only the prey may choose from this list during a pursuit scene.

Circling Maneuvers: Any participant may choose from this list during a circling scene.

Closing Maneuvers: Any participant may choose from this list during a closing scene.

Within each maneuver category are several maneuver types (e.g. "action", "speed", etc.), each of which features three progressively more difficult – and more effective – specific maneuvers.

Example: Within the General Maneuvers category, the action maneuver type features the trust intuition, trust luck, and trust dumb luck maneuvers. A participant may choose "trust intuition" during this step, but may not choose "action".

Each maneuver type is geared toward a specific outcome and has its own drawbacks, as follows.

- *Action maneuvers* involve the participant redirecting his attention from movement to performing a non-combat activity. When one of these maneuvers results in a critical failure, the participant must return his full attention to the scene or falls victim to obstructions he missed while his eyes were diverted.
- *Brake maneuvers* involve the participant rapidly decelerating, either to close on a pursuer, to cause a collision, or to throw his challengers and opponents off their game.
- *Charge maneuvers* involve the participant closing rapidly with the challenger, hoping to overtake him and/or escape before he can react.
- *Chicken maneuvers* involve the classic "jousting" charge, in which the participant attempts to engage the challenger in a test of wills and intimidate him into making a mistake.
- *Collision maneuvers* involve the participant angling himself or his vehicle into the challenger, hoping to cause serious damage.
- *Confuse maneuvers* involve the participant trying to stymie the challenger with seemingly erratic, misleading, or crazy actions.
- *Contact maneuvers* involve the participant sweeping in close to the challenger, allowing his passengers to board the opposition's vehicle. On foot, these maneuvers give the participant an advantage with various close-fighting options.
- *Demolition Derby maneuvers* involve the participant directly mixing it up with the challenger in an effort to create as much devastation between the vehicles as possible.
- *Evasion maneuvers* involve the participant redirecting his attention from movement to avoiding opponent attacks. When one of these maneuvers results in a critical failure, the participant finds himself at the mercy of potential pitfalls.
- *Facing shift maneuvers* involve the participant attempting to adjust the scene's facing (i.e. from pursuit to circling or closing, from circling to pursuit or closing, or from closing to pursuit or circling).
- *Finishing maneuvers* involve the participant taking advantage of the scene conditions to end a chase in his favor.
- *Herd maneuvers* involve the participant attempting to guide the challenger or the challenger's vehicle into the backdrop, usually with bumps and forceful direction rather than direct contact.
- *Lure maneuvers*, essentially herd maneuvers at a distance, involve the participant attempting to tempt or draw the challenger into the backdrop, prompting a challenger collision with the environment without the participant becoming directly involved at all.
- *Outfox maneuvers* involve the participant depending upon his instincts and his adroitness – as well as the handling of his vehicle, if any – to put distance or even damage between he and the challenger.
- *Roost maneuvers* involve the participant setting himself and his passengers up with clean shots to the challenge's vitals. Unfortunately, this also requires that the participant place himself at greater risk than with a target maneuver.
- *Shortcut maneuvers* involve the participant taking an alternate route through the scenery – and sometimes barreling through it – to reduce the lead.
- *Speed maneuvers* involve the participant trying to force the scene's velocity to a point where he can use it to his advantage (overtaking or outdistancing the challenger, or raising the velocity to a level that the challenger can't maintain).
- *Stunt maneuvers* involve the participant performing one or more amazing – and often highly dangerous – actions in an effort to "one-up" the opposition. If the challenger can't keep up, he loses his edge.
- *Tail maneuvers* involve the participant falling back, preferably out of sight, so he can follow the challenger for a time unnoticed.
- *Target maneuvers* involve the participant redirecting his attention from movement to attacking his opponents. When one of these maneuvers results in a critical failure, the participant finds himself at a significant tactical disadvantage or dealing with unforeseen obstacles.

- *Terrain shift maneuvers* involve the participant turning himself or his vehicle into a new backdrop, by lead or by force. When one of these maneuvers results in a critical failure, the participant must fight for control or wind up clipping the intervening scenery.
- *Trick maneuvers* involve the participant attempting to surprise the other participants and using the momentary gain to set himself up for a more effective maneuver during the following round. Particularly effective trick maneuvers also result in opponents falling victim to the environment as the participant draws them into precarious situations. When one of these maneuvers results in a critical failure, the participant finds himself turned around, however, enough so that he might find himself in a dangerous crash.
- The “*That’s Impossible!*” maneuver allows a participant to choose any other typically available maneuver and benefit from its effects without applying the modifiers on Table 4.21: Maneuver Options by Facing (see page 170). This maneuver may *only* be performed by a participant possessing the “That’s Impossible!” class ability (see page 170).

“IT WAS KIND OF A **TRADE DEAL.** CRONUS GAVE US HIS SHIP AND HE GOT WHAT WAS **COMING** TO HIM.”

— COL. JACK O’NEILL

Nearly all the information about each maneuver is summarized on Table 4.21: Maneuver Options by Facing (see page 170), as follows.

Lead: The minimum or maximum lead needed to choose the maneuver, if any. This requirement must be met *before* a participant may choose the maneuver.

Velocity: During Step 4 of each round, the largest modifier within any chosen maneuver description is applied to the current velocity (whether positive or negative). Within this section, velocity modifiers are listed with five values, for swimming, foot/mounted, ground/water, air, and space vehicles, respectively.

Success/Special: The effects described in this entry are applied when the maneuver is chosen by the winner of the round’s opposed maneuver check. Many maneuver effects are abbreviated on the table and described in detail later in this section. This entry also details any additional information of which the GM or players should be aware.

MANEUVER FLAGS

Many maneuver titles contain parenthetical flags denoting special rules, as follows.

Daredevil (D): Maneuvers with this flag stress a participant or his vehicle to the limit, inflicting penalties or damage that is lessened if the participant possesses the daredevil class ability.

Daredevil Only (DO): Maneuvers with this flag are so extreme that *only* participants possessing the daredevil class ability may attempt them.

Finishing (F): Maneuvers with this flag end the chase when performed successfully.

MANEUVER EFFECTS

The maneuvers on Table 4.21: Maneuver Options by Facing apply the following effects. In all cases, the effect applies to the character choosing the maneuver unless it’s preceded by the word “challenger,” in which case it’s applied to the opposing character in the maneuver check.

Action Die Limit: The participant may spend no more than the listed number of action dice until the end of the following round. Further, if the words “no criticals” are included, the participant may not spend action dice to activate threats as critical successes or hits for the same duration.

Attack Modifier: During Step 6 of the current round, the participant’s base vehicular scene attack modifier is replaced by the modifier listed before the slash, while the base vehicular scene attack modifier for each of his passengers, if any, is replaced by the modifier listed after the slash (see page

149 for more about base vehicular scene attack modifiers).

Boarding: Unless the GM determines that conditions disallow the option (such as in space between two non-docked craft), the listed number of passengers within the participant’s vehicle may attempt to board the challenger’s vehicle by making a Jump check (DC 20). The standard -4 circumstance penalty for leaping from one moving vehicle to another applies *in addition* to this DC (see the *Stargate SG-1* core rulebook, page 216).

Bonus Action: During Step 6 of the current round, the participant may take the listed action(s) *in addition* to his typically permitted allotment of half and/or full actions. In some cases, a listed modifier is applied to skill checks made as part of this action. Further, if the words “scene ends with success” are included, the scene ends if the participant’s bonus action is successful.

Boosted Threat Range: During Step 6 of the current round, the threat ranges of the participant and his passengers, if any, are increased by the listed modifier (e.g. with a +2 modifier, a threat range of 19–20 becomes 17–20). If a fraction is listed, followed by the word “difference,” then the affected threat ranges are increased by a number equal to the listed fraction × (the difference between maneuver check results (rounded down)).

Chase Ends: If the scene is a chase, the scene ends with the participant the victor.

Crash Check: The participant must make a crash check during Step 7 of the current round. If the participant must already make a crash check, his crash check DC is increased by an additional +5. Additionally, any or all of the following may apply, as noted on Table 4.21: Maneuver Options by Facing (*see page 170*).

- **Fail by #+:** The participant must make the crash check only if he fails the maneuver check by the listed number or more. If no number is listed, the participant must make the crash check if he fails his maneuver check by any amount.
- **DC Modifier:** The listed modifier is applied to the crash check DC.
- **Speed Damage Dice:** If the participant fails the crash check (even if it's an automatic failure due to another maneuver effect), he rolls the listed die type to deter-



mine speed damage suffered by he and his vehicle and passengers (if any), instead of the standard d6s. For more information about crash speed damage, see page 152.

- **Additional Damage:** If the participant fails the crash check (even if it's an automatic failure due to another maneuver effect), he suffers the listed damage in addition to all other damage inflicted by the crash. If a multiplier is listed as the additional damage, followed by the word "difference," then the additional damage is equal to the listed number $\times$ (the difference between maneuver check results (rounded down)).

- **Critical Damage:** If the participant fails the crash check (even if it's an automatic failure due to another maneuver effect), he or his vehicle suffers 1 additional critical injury (*see page 153*). This injury may be random or specific to the maneuver combination, as noted on Table 4.21: Maneuver Options by Facing (*see page 170*).

Crash Check DC: The listed modifier is applied to the DCs of any crash checks the participant must make during Step 5 of this round. If the participant need not normally make any crash checks this round, this result has no effect.

Critical Damage: The participant or his vehicle suffers the listed critical from the stress of the maneuver. Critical damage suffered by a participant on foot is usually listed separately.

Damage: The participant or his vehicle suffers the listed damage from the stress of the maneuver. If the participant is on foot, the damage is subdual; otherwise, it's normal. Also, if the vehicle is galaxy class, the damage is multiplied by 10.

Defense Modifier: The listed modifier is applied to the participant's Defense. If a fraction is listed, followed by the word "difference," then the participant's Defense is modified by a number equal to the listed fraction $\times$ (the difference between maneuver check results (rounded up)). In both cases, the effect lasts until the end of the current round.

Failed Crash Check: During Step 6 of the current round, the participant suffers damage as if he fails a crash check. If the participant is required to make one or more additional crash checks during Step 6, he must resolve them *after* resolving the damage inflicted by this effect.

Full Action Modifier: During Step 6 of the current round, the participant may perform 1 full action instead of a half action (*not* in addition to a half action). If the participant chooses to do so, he suffers the listed modifier with all skill checks relating to the chosen full action.

Half Action Modifier: The listed modifier replaces the participant's standard -4 penalty for performing a half action during Step 6 of the current round (*see page 149*).

Lead Modifier: The listed modifier is applied to the current lead. If a fraction is listed, followed by the word "difference," then the lead is modified by a number of lengths equal to the listed fraction $\times$ (the difference between the current round's maneuver check results (rounded down)). If a fraction is listed, followed by the word "crash check difference," then the lead is modified by a number of lengths equal to the listed fraction $\times$ (the difference between the listed crash check result and its DC

(rounded down)). When a lead modifier is listed as “up to” a given number, the participant may choose to modify the lead by any number of lengths, up to that maximum. Finally, if the lead modifier reduces the lead to 0 or less, the lead becomes 0 and both the participant and the challenger must make crash checks, the DCs of which are increased by the negative lead before it becomes 0 (e.g. if the lead is reduced to -8, the lead becomes 0 and the crash check DC modifier is +8).

Maneuver Modifier: The listed modifier is applied to the participant’s maneuver check result during the following round. If a fraction is listed, followed by the word “difference,” then the participant’s maneuver check result during the following round is modified by a number equal to the listed fraction $\times$ (the difference between the current round’s maneuver check results (rounded down)).

New Facing: The facing shifts as listed and the scene continues under the new conditions. If the new facing is pursuit, the participant may choose to become either the predator or prey.

No Actions: The participant may take no actions for the duration of the current round.

Obstacle Check: The participant must make an obstacle check during Step 5 of the current round. If the participant must already make an obstacle check, his obstacle check DC is increased by an additional +2. In some cases, an additional DC modifier is listed for the challenger’s obstacle check as well.

Obstacle Check DC: The listed modifier is applied to the DCs of any obstacle checks the participant must make during Step 5 of this round. If the participant need not normally make any obstacle checks this round, this result has no effect.

Perfect Tail: No Search or Spot checks may be made to notice the participant for a number of minutes equal to the listed number. If a multiplier is listed as the time period, followed by the word “difference,” then the additional damage is equal to the listed number $\times$ (the difference between maneuver check results (rounded down)).

Protected Vitals: Each opponent who scores a combat threat upon the participant must spend 1 additional action die for every 5 points of difference between maneuver check results to activate it as a critical hit (e.g. with a difference between maneuver check results of 11, each opponent must spend 2 additional action dice to activate each combat threat as a critical hit).

Pursuit Swap: This effect is only possible in a pursuit scene. The predator and the prey swap places for the listed duration. The prey’s temporary position behind the predator allows him to use forward mounted weapons against his challenger, and vice versa.

Scene Pauses: The standard vehicular scene steps are halted for the listed period or until the listed trigger occurs.

Shock Damage: Each passenger within the participant’s vehicle, if any, must succeed with a Reflex save (DC 20) or suffer the listed normal damage. This damage is reduced to $\frac{1}{4}$ in galaxy class vehicles (rounded down). If a Reflex save made in an open-air vehicle results in a critical failure, the passenger falls from the vehicle, suffering the listed shock damage as well as 1d6 normal damage per 10 MPH of current velocity.

Skid Damage: The participant stumbles or otherwise loses his balance, suffering the listed subdual damage from abrasions and contusions. If a fraction is listed, followed by the word “difference,” then the participant suffers subdual damage equal to the listed fraction $\times$ (the difference between maneuver check results (rounded up)).

Surprise Round: This effect is only possible in tandem with a “chase end” result. At the start of the first non-chase round following the chase’s end, the participant gains the benefits of a surprise round, during which he may perform the listed number of actions.

Terrain Shift: The participant may shift the terrain the listed number of grades in the direction of his choice (e.g. with a terrain shift of 1 grade, close terrain may become either tight or open, or vice versa, while with a terrain shift of 2 grades, the participant may simply choose any of the three terrains, as he likes).

More information can be found on Table 4.21: Maneuver Options by Facing, located on page 170.

STEP 2: MANEUVER CHECKS

All participants reveal their maneuvers, the highest velocity modifier amongst all chosen maneuvers is applied, and each participant makes a maneuver check using a skill appropriate for his scene type, as follows.

SCENE TYPE	SKILL USED
Air	Pilot/Balance*
Foot	Balance
Ground (vehicle)	Driver/Balance*
Ground (mounted)	Handle Animal
Space	Pilot/Balance*
Water (vehicle)	Boating/Balance*
Water (swimming)	Swim

* Balance is used for personal vehicles only (see page 94).

Each participant’s maneuver check may be increased or decreased by modifiers from the following sources.

- The handling modifier of the participant’s vehicle (participants on foot possess no handling modifier).
- The current terrain (see page 138).
- Chase or other feats the participant possesses.
- Damage the participant or his vehicle has suffered (see page 153).
- Successful maneuvers made during the previous round (see Table 4.21: Maneuver Options by Facing, page 170).

Also, if the participant chose any maneuver whose quick pick code ends in “2”, he suffers a -4 penalty; if the participant chose any maneuver whose quick pick code ends in “3” or “F”, he suffers a -8 penalty.

Within each participant pairing (*see page 138*), the participant with the highest maneuver check result wins the round and the effects of his chosen maneuver's "success" column are applied during Step 4 (*see below*). If a pairing results in a tie, neither maneuver's success effects are applied and the scene continues between the participants.

If any participant scores a critical success with his maneuver check, then he may only lose the opposed check to another critical success with a higher result, and receives a +4 bonus with his maneuver check during the following round.

If any participant scores a critical failure with his maneuver check, he must make a crash check during Step 7. If the participant must already make a crash check, his crash check DC is increased by an additional +4.

STEP 3: SPEND ACTION DICE

After making their maneuver checks, each participant may spend action dice to increase his result and activate critical successes and failures, per the standard action dice rules.

STEP 4: LEAD, EFFECTS, AND VELOCITY

The lead is adjusted as described in the winning maneuver's description *only*. Once again, if any effect reduces the lead to less than 0, it becomes 0, and if any effect increases the lead to greater than 30, it becomes 30.

Any additional effects described in the winning maneuver's "Success" entry are applied as well. If the winning maneuver is a finishing maneuver, then the chase ends at the conclusion of the current round. If not, the chase continues with a new round following Step 7, unless obstacles, crash checks, or combat otherwise end the chase.

Further, the velocity is adjusted by the largest "Velocity" entry amongst *all* chosen maneuvers, regardless of which wins the opposed skill check.

STEP 5: OBSTACLES

Obstacles represent fixed or random obstructions that get in the participants' way during a vehicular scene. All obstacles function the same in play, and it's up to the GM to describe them within the context of each scene. Some examples of obstacles by scene type follow.

- **Air:** Fireworks display, floating city towers and bridges.
- **Foot:** Locked door, rooftop edge with no bridge to the next building.
- **Ground (Vehicle):** Washed out road, split ground following earthquake.
- **Ground (Mounted):** Fallen tree, predator pouncing out of the wilderness.
- **Space:** Shockwave and debris from exploding space station, asteroid field.

- **Water (Vehicle):** Low bridge, whale or large alien creature.
- **Water (Swimming):** Whirlpool or riptide, shark.

During this step, the GM rolls 1 die determined by the terrain, as shown on *Table 4.8: Obstacle Dice and DCs* (*see below*). If the GM rolls a natural 1 on the listed die, an obstacle arises and each participant makes a Reflex save against the obstacle's listed DC to avoid it (in order from the front-most vehicle to the rearmost). The GM may always adjust this base DC as he feels is appropriate for the obstacle at hand, though he's advised not to arbitrarily adjust it by more than 2 in either direction.

Participants may also be required to make one or more obstacle checks by maneuver effects and other rules – these obstacle checks must be made whether the GM rolls a natural 1 on the listed die or not. Each participant must only make one obstacle check during this step – for each obstacle check beyond the first that a participant is required to make (including the obstacle check potentially required by the GM's die roll), his DC is increased by an additional +2.

Example: The GM rolls a natural 1, determining that Lt. Wilson (and all other participants in the scene) must make an obstacle check. The terrain is close, so the obstacle check's DC begins at 18. Lt. Wilson is also required to make two other obstacle checks from maneuver effects. Lt. Wilson makes only one obstacle check this round, with a total DC of 22.

All but the rearmost participant have the option of braking and swerving to avoid the obstacle, reducing the lead within their pairing by up to a number of lengths equal to their Dexterity modifier $\times 2$ (to a minimum of $\frac{1}{2}$ the current lead, rounded up). For each length sacrificed in this fashion, the participant gains a +2 circumstance bonus with his obstacle check.

Any participant failing his obstacle check must make a crash check during Step 7.

Special Note: Obstacles are intended as spice, not the main focus of a vehicular scene, and the GM may ignore them completely if he wishes to simplify the process or eliminate a random element. This is especially valid when the participants are keeping things dynamic, describing their vehicular exploits and having fun. When a scene edges toward routine, however, the GM may also use obstacles to shake things up.

Optional Rule: If the GM wishes to keep obstacles in for spice, but wants to eliminate the randomness involved, he may simply introduce them during this step by spending 1 of his action dice per obstacle introduced (and subsequent +2 DC modifier).

TABLE 4.8: OBSTACLE DICE AND DCs

TERRAIN	OBSTACLE DIE	OBSTACLE DC
Open	1d10	12
Close	1d6	18
Tight	1d4	24

STEP 6: ATTACKS AND OTHER ACTIONS

Whether the scene is scheduled to end at the conclusion of the current round or not, each participant and each passenger in a participant's vehicle, if any, may take actions here. This process operates in all ways like a standard *Stargate SG-1* combat round, with the following exceptions.

ACTION AND ATTACK MODIFIERS

Unless otherwise specified (e.g. by a successful maneuver effect), the following action and attack modifiers apply at all times during a vehicular scene.

- Each participant (i.e. foot runner or vehicle driver/pilot) may take 1 half action *only*, with which he suffers a -6 circumstance penalty. If he chooses to take this action, he suffers a -4 circumstance penalty with his maneuver check during the following round.
- Each passenger may take either 1 full action or 2 half actions, with which each suffers a -2 circumstance penalty.

Also, each character involved in a vehicular scene suffers an additional -2 circumstance penalty per 1/2/10/100/5,000 MPH of current velocity (when swimming, on foot/mounted, or in ground/water, air, and space vehicles, respectively).

INITIATIVE

Initiative checks are made during Step 6 of the first round of each vehicular scene to produce initiative counts that remain throughout the course of the scene. These counts are modified according to the standard fluid initiative rules and any initiative actions taken by those involved.

Within each character's action limits, he may choose any initiative action for which he possess the appropriate action options (remember that vehicular scene participants may typically only take 1 half action during this Step unless a rule or effect says otherwise). The following modifications apply to the standard *Stargate SG-1* initiative actions.

FLUID INITIATIVE

In addition to the existing fluid initiative modifiers, a character may be affected by several new events during a vehicular scene, as shown on Table 4.9: Vehicular Scene Fluid Initiative Modifiers (*see below*).

TABLE 4.9: VEHICULAR SCENE FLUID INITIATIVE MODIFIERS

EVENT	COUNT MODIFIER
Character or the pilot of his vehicle fails an obstacle check	-1
Character or the pilot of his vehicle fails a crash check	-3
Character or the pilot of his vehicle succeeds with an action, target, or roost maneuver	+2
Character or the pilot of his vehicle attempts a box in, collision, cut off, demolition derby, evasion, or herd maneuver (whether successful or not)	-2
Challenger vehicle succeeds with a box in, collision, confuse, cut off, demolition derby, facing shift, herd, terrain shift, or trick maneuver	-2



READY

This action may only allow a character to react to actions and events within this Step. A character may not use the ready action to react to a vehicle maneuver, obstacle, crash, or any other aspect of the vehicular scene rules outside Step 6.

Also, a character may not ready a full action during a vehicular scene.

ATTACK ACTIONS

Within each character's action limits, he may choose any attack action for which he possess the appropriate action options (remember that vehicular scene participants may typically only take 1 half action during this Step unless a rule or effect says otherwise). The following modifications apply to the standard *Stargate SG-1* attack actions.

COVER

Sitting in a car or similar vehicle is considered one-half cover.

DEFENSE

A vehicle's Defense is equal to its base Defense value + its driver's/pilot's Dexterity modifier – size is already factored into each vehicle's base Defense (*see Table 4.20: Master Vehicle Guide, page 160, for base Defense values*). The Defense of a character on foot is unchanged from the standard *Stargate SG-1* combat rules.

FIRING FROM WITHIN A VEHICLE

Characters located in an open cockpit, vehicle bay, or like area, and those who are able to safely open a window, may fire any personal weapon in any direction within their line of sight. Firing through a closed window or other transparent barrier with a hardness of 5 or less is a free action and inflicts no damage upon the attacker (though it does leave the window broken).

MELEE ATTACKS

Melee attacks are only possible when the current lead of a non-space scene is equal to or less than the character's reach in squares, or when a character and his target are located adjacent to one another on the same space vehicle.

DRONE EFFECTS

When a character would typically be knocked prone (such as when he's successfully tripped or fails a Fortitude save after being successfully attacked with a weapon possessing the takedown quality), the character must instead make an additional crash check during Step 7.

RAMMING

In addition to collision maneuvers (see page 144), a participant may attempt to plow into vehicles and bystanders, inflicting significant damage. A participant may target any person, group of people, or vehicle within his speed or the speed of his vehicle with this type of attack. He makes a skill check appropriate to his scene type (see page 138), which operates as an attack check against the target's Defense.

If the pilot of a galaxy class vehicle attempts to ram a planetary class vehicle, he suffers a -10 penalty. If the pilot of a galaxy class vehicle attempts to ram one or more personnel, he suffers a -25 penalty. Conversely, if the pilot of a planetary class vehicle attempts to ram a galaxy class vehicle, he gains a +10 bonus.

With a successful hit against a single person or vehicle, the participant inflicts the following damage per 1/2/10/100/5,000 MPH of current velocity (when swimming, on foot/mounted, or in ground/water, air, and space vehicles, respectively).

VEHICLE SIZE	RAMMING DAMAGE
Tiny	1*
Small	1d4*
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	1d12**
Colossal	2d10**
Galaxy-1	2d12 × 5 (+150/+100)** †
Galaxy-2	3d10 × 10 (+300/+200)** †
Galaxy-3	3d12 × 15 (+450/+300)** †
Galaxy-4	4d10 × 20 (+600/+400)** †
Galaxy-5	4d12 × 25 (+750/+500)** †

* This is subdual damage. Also, vehicles of this size inflict no damage upon galaxy class vessels.



** This attack is considered armor-defeating (see the *Stargate SG-1* core rulebook, page 324).

† The additional damage listed in parentheses is inflicted against personnel and planetary class vehicles, respectively.

If the target wears armor, he receives the benefits of damage reduction as if this attack is explosive (see the *Stargate SG-1* core rulebook, pages 321-322).

The participant or his vehicle also suffers damage determined by the nature of his target, as follows.

- *Personnel*: No damage.
- *Planetary Class Vehicle*: ¼ damage inflicted upon the target (rounded up).
- *Galaxy Class Vehicle*: ½ the damage inflicted upon the target (rounded up).

Finally, a participant in a vehicle possessing at least ½ its maximum wound points may designate his attack a "suicide ram." With a successful attack check, the participant's vehicle is destroyed, but he inflicts damage according to the next highest vehicle size (e.g. a Tiny vehicle inflicts damage as if it's a Small vehicle, a Colossal vehicle inflicts damage as if it's a Galaxy-1 vehicle, etc.).

RANGE

The range to any target is determined by multiplying the lead by the scene type's standard length size (e.g. a lead of 8 during a ground vehicle scene translates to a range of 80 ft.). Finally, when a pilot possessing smash points is attacked, the attack's range is determined by adding the pilot's current smash point total to the current lead (see page 142 for an example).

MOVEMENT AND OTHER ACTIONS

Participants may not take movement actions during a vehicular scene, as they're too focused on the action at hand.

Within each passenger's action limits, he may choose any movement or other action for which he possesses the appropriate action options (remember that vehicular scene participants may typically only take 1 half action during this Step unless a rule or effect says otherwise).

The following modifications apply to the standard *Stargate SG-1* movement and other actions.

AIMING AND BRACING

A vehicular scene provides insufficient conditions for a character to take either the aim or brace actions.

BAILING OUT

A character may exit a vehicle as a half action. The maximum number of characters who may exit through the same portal during each round is determined by the portal's size, as shown on Table 4.10: Maximum Exits by Portal Size (see below).

Bailing Out of an Air Vehicle

In general terms, when a character bails out of a moving air vehicle, he falls for a number of rounds equal to the distance to the ground (in feet) divided by 1000 (rounded down), at which point he suffers damage as described on page 432 of the *Stargate SG-1* core rulebook.

If the character wears a parachute when he bails out of an air vehicle, he falls for a number of rounds equal to the distance to the ground (in feet) divided by 150 (rounded down), at which point he may make a Jump check (DC 15) to land without incident, suffering only 1d6 subdual damage. If the character possesses 5 or more ranks in Sport (Skydiving), he gains a +2 synergy bonus with this Jump check. With a critical success, the character suffers no damage from the landing. With an error, the character is knocked prone upon landing. With a critical failure, the character suffers 2d6 normal damage from the landing. The character may vary his Jump time (for example, by attempting a HA/LO maneuver) as per the rules on page 98.

Bailing Out of a Ground Vehicle

When a character bails out of a moving ground vehicle, he immediately suffers 1d6 normal damage per 10 MPH of current velocity. He may make a Reflex save (DC 15) to reduce this damage to ½ (rounded down).

Bailing out of a Space Vehicle

Outside the likely need for air, no special rules apply here.



Bailing Out of a Water Vehicle

When a character bails out of a moving water vehicle, he immediately suffers 1d4 normal damage per 10 MPH of current velocity. He may make a Reflex save (DC 15) to reduce this damage to ½ (rounded down).

MOVING ON A VEHICLE SURFACE

Each time a participant attempts any action involving movement on board a vehicle that the GM determines is unstable (e.g. a spacecraft under heavy assault, a rail train moving in excess of 100 MPH, etc.), the participant must make a Balance check (DC 10 + 1 per 1/2/10/100/5,000 of current velocity when swimming, on foot/mounted, or in ground/water, air, and space vehicles, respectively). With success, the character may perform the action as standard. With failure, the character may not perform the action and loses the chance to act (though he may still attempt another action if he has actions remaining).

Example: Lt. Wilson is a passenger of an Asgard mother ship whose orbit is rapidly decaying and whose artificial gravity is malfunctioning. He attempts to take a half action move, but fails his Balance check. He loses the half action, but may spend his second half action either attempting the same or a different move action, or performing a non-move action (such as firing on the Serpent Guard storming the vessel).

SKILL CHECKS

Any character involved in a vehicular scene on foot, when mounted, or within any but a galaxy class vehicle suffers a -6 circumstance penalty with all skill checks involving concentration, careful manipulation, or fine

TABLE 4.10: MAXIMUM EXITS BY PORTAL SIZE

PORTAL SIZE	EXAMPLE PORTAL	MAXIMUM EXITS (BY CHARACTER SIZE)
Fine	Spacecraft rivet hole	1 Fine
Diminutive	Gas vent	1 Diminutive, 2 Fine
Tiny	Tiny creature burrow entrance	1 Tiny, 2 Diminutive, 4 Fine
Small	Standard human porthole	1 Small, any number of smaller sizes*
Medium	Standard human door	1 Medium, 2 Small, any number of smaller sizes*
Large	Human double doors	1 Large, 2 Medium, 4 Small, any number of smaller sizes*
Huge	Stargate	1 Huge, 2 Large, 4 Medium, 8 Small, any number of smaller sizes*
Gargantuan	Transport plane exit gate	1 Gargantuan, 2 Huge, 4 Large, any number of smaller sizes*
Colossal	X-303 cargo door	1 Colossal, 2 Gargantuan, 4 Huge, 8 Large, any number of smaller sizes*

* The GM may wish to place logical restrictions on this limit according to the conditions.

control. This list includes, but is not limited to, most Computers, Demolitions, Electronics, Mechanics, Open Lock, Sleight of Hand, and certain Craft, skill checks.

A character subject to this penalty may make a Concentration check (DC 20 + 2 per obstacle check the vehicle's pilot must make this round + 4 per crash check the vehicle's pilot must make this round). With success, this penalty is reduced to ½ (rounded down). The character must declare that he is making this Concentration check *before* he makes the impacted skill check.



STEP 7: CRASH CHECKS

Over the course of each round, each participant may be required to make one or more crash checks, which determine whether they collide with the environment or each other.

Crash checks are primarily prompted by the following conditions, though other rules may demand a crash check as well.

- As a result of a successful maneuver.
- As a result of a failed obstacle check.
- When the participant suffers a critical failure with his maneuver check.
- When damage to the participant's vehicle calls for a crash check.

Each participant required to make a crash check makes a maneuver check using a skill appropriate for his scene type (*see Step 2, page 147*). Each participant must only make one crash check during this step – the crash check's base DC is 10, and for each crash check beyond the first that a participant is required to make, his DC is increased by an additional +5.

Example: Lt. Wilson is required to make three crash checks, one as the result of his challenger's successful maneuver, one for his own critically failed maneuver check, and one prompted by damage sustained during Step 6. His crash check DC is increased by 20.

In addition, the following conditional modifiers apply to all crash checks.

CONDITION	DC MODIFIER
Open terrain	-5
Close terrain	+0
Tight terrain	+5
Per 2/5/25/250/12,500 MPH of current velocity*	+2

* When swimming, on foot/mounted, or in ground/water, air, and space vehicles, respectively.

Crash checks may be made in any order and participants may not alter the lead in any way to gain a bonus with their crash checks.

When a participant fails his crash check, he or his vehicle collides with the environment or another character or vehicle, suffering the following damage.

Participant on Foot or Swimming: The participant suffers 1 point of normal damage per 1 MPH of current velocity, +1 additional point of normal damage per point by which the participant's crash check result was below the DC.

Participant on a Mount or in a Vehicle: The participant's mount or vehicle suffers 1d6 normal damage per 2/5/10/100/5,000 MPH of current velocity, +1/+2/+5/+10/+500 additional points of normal damage per point by which the participant's crash check result was below the DC. The participant and each passenger on the mount or in the vehicle suffer only ½ this damage (rounded down), unless one of the following conditions applies.

- If the mount or vehicle's wound point total is reduced to 0 or less by the crash damage, then the participant and each of his passengers suffers the same damage as the vehicle.
- If the GM determines that the participant or any passenger is out of the mount or vehicle's standard safety gear or restraints, those characters suffer the same damage as the vehicle.

If any affected character wears armor, he receives the benefits of damage reduction as if this attack is explosive (*see the Stargate SG-1 core rulebook, pages 321-322*).

If the participant's vehicle possesses the escape pod quality when a crash reduces a vehicle's wound points to 0 or less, any character occupying them when the participant fails his crash check automatically escapes without harm (*for more about this quality, see page 119*).

Finally, after the wreck, the participant rolls 1d4. With a result of 1, his mount is still standing or his vehicle is right side up; otherwise, it's flipped over, capsized, or tumbling through space, as appropriate.

If the mount or vehicle survives the wreck with at least 1 wound point, then it still runs and may continue the scene, if the participant wishes.

Special Note: Some successful maneuvers that prompt crash checks indicate that when the participant fails the crash check, he or his vehicle collides with another character or vehicle. Additionally, if two or more participants within 2 lengths of one another fail their crash checks during the same round, the GM may rule – for flavor purposes only – that this damage is inflicted as the participants collide with one another. Unless the conditions demand another outcome, the GM is otherwise safe to assume that the vehicle collided with the local scenery instead.

VEHICLE DAMAGE

When a vehicle is successfully hit with an attack or suffers damage in a crash or other situation, damage is rolled according to the standard *Stargate SG-1* combat rules. The vehicle's hardness, if any, is subtracted from the damage before it's applied to the vehicle's wounds.

Special Note: These rules apply to mounts, but they do not apply to participants on foot. The standard *Stargate SG-1* combat and character damage conditions illustrate the effects of damage on a foot runner.

VEHICLE DAMAGE CONDITIONS

A vehicle suffers penalties and other negative effects when it suffers enough damage to gain one of the four damage conditions, as shown on Table 4.11: Vehicle Damage Conditions (see below).

VEHICLE CRITICAL HITS

When a vehicle suffers a critical hit, all damage is applied directly to the vehicle's wounds; shields and hardness have no effect on damage inflicted on a vehicle with a critical hit.

Additionally, when a vehicle suffers a critical hit, the vehicle suffers a critical hit effect, as shown on Table 4.22: Vehicle Critical Effects (see page 174).

Special Note: Vehicle critical hits may occur without accompanying damage – in these cases, the vehicle suffers only the critical hit effect. Also, some critical hit effects are pre-determined by the attack or rule – in these cases, no roll is required to determine the critical hit effect.

TABLE 4.11: VEHICLE DAMAGE CONDITIONS

WOUND POINTS	DAMAGE CONDITION	EFFECT
½ maximum or more	Okay	None
Less than ½ maximum	Crippled	Handling bonus, if any, reduced by 5, crash check (DC +5)*
0 or less	Disabled	Vehicle stalls and comes to a halt, crash check (DC +10)*
Less than -(2×maximum)	Destroyed	Vehicle rendered useless and may not be repaired, 10% chance the vehicle explodes, inflicting blast damage per the self-destruct charge (SDC) vehicle quality (see page 124)

* This crash check is made during Step 7 of the following round, and is required only if the vehicle is in an atmosphere or near potential obstacles (of any kind), and need only be made once each time the vehicle gains the prompting damage condition. This crash check is made during Step 7 of a vehicular scene, or immediately otherwise.

FIRING AT A VEHICLE'S "VITALS"

Unlike people, vehicles are large and relatively easy to target. They also tend to move in a predictable fashion, often in a straight line. Thus, a character may choose to target a vehicle's vital areas in the hope of intentionally inflicting serious damage.

A character may attempt to target any vital area with a modifier in the "Attack Penalty" column of Table 4.22: Vehicle Critical Effects (see page 174). The character must declare that he is targeting a vital area *before* he makes his attack check and may not modify it thereafter. With a successful hit, the vehicle suffers the critical as if it were rolled per the standard critical rules. Further, the vehicle only suffers ½ the standard damage from the attack (rounded down). All other rules for damage and vehicle critical hits apply in this case, however.

Special Note: These "called shots" are *only* possible with vehicles – targeting characters with called shots is not and will never be permissible in the *Stargate SG-1* combat system.

DECOMPRESSION

Each time a space vehicle suffers a bridge, vehicle bay, engine/reactor, or engineering critical, it may also suffer decompression, as determined by the ship class involved and the number of action dice spent by the GM.

In a galaxy class ship, the rupture is assumed to occur in a location containing non-essential or no personnel unless the GM chooses one group of characters located within the same area and spends either 1 action die per character present (for sudden decompression) or 2 action dice per character present (for explosive decompression).

In a planetary class ship, the rupture is assumed not to occur at all unless the GM spends either 1 action die per character present (for sudden decompression) or 2 action dice per character present (for explosive decompression).

These events have the following effects.

- **Sudden Decompression:** A small hole forms in the ship's hull, sucking air through but no objects. Each character present suffers 1d6 normal damage at the end of each minute, at which time he must also make a Will save (DC 15 + 1 per previous save) or become stunned. This process continues until the character reaches a pressurized area, after which his recuperation time is 2 rounds per failed Will save (see the *Stargate SG-1* core rulebook, page 395, for more information about recuperation times).

- **Explosive Decompression:** A large hole forms in the ship's hull, sucking air, objects, and often people through into space. Each character present must make a Reflex save (DC 15) to keep himself from flying through the hull and into space, after which he suffers the effects of pressure damage and holding one's breath until he's somehow saved or he dies. Additionally, all the effects of sudden decompression apply, except that Will saves are required at the end of each round.

REPAIRING VEHICLE DAMAGE

For information about repairing a vehicle, see the *New Skill Uses* section on page 94.

OTHER VEHICULAR RULES

The following special rules apply during vehicular scenes.

AMBUSHES

A character may initiate a pursuit vehicular scene with an ambush. To prepare such an ambush, the character uses either Search or Survival to perform one of the following two skill checks. Both of these skill checks require that the character have access to scenery that offers a tactical advantage (e.g. cover that can conceal the predator's vehicle, distracting weather, opportunities for the character to slide unexpectedly behind the intended prey, etc.).

Check (1 Minute): The character stashes his vehicle in a spot from which he can quickly dive onto the prey's tail. With success, a vehicular scene begins with a pursuit facing and the character as the predator (*see page 141*). Further, the character gains his choice of one (and only one) of the benefits listed on Table 4.12: Vehicular Ambushes – 1 Minute (*see below*).

Check (1 Hour): The predator takes his time to find a spot that's both hard to notice and perfectly limits the prey's options. With success, a vehicular scene begins with a pursuit facing and the character as the predator (*see page 141*). Further, the character gains his choice of one (and only one) of the benefits listed on Table 4.13: Vehicular Ambushes – 1 Hour (*see below*).

Both of these skill checks have the same retry, threat, critical entries, error, critical failure, and special entries, as follows.

Retry: Yes, but only if the poor ambush conditions are discovered before they're used. This requires that someone other than the person who prepared the ambush inspect it and tell the character what's wrong with it.

Threat: None.

Critical Success: The character prepares the ambush so flawlessly that it may only be noticed with an awareness check that results in a critical success equaling or exceeding the character's skill check result.

Error: None.

Critical Failure: The character believes the ambush to be sound, and the ambush stands up to inspection, but a critical flaw is revealed when it's used. Opponents are only surprised by the ambush if they score a critical failure with their awareness check. Further, the prey's initial lead is increased by 2.

TABLE 4.12: VEHICULAR AMBUSHES – 1 MINUTE

CHECK RESULT	EFFECT
Up to 15	+2 to all opponents' awareness check DCs*, +2 to the character's attack or Defense (player's call)**, +2 to the character's maneuver checks**, or initial lead reduced by 1
16–25	+4 to all opponents' awareness check DCs*, +4 to the character's attack or Defense (player's call)**, +4 to the character's maneuver checks**, or initial lead reduced by 2
26+	+6 to all opponents' awareness check DCs*, +6 to the character's attack or Defense (player's call)**, +6 to the character's maneuver checks**, or initial lead reduced by 3

TABLE 4.13: VEHICULAR AMBUSHES – 1 HOUR

CHECK RESULT	EFFECT
Up to 15	+2 to all opponents' awareness check DCs*, +2 to the character's attack or Defense (player's call)**, +2 to the character's maneuver checks**, or initial lead reduced by 1
16–20	+4 to all opponents' awareness check DCs*, +4 to the character's attack or Defense (player's call)**, +4 to the character's maneuver checks**, or initial lead reduced by 2
21–25	+6 to all opponents' awareness check DCs*, +6 to the character's attack or Defense (player's call)**, +6 to the character's maneuver checks**, or initial lead reduced by 3
26–30	+8 to all opponents' awareness check DCs*, +8 to the character's attack or Defense (player's call)**, +8 to the character's maneuver checks**, or initial lead reduced by 4
31+	+10 to all opponents' awareness check DCs*, +10 to the character's attack or Defense (player's call)**, +10 to the character's maneuver checks**, or initial lead reduced by 5

* This effect is applied during the scene's first round only.

** This effect is reduced by –1 per round until it's reduced to +0.

Special: If the character possesses 5 or more ranks in Knowledge (Area), he gains a +2 synergy bonus when preparing a vehicular ambush in the area.

Multiple predators may not cooperate to complete either of these skill checks.

CONNECTED VEHICLES

When the participant's vehicle drags one or more vehicles behind it (e.g. a semi tractor pulling one or more trailers, a space ship towing a second disabled or salvaged vessel), he suffers a circumstance penalty with all vehicle-based skill checks other than keeping the vehicle moving straight ahead. This penalty is determined by the number of connected vehicles and their sizes relative to the dragging vehicle, as shown on Table 4.14: Connected Vehicle Penalties (*see below*).

Special Note: Since *Stargate SG-1* vehicle skills don't call for skill checks except during vehicular scenes and when a situation challenges the pilot's ability, these penalties don't affect day-to-day control of connected vehicles, such as the many transport-trucking circuits around the world and space transport circuits across the universe.

Dislodging Pulled Vehicles: Some dragged vehicles may be dislodged to reduce or eliminate these penalties – and to create a potential obstacle for pilots to the vehicle's rear. When possible (per the GM's discretion), this requires a successful Strength check (DC 10 + the inverse of all total penalties applied by the vehicle to be dislodged).

Example: Lt. Wilson attempts to dislodge one connected vehicle of the same size as the dragging vehicle. This requires a successful Strength check with a DC of 14 (10 + 4, the inverse of the -4 penalty applied by one connected vehicle of the same size).

Example 2: Lt. Wilson attempts to dislodge two connected vehicles at once, the first of which is the same size as the dragging vehicle and the second of which is one size larger. This requires a successful Strength check with a DC of 24 (10 + 4, the inverse of the -4 penalty for the first connected vehicle, + 10, the inverse of the -10 penalty for the second connected vehicle).

The pilot of any vehicle within 100 ft. behind one or more dislodged vehicles must make an obstacle check as described on page 148. The obstacle check's DC is increased by +2 per dislodged vehicle *and* +2 per size category difference between each dislodged vehicle and the pilot's own vehicle.

Example: A Large-sized vehicle is dislodged 50 ft. in front of a Medium-sized vehicle in close terrain. The Medium-sized vehicle's pilot must make an obstacle check with a DC of 22 (18 for close terrain, +2 for one dislodged vehicle, +2 for the size difference between the vehicles).

Vehicle Trailers: Space engines, tow trucks, boat trailers, and other vehicles which drag one or more other vehicles by a single link or hitch also suffer standard connected vehicle penalties. Vehicles designed to haul other vehicles internally, however, such as the X-303 and vehicle trailers, do not suffer these penalties – instead, they suffer the penalties for being loaded (*see page 156*).

JUMPING VEHICLES

Much like characters, mounts, ground vehicles, and water vehicles may be guided to jump over gaps or obstacles. Given their speed, these vehicles can clear much greater horizontal distances than humans, but they can rarely jump for height.

When a driver attempts a jump using a mount, ground vehicle, or water vehicle, he makes a vehicle skill check (DC 10). With success, the vehicle clears a minimum distance based on the preparation made before the jump, as follows (there is no limit to the horizontal distance a vehicle may jump).

PREPARED JUMPS

The character has enough room to get up to full speed (i.e. he can move at top speed for at least 1 full round prior to the jump) and the incline or manufactured ramp, if any, is low.

The base distance traversed during a prepared jump is $\frac{1}{3}$ the vehicle's current speed (rounded up). For every 3

TABLE 4.14: CONNECTED VEHICLE PENALTIES

CONNECTED VEHICLE	SKILL CHECK PENALTY
Vehicle Size	
Same size as dragging vehicle	-4
One size larger than dragging vehicle	-6
Two sizes larger than dragging vehicle	-10
Three sizes larger than dragging vehicle	-*
Four sizes larger than dragging vehicle	-*
Number of Vehicles Pulled**	
Two	-2
Three	-4
Four	-8
Five or more	-*

* Pulling a vehicle three or more sizes larger than the dragging vehicle is impossible, as is pulling more than four vehicles.

** These penalties are applied for each vehicle pulled (e.g. a second same-size vehicle applies a total penalty of -4 on its own, while a third vehicle one size larger than the dragging vehicle applies an additional penalty of -10; both vehicles apply a total penalty of -14).



points by which the driver's skill check result exceeds the DC, the vehicle travels a distance before landing equal to $\frac{1}{10}$ its speed (rounded up).

IMPROMPTU JUMPS

When the character needs to make a jump without any chance to pick the right spot or take the time to speed up, he need only to travel 30 ft. or more toward the jump point. This location must be a drop off, a slight incline, or another surface off of which the vehicle may launch (alternately, the agent may perform a "That's Impossible!" maneuver to jump from any location).

The base distance for an impromptu jump is $\frac{1}{10}$ the vehicle's current speed (rounded up). For every 5 points by which the driver's skill check result exceeds the DC, the vehicle travels a distance before landing equal to $\frac{1}{10}$ its speed (rounded up).

LOADED VEHICLES

Any vehicle whose passenger and cargo areas are filled to 50% capacity or more is considered loaded. A character piloting a loaded vehicle suffers a circumstance penalty with all skill checks to maneuver the vehicle at all times (including during vehicular scenes), as shown on Table 4.15: Loaded Vehicle Penalties (*see below*).

TABLE 4.15: LOADED VEHICLE PENALTIES

CURRENT LOAD	SKILL CHECK PENALTY
Vehicle is 50–75% loaded (e.g. 2–3 people in a 4-passenger jeep, 48-ft. cargo bay filled from 24 ft. to 36 ft. with crates, fuel ship's fluid hold 50–75% full)	–1
Vehicle is 76–100% loaded (e.g. 4 people in a 4-passenger jeep, 48-ft. cargo bay filled to the back end with crates, fuel ship's fluid hold 76–100% full)	–2
Vehicle is over 100% loaded (e.g. 5 or more people in a 4-passenger jeep, possibly with luggage strapped to the roof, 48-ft. cargo bay filled to the back end with crates stacked at a dangerous height, fuel ship's fluid hold overflowing)	–4

MOVING AND FIGHTING OUTSIDE A VEHICLE

A character may sometimes find himself clinging to the outside of a vehicle in motion. Moving vehicles make for treacherous footing – a character fighting or moving more than 5 ft. per round over such a surface must, as a free action, make a Balance check at the end of each round. This check's DC is determined by the vehicle's size and movement during the round, as well as the character's actions during the round, as shown on Table 4.16: Moving and Fighting Outside a Vehicle (*see page 158*).

If the character fails this Balance check, he trips, falls, or otherwise slides over or off the vehicle. Unless the character is located in a Zero-G environment, he must immediately make a Reflex save (DC 12) to catch hold of the vehicle before striking the ground. With success, the character is dragged along the vehicle's side, suffering 1d8 damage at the end of each round until one of the following conditions is met.

- The character makes a successful Climb check (DC 20) to right himself.
- The character makes a successful Jump check (DC 15) to leap to the ground, suffering $\frac{1}{2}$ the standard damage for falling from a vehicle (*see page 151*).
- The character lets go, suffering the standard damage for falling from a vehicle (*see page 151*).

Dragging damage is subdual outside a water or air vehicle; on the ground, it's normal.

Failure with the Reflex save to catch hold of the vehicle, or a critical failure with any skill check described in this section, results in the character immediately falling from the vehicle, suffering 1d6 normal damage per 10 MPH of current velocity.

VEHICLE FAILURES

When a player or the GM activates a critical failure suffered by the pilot of a vehicle, the GM may either describe the effects based upon the recommendations within the *Stargate SG-1* core rulebook or allow one of the new vehicle failure effects on Table 4.19: Sample Critical Failure Effects, by Vehicle Type (*see page 159*).

MASTER VEHICLE GUIDE TABLE

The vehicle entries on Table 4.20: Master Vehicle Guide, beginning on page 160, contain the following data.

Resource Points (RP): The vehicle's cost, in resource points. Some vehicles are simply too small and inexpensive to be purchased with resource points and have a cash value in this column. These vehicles may be requisitioned at a cost of 1 resource point per vehicle during the Gearing Up phase, or with personal cash during a mission (the character is usually reimbursed at the end of the current mission).

Size (SZ): Planetary class vehicles share the same size categories as characters and objects (*see the Stargate SG-1 core rulebook, page 352*). Galaxy class vehicles have a scale of five size categories above Colossal (*see page 114*).

Occupancy (Occ): The number of occupants that the vehicle may hold, including the pilot. Three special occupancy notations follow.

- When two numbers are separated by a slash here, the number before the slash is the minimum crew required to operate the vehicle, while the number after the slash is the number of additional passengers the vehicle can support.
- When two numbers are separated by a "+" sign here, the vehicle is divided into two areas, with the passengers before the "+" sign in the forward compartment and the passengers after the "+" in the rear.
- When a second number is listed in parentheses, the first number indicates the number of areas within the vehicle and the second number indicates the number of occupants within each of those areas (as is the case on most large and galaxy class vessels).

Handling (Hnd): Unless otherwise noted, this modifier is applied to all maneuver checks made by the vehicle's pilot.

Speed (Spd): This is the number of feet a vehicle travels in one combat round.

Miles per Hour (MPH): This entry includes the vehicle's standard cruising velocity and the top velocity at which it can safely move, respectively.

Defense (Def): This is a vehicle's base chance to be hit before taking the pilot's skill into account. A pilot's Dexterity modifier is added to his vehicle's Defense value when he's in control. Size is already factored into this value.

Wound Points (WP): This is the maximum damage the vehicle can take before it becomes disabled (*see page 153*). Vehicles don't typically possess vitality without the shields quality (*see page 120*).

Hardness (Hrd): A vehicle's hardness operates in all ways like a character's damage reduction and hardness (*see the Stargate SG-1 core rulebook, page 379*).

Bonus Resource Points: When a number is listed in this column, the vehicle comes standard with one or more weapons. The bonus RP listed here may be spent *only* to add ordnance to the vehicle.

Improvements: Each quality, modification, and standard ordnance the vehicle possesses is provided a two- or three-letter code in this column, along with supporting data in parentheses (*see pages 117, 121, and 126 for descriptions of each improvement's game effects*).

The vehicle quality, masterwork modification, and vehicular ordnance entries on Table 4.20: Master Vehicle Guide contain the following data.

Resource Points (RP): The selection's cost, in resource points. When two numbers are separated by a slash here, the number before the slash is the selection's base cost and the number after the slash is the cost of each upgrade.

Minimum Vehicle Size: The smallest size vehicle into which the selection may be installed. Smaller vehicles are either too lightweight, lack a frame of the size or construction to house the selection, or would simply be ripped apart by its recoil (if the selection is a weapon).

Option Slots: The number of vehicular option slots consumed by the selection. When two numbers are separated by a slash here, the number before the slash is the number of option slots taken up by the base selection and the number after the slash is the cost of each upgrade.

If a vehicle lacks the option slots to house the selection, it may not be installed. Each selection and all of its upgrades count as only 1 option for the purposes of determining improvement package discounts, regardless of the number in this column (*see page 124 for more about grouped ordnance discounts*).

Install Increment: The amount of time spent by the character or off-screen technicians between skill checks made to install the improvement on a vehicle. This complex skill check process is negated if the improvement is chosen during the Gearing Up phase and when the character requisitions the vehicle for the first time.

Additionally, qualities and masterwork selections feature the following entry.

Effect: The selection's game mechanics, including any variable and maximum bonuses, if applicable.

Finally, vehicular ordnance selections feature the following entries.

Accuracy (Acc): Unless otherwise specified, this modifier is applied to all attack checks made with the weapon.

Damage: The damage inflicted with any successful hit using the weapon.

Error: The weapon's error range.

Threat: The weapon's threat range.

Range Increment: The weapon's range increment, in feet.

Ammunition: The shots available when the weapon is fully loaded.

Qualities: Each quality the weapon possesses is provided a two-letter code in this column, along with supporting data in parentheses (*see page 126 for descriptions of each quality's game effects*).

TABLE 4.16: MOVING AND FIGHTING OUTSIDE A VEHICLE

CONDITION	DC/DC MODIFIER
Vehicle Size and Surface*	
Medium	12
Large	10
Huge	8
Gargantuan	5
Colossal or Galaxy	0
Angled surface	+10
Slippery surface	+10
Vehicle Movement This Round	
Up to 10 MPH	+2
11–25 MPH	+4
26–50 MPH	+8
50–75 MPH	+12
76–100 MPH	+16
100–150 MPH	+20
Over 150 MPH	Impossible**
Makes any number of obstacle checks	+1
Makes 1 or more crash checks	+2 per crash check
Successfully hit by 1 or more attacks	+4
Character Actions This Round	
Sacrifice 1 half action to "keep balance"	–8
Sacrifice 1 full action to "keep balance"	–12
Moving at up to full speed	+5
Moving more than full speed, up to double speed	+10
Successfully hit by 1 or more attacks	+4 per successful attack

* In any Zero-G environment (including space), the base DC is always 10, regardless of the vehicle's size.

** The character automatically fails his Balance check under these circumstances.

TABLE 4.17: WATER VEHICLE LEAKS

CONDITION	REQUIRED BAIL OUTS
Vehicle Size	
Small or Medium	1 person
Large	2 people
Huge	4 people
Colossal	10 people
Vehicle Damage	
Up to 25% of vehicle's total wounds	+1 person
26–50% of vehicle's total wounds	+3 people
51–75% of vehicle's total wounds	+5 people
76% or more of vehicle's total wounds	All but pilot

TABLE 4.18: SINKING WATER VEHICLES

CONDITION	TIME TO SINK
Vehicle Size	
Small or Medium	2d6 minutes
Large	4d6 minutes
Huge	6d6 minutes
Colossal	8d6 minutes
Vehicle Damage	
Up to 25% of vehicle's total wounds	–1d6 minutes
26–50% of vehicle's total wounds	–2d6 minutes
51–75% of vehicle's total wounds	–3d6 minutes
76% or more of vehicle's total wounds	Special*

* The vehicle sinks in 1d4 minutes, regardless of its size.

Special Note: These figures are given for synthetic and metal craft; after the listed number of minutes, wooden craft only sink to the deck. Thereafter, the listed numbers are multiplied by ten to determine the time before the wooden craft completely sinks.

TABLE 4.19: SAMPLE CRITICAL FAILURE EFFECTS, BY VEHICLE TYPE

ACTION DICE SPENT	MIN. ERROR RANGE*	EFFECT
Air/Space Vehicles		
1	1	<i>Stall:</i> The character's maneuvers cause the craft to stall. The vehicle's Defense and maneuver checks suffer a -8 circumstance penalty during the following round, and a -4 circumstance penalty during the round following the next as the pilot rights his vehicle.
2	1	<i>Pressure Loss:</i> If the craft is pressurized, its integrity is compromised and it begins losing cabin pressure. If in space, then each occupant experiences sudden decompression (see page 153). Also, each occupant must don an emergency oxygen mask or otherwise find a source of oxygen, accepting a -1 circumstance penalty with Wisdom-based skill checks and Reflex saves, or hold his breath to avoid passing out (see the Stargate SG-1 core rulebook, page 432). Alternately, <i>Maximum Velocity:</i> The aircraft exceeds its stress tolerance and suffers 2d6 damage.
3	1-2	<i>Engine Failure:</i> One of the craft's engines or reactors fails, as appropriate. If the vehicle features more than 1 engine, its speed and handling, if positive, are reduced to 1/2 standard each (rounded up). If the vehicle is flying in atmosphere and features only 1 engine, the pilot must immediately attempt to descend and land, losing 300 ft. of altitude — and appropriate smash points — at the end of each round. During the round the craft reaches ground, the pilot must make a successful vehicle skill check (DC 25) or the vehicle and all occupants suffer damage as if the pilot failed a crash check (see page 152).
4+	1-3	<i>Flat Spin:</i> The vehicle enters a "death spin," losing 500 ft. of altitude — and appropriate smash points — at the end of each round. Each time altitude is lost, the pilot may make 1 vehicle skill check (DC 25) to right the vehicle. The pilot gains no skill check during the round the vehicle hits the ground — instead, the vehicle and all occupants immediately suffer damage as if the pilot failed two consecutive crash checks (see page 152).
Ground Vehicles		
1	1	<i>Break Down:</i> The vehicle's engine dies and its Defense is reduced by 6 during the following round and by 10 during the round following next as the vehicle slows to a halt. Also, all maneuver checks made with the vehicle suffer a -6 circumstance penalty during the following round, which increases to a -10 circumstance penalty during the round following next. At the start of the third round following this effect, the vehicle may be re-started and driven without any of these modifiers.
2	1	<i>Spin-Out:</i> The driver loses control and the vehicle spins wildly across the surface. Each tire suffers 1 wound and the driver must make a crash check during Step 7 of the current round. Outside a vehicular scene, the crash check is made immediately.
3	1-2	<i>Roll:</i> The vehicle tumbles uncontrollably, across the terrain. The vehicle, its driver, and all passengers suffer 3d6 normal damage each. The driver and each passenger may make a Reflex save (DC 25) to convert this damage to subdual. At the end of the roll, the driver may make a vehicle skill check (DC 25) to land upright (on its wheels and/or tracks).
4+	1-3	<i>Collision:</i> The vehicle collides with something solid, suffering the effects of a failed crash check during Step 7 of the current round (see page 152). Outside a vehicular scene, the effects of the failed crash check are made immediately.
Water Vehicles		
1	1	<i>Break Down:</i> The vehicle engine dies and its Defense is reduced by 6 during the following round and by 10 during the round following next as it slows to a halt. All maneuver checks made with the vehicle suffer a -6 circumstance penalty during the following round, which increases to a -10 circumstance penalty during the round following next. At the start of the third round following this effect, the vehicle may be re-started and driven without any of these modifiers.
2	1	<i>Leak:</i> The vehicle's hull is breached (either by stress or minor impact) and slowly takes on water. The vehicle's handling is reduced by 1 at the start of each round until the leak is repaired or a number of occupants bail out as shown on Table 4.17: Water Vehicle Leaks (see page 158). If the vehicle's handling reaches 0, it begins to sink, also as shown on Table 4.17: Water Vehicle Leaks.
3	1-2	<i>Collision:</i> The vehicle collides with something solid, suffering the effects of a failed crash check during Step 7 of the current round (see page 152). Outside a vehicular scene, the effects of the failed crash check are made immediately.
4+	1-3	<i>Capsize:</i> The vehicle is turned on its side (or completely flips over, if Large or smaller), and quickly takes on water. Unless the pilot succeeds with a vehicle skill check (DC 30), the vehicle immediately begins to sink as described on Table 4.18: Sinking Water Vehicles (see page 158). The pilot may attempt one such check each round over three rounds, after which the vehicle has taken on too much water to be salvaged.

* The skill check's error range — after all modifiers from gear, feats, and other conditions are applied — must be equal to or worse than this range for the player or GM to activate the critical failure effect. For instance, when a player character with an error range of 1-2 suffers an error, the GM may spend up to 3 action dice to activate his critical failure, but no more.

TABLE 4.20: MASTER VEHICLE GUIDE

VEHICLE NAME	RP	SIZE	OCC	HND	SPD	MPH	DEF	WP	HRD	OPTIONS	BONUS RP	IMPROVEMENTS
Air Vehicles												
<i>Fixed-Wing Air Vehicles</i>												
Airliner, light	11	Gargantuan	3/150	-1	2,000 ft.	200/400	6	100	5	10	—	ACS (+1)
Airliner, jumbo	12	Colossal	4/300	-2	1,750 ft.	175/350	4	120	6	12	—	ACS (+1)
Airliner, low-orbital	19	Colossal	4/120	-3	12,500 ft.	1250/2500	2	125	5	12	—	ACS (+2), AIR
Airliner, private	9	Huge	2/10	+0	2,500 ft.	250/500	8	80	4	8	—	ACS (+2)
Airliner, supersonic	15	Colossal	3/180	-1	4,000 ft.	400/800	5	120	5	12	—	ACS (+2)
Bi-plane	6	Large	1/1	+3	600 ft.	60/120	12	60	3	6	—	—
Bomber, light	13	Gargantuan	2/4	+0	2,000 ft.	200/400	7	150	8	15	2	ARF, EOP (+2), bomb bay (localized)
Bomber, heavy	16	Colossal	2/4	-1	2,500 ft.	250/500	5	200	8	17	—	ARF, EOP (+2), bomb bay (tactical)
Bomber, supersonic	20	Gargantuan	2/3	+3	4,500 ft.	450/900	10	180	7	18	—	ARF, bomb bay (standard)
Bomber, stealth	25	Gargantuan	2/2	+1	2,500 ft.	250/500	8	150	7	12	2	ACS (+2), ARF, CHF (+2), STC (+2), bomb bay (standard)
Fighter, air-superiority	18	Huge	1	+12	5,000 ft.	500/1000	20	100	6	10	3	ARF, FPH
Fighter, attack	17	Huge	1/1	+10	4,000 ft.	400/800	18	110	7	11	3	ARF, ESP (2), FPH
Fighter, ground attack	15	Huge	1	+11	1,250 ft.	125/250	19	120	10	12	3	ACS (+1), ESP (1), FPH, HVA
Fighter, VTOL	15	Huge	1	+10	2,500 ft.	250/500	18	100	7	10	3	ARF, ESP (1), EXO, FPH, VTL
Fighter, strike	17	Huge	1	+11	4,500 ft.	450/900	19	100	7	10	3	ARF, ESP (1), FPH
Fighter, stealth	20	Huge	1	+8	2,500 ft.	250/500	16	80	6	8	3	ARF, CHF (+2), ESP (1), STC (+2)
Fueler	12	Gargantuan	4/8	+0	2,000 ft.	200/400	7	110	5	11	—	ARF, EXP, RFL
Prop-plane (one-seater)	6	Large	1	+7	900 ft.	90/180	16	50	4	5	—	MTF
Prop-plane (two-seater)	6	Large	1/1	+6	900 ft.	90/180	15	60	4	6	—	MTF
Prop-plane (four-seater)	7	Large	1/3	+5	900 ft.	90/180	14	70	4	7	—	MTF
Prop-plane, turbo	8	Large	1/3	+6	1,500 ft.	150/300	15	70	4	7	—	—
Reconnaissance, high-altitude	16	Huge	1	-1	1,500 ft.	150/300	7	90	5	9	—	ACS (+2)
Reconnaissance, high-speed	18	Huge	1	-5	12,500 ft.	1250/2500	3	100	5	10	—	ACS (+2), ARF, FPH, STC (+2)
Space shuttle	40	Huge	4/4	-5	10,000 ft.	1000/2000	3	600	10	60	—	ACS (+3), AIR, EXO, LSP (120), LVQ
Transport, light	9	Huge	3/20	+3	1,750 ft.	175/350	11	90	8	11	—	ARF, EOP (+2), LVQ
Transport, standard	10	Gargantuan	4/30	+1	2,250 ft.	225/450	8	120	8	15	—	ARF, EOP (+3), LVQ
Transport, heavy	12	Colossal	4/60	-2	2,000 ft.	200/400	4	150	8	19	—	ARF, EOP (+4), LVQ
<i>Lighter-Than-Air Vehicles</i>												
Blimp	6	Gargantuan	2/25	-6	400 ft.	35/70	2	45	1	4	—	VTL
Hot-air balloon	1	Huge	1/4	—	—	—	2	10	0	1	—	MTF, VTL
Zeppelin	8	Colossal	3/50	-8	350 ft.	30/60	2	60	1	6	—	VTL
<i>Rotor-Wing Air Vehicles</i>												
Helicopter, attack	15	Large	2	+8	1,500 ft.	150/300	17	90	7	9	3	FPH, VTL
Helicopter, cargo	9	Huge	2/1	+5	400 ft.	40/80	13	75	5	7	—	VTL
Helicopter, commercial	8	Large	1/3	+6	600 ft.	60/120	15	70	5	7	—	VTL
Helicopter, gunship	16	Huge	2/6	+5	800 ft.	80/160	13	100	8	10	3	VTL
Helicopter, light	7	Large	1/1	+8	800 ft.	80/160	17	50	4	5	—	VTL
Helicopter, military	13	Large	2/8	+7	1,200 ft.	120/240	16	80	7	8	2	FPH, VTL
Helicopter, service	9	Large	1/5	+6	900 ft.	90/180	15	75	5	7	—	VTL
Armored and Heavy Vehicles												
<i>Railed Armored and Heavy Vehicles</i>												
Sky tram	10	Gargantuan	1/120	—	250 ft.	25/50	2	250	10	25	—	—
Train, bullet	14	Gargantuan	4/200	—	900 ft.	90/180	2	300	11	30	—	—
Train, cargo	12	Gargantuan	4	—	250 ft.	25/50	2	320	12	32	—	—
Train, commuter (surface)	12	Gargantuan	1/200	—	350 ft.	35/70	2	300	11	30	—	—
Train, commuter (subway/el)	11	Gargantuan	2/160	—	300 ft.	30/60	2	250	8	25	—	—
Train, mag-lev	16	Gargantuan	5/200	—	1100 ft.	110/220	2	250	10	25	—	EXO
Trolley	8	Huge	1/16	—	200 ft.	20/40	2	180	9	18	—	—
<i>Tracked Armored and Heavy Vehicles</i>												
AAV (Amphibious Assault Vehicle)	11	Huge	2/8	-7	300 ft.	30/60	2	260	12	26	1	HVA, NVS (+4), TRK
Bridge-layer	12	Huge	2/1	-10	200 ft.	20/40	2	200	14	20	—	HVA, TRK
Half-track	9	Huge	2/12	-8	350 ft.	35/70	2	240	12	24	—	HVA, TRK
IFV (Infantry Fighting Vehicle)	9	Huge	3/8	-7	350 ft.	35/70	2	220	14	22	1	HVA, NVS (+4), TRK
Tank, amphibious	12	Huge	2	-10	300 ft.	30/60	2	250	12	25	2	HVA, NVS (+6), TRK
Tank, main battle	13	Huge	3	-10	300 ft.	30/60	2	280	20	28	3	NVS (+6), RAR, TRK
Tank, pocket	11	Large	2	-8	350 ft.	35/70	2	240	15	24	2	NVS (+4), RAR, TRK
Tank, super-heavy	14	Gargantuan	5	-12	200 ft.	20/40	2	320	22	32	3	NVS (+6), RAR, TRK
Tractor, bulldozer	6	Large	1	-7	50 ft.	5/10	2	160	10	16	—	TRK
Tractor, crane	8	Gargantuan	1	-8	50 ft.	5/10	2	120	9	12	—	TRK
Tractor, snow	7	Large	2	-7	125 ft.	12/25	2	110	8	11	—	TRK
Tractor, steam shovel	7	Huge	1	-8	30 ft.	3/6	2	140	9	14	—	TRK

Wheeled Armored and Heavy Vehicles

APC (armored personnel carrier)	8	Huge	2/6	-7	250 ft.	25/50	2	240	12	24	1	HVA, ORD
Bus	6	Huge	1/30	-7	450 ft.	45/90	2	150	8	15	—	—
Forklift, industrial (2-8 tons)	4	Large	1	-7	125 ft.	12/25	2	120	7	12	—	ORD
IFV (Infantry Fighting Vehicle)	9	Huge	2/8	-6	350 ft.	35/70	2	180	12	18	1	HVA, NVS (+4), ORD
Tractor, field	5	Huge	1/1	-8	200 ft.	20/40	2	100	5	10	—	ORD
Tractor, semi ("big rig")	7	Gargantuan	2/2	-7	500 ft.	50/100	2	120	6	12	—	—
Tractor, semi (with sleeper)	8	Gargantuan	2/4	-7	500 ft.	50/100	2	130	6	13	—	LVQ
Trailer, box	2	Huge	—	-8	450 ft.	45/90	2	60	5	6	—	—
Trailer, flatbed	2	Huge	—	-8	450 ft.	45/90	2	50	4	5	—	—
Trailer, refrigerated	3	Huge	—	-8	450 ft.	45/90	2	60	5	6	—	—
Trailer, tanker	2	Huge	—	-9	400 ft.	40/80	2	50	5	5	—	—
Truck, 2 1/2-ton	8	Large	2/6	-7	400 ft.	40/80	2	200	10	20	—	ORD

Cars and Trucks

Cars

Car, antique	2	Large	1/2	-4	500 ft.	50/100	5	80	4	8	—	—
Car, classic	3	Large	1/1	-3	500 ft.	50/100	6	100	6	10	—	HOT
Car, commuter (compact)	3	Large	1/2	+2	500 ft.	50/100	11	80	4	8	—	—
Car, commuter (mid-size)	3	Large	1/3	+0	550 ft.	55/110	9	90	5	9	—	—
Car, commuter (sedan)	3	Large	1/3	+1	550 ft.	55/110	10	100	6	10	—	—
Car, commuter (station wagon)	2	Large	1/5	-3	500 ft.	50/100	6	100	6	10	—	MTF
Car, commuter (sub-compact)	2	Medium	1/1	+3	450 ft.	45/90	13	70	3	7	—	—
Car, drag-racer/hot rod	4	Large	1/1	+3	700 ft.	70/140	12	90	5	9	—	FPH, HOT
Car, economy	2	Large	1/3	+0	500 ft.	50/100	9	80	4	8	—	MTF
Car, electric	3	Large	1/2	+2	400 ft.	40/80	11	60	3	6	—	—
Car, electric-gas conversion	3	Large	1/3	+1	500 ft.	50/100	10	70	3	7	—	—
Car, high-performance (police)	4	Large	1/3	+4	700 ft.	70/140	13	110	7	11	—	—
Car, luxury	4	Large	1/4	+1	550 ft.	55/110	10	110	7	11	—	HOT
Car, muscle	4	Large	1/2	+1	650 ft.	65/130	10	110	7	11	—	FPH
Car, off-road	4	Large	1/1	+1	500 ft.	50/100	10	100	6	10	—	ORD
Car, racing	6	Large	1	+8	1000 ft.	100/200	17	70	3	7	—	FPH, RCB (+2)
Car, sports (classic)	4	Large	1/1	+6	750 ft.	75/150	15	80	4	8	—	HOT
Car, sports (modern)	5	Large	1/1	+5	800 ft.	80/160	14	70	3	7	—	HOT, SPB (+2)
Jeep, civilian	2	Large	1/3	+1	600 ft.	60/120	10	80	5	8	—	ORD
Jeep, military	3	Large	1/3	+1	550 ft.	55/110	10	90	7	9	—	AWD, ORD
Limousine, Cadillac	5	Large	1/5	-5	400 ft.	40/80	4	130	7	13	—	HOT
Van, ambulance	4	Large	1/4	-3	550 ft.	55/110	6	120	6	12	—	—
Van, full	4	Large	1/5	-4	550 ft.	55/110	5	130	7	13	—	—
Van, mini-van	4	Large	1/4	-1	600 ft.	60/120	8	110	5	11	—	—

Trucks

Jeep, Humvee	8	Large	1/6	-5	500 ft.	50/100	4	120	10	12	—	AWD, AHV, FPH, ORD
Limousine, Humvee	8	Huge	1/7	-5	450 ft.	45/90	3	130	8	13	—	AWD, ORD
Recreational vehicle	6	Huge	1/5	-6	400 ft.	40/80	2	100	4	10	—	—
SUV, commuter	4	Large	1/3	-3	500 ft.	50/100	6	100	6	10	—	—
SUV, off-road	4	Large	1/3	-4	400 ft.	40/80	5	100	6	10	—	ORD
Truck, box	4	Huge	1/6	-6	500 ft.	50/100	2	90	8	9	—	—
Truck, commuter	3	Large	1/1	-3	450 ft.	45/90	6	100	6	10	—	—
Truck, dump	4	Huge	1/1	-6	400 ft.	40/80	2	120	7	12	—	—
Truck, fire	4	Huge	1/3	-6	450 ft.	45/90	2	120	6	12	—	—
Truck, flatbed	3	Huge	1/1	-8	450 ft.	45/90	0	120	5	12	—	OPT (rear pass. — no cover)
Truck, monster	4	Huge	1/1	-5	400 ft.	40/80	3	110	7	11	—	—
Truck, off-road	4	Large	1/1	-3	450 ft.	45/90	6	100	6	10	—	ORD
Truck, pick-up	3	Large	1/1	-2	550 ft.	55/110	7	100	6	10	—	OPT (rear pass. — no cover)

Drones

Air Drones

Dragonfly	1 for 2	Fine	0	+1	150 ft.	15/30	19	1	0	0	—	CLK (+1), NVS (+2)
Hover pod	5	Small	0	+4	80 ft.	8/16	15	25	1	2	1	ACS (+2), CLK (+4), NVS (+4), VTL
Mini-chopper	2	Small	0	+5	75 ft.	7/15	17	8	1	3	—	CLK (+2), EOP (+2), NVS (+2), VTL
UAV	6	Large	0	+4	750 ft.	75/150	13	40	3	4	2	ACS (+3), CLK (+5), NVS (+6), VTL

Ground Drones

ARNOLD	8	Large	0	-4	20 ft.	2/4ft.	12	50	4	4	—	AAS (+2), ACS (+2), AWD, CLK (+6), NVS (+2), ORD
EOD drone	4	Medium	0	+2	20 ft.	2/4 ft.	12	25	6	4	—	CLK (+3), EOP (+2), NVS (+2), WAL
FRED	3	Large	0	+0	20 ft.	2/4	12	50	4	3	—	ACS (+2), CLK (+6), ORD
MALP	6	Large	0	+2	20 ft.	2/4	13	30	2	4	—	ACS (+3), CLK (+6), NVS (+6), ORD, WAL

MAT	5	Large	0	+0	20 ft.	2/4	12	50	4	5	3	AAS (+2), ACS (+2), CLK (+6)
Rover	5	Small	0	+1	30 ft.	3/6	12	15	1	1	1	CLK (+5), NVS (+5), SDS, WAL
Scorpion	3 for 4	Fine	0	+4	10 ft.	1/2	22	3	0	0	—	ACS (+1), CLK (+3), NVS (+3), ORD, STC
<i>Space Drones</i>												
Deep space probe	3	Medium	0	+3	10,000 ft.	1,000/2,000	12	30	3	0	—	ACS (+4), NVS (+8)
Exploration probe	2	Small	0	+3	7,000 ft.	700/1,400	12	25	2	0	—	ACS (+3), NVS (+6)
Proximity probe	1	Small	0	+3	5,000 ft.	500/1,000	12	20	1	0	—	ACS (+2), NVS (+4)
<i>Water Drones</i>												
Eel	3	Tiny	0	+4	50 ft.	5/10	16	12	0	1	—	CLK (+4), NVS (+6), STC
Ocean seeker	4	Large	0	+0	60 ft.	6/12	9	60	5	6	—	CLK (+3), NVS (+5), WAL
Patrol skimmer	3	Medium	0	+2	350 ft.	35/70	12	45	6	4	1	ORD
<i>Mounts</i>												
Camel	2	Large	2	—1	40 ft.	4/8	13	15	0	—	—	ORD, OPT (one-half)
Elephant	3	Huge	1 + 3	—2	40 ft.	4/8	11	22	1	—	—	ORD, OPT (one-half)
Horse, Arabian	3	Large	1	1	60 ft.	6/12	14	12	0	—	—	ORD, OPT (one-half)
Horse, pony	1	Medium	1	—1	35 ft.	4/8	12	10	0	—	—	ORD, OPT (one-half)
Horse, racing	3	Large	1	2	80 ft.	8/16	14	10	0	—	—	ORD, OPT (one-half)
Horse, riding	2	Large	1 + 1	0	40 ft.	4/8	13	12	0	—	—	ORD, OPT (one-half)
Horse, unbroken	0	Large	1	—4	40 ft.	4/8	13	12	0	—	—	ORD, OPT (one-half)
Horse, work	1	Large	1	—2	40 ft.	4/8	12	10	0	—	—	ORD
Horse and wagon	3	Huge	1 + 4	—2	40 ft.	4/8	11	10 + 25	1	0 + 2	—	ADV (2)
Mule/ox	1	Large	1	—3	30 ft.	3/6	13	14	0	—	—	ORD, OPT (one-half)
<i>Personal Vehicles</i>												
<i>Personal Air Vehicles</i>												
Hang glider	2	Large	1	+1	50 ft.	5/10	10	15	2	1	—	FPH, OPT (one-quarter)
Jettisoned escape pod	—	Medium	1	—2	30 ft.	3/6	8	30	4	3	—	FPH, OPT (one-half)
Parachute	1	Large	1	—1	40 ft.	4/8	8	12	1	1	—	OPT (no cover)
Parasail	2	Large	1	+0	100 ft.	10/20	9	15	1	1	—	OPT (one-quarter)
Ultralight	3	Large	1	+3	250 ft.	25/50	12	40	4	4	—	OPT (one-quarter)
<i>Personal Ground Vehicles</i>												
ATC (three-wheeler)	2	Medium	1	+5	150 ft.	15/30	15	30	2	3	—	OPT (one-half), ORD
ATV (quad, four-wheeler)	2	Medium	1/1	+6	200 ft.	20/40	16	50	2	5	—	OPT (one-half), ORD
Bicycle, off-road	1	Medium	1	+6	50 ft.6	5/10	10	20	1	2	—	OPT (one-half), ORD
Bicycle, racing	1	Medium	1	+7	70 ft.6	7/14	11	20	1	2	—	OPT (one-quarter)
Bicycle, street (stock)	(\$100)	Medium	1	+6	50 ft.6	5/10	10	15	1	1	—	OPT (one-quarter)
Motorcycle, chopper	3	Large	1/1	+6	400 ft.	40/80	15	50	2	5	—	OPT (one-half)
Motorcycle, commuter	2	Medium	1	+7	400 ft.	40/80	16	30	1	3	—	OPT (one-half)
Motorcycle, street	2	Medium	1	+8	500 ft.	50/100	18	35	1	3	—	HOT, OPT (one-half)
Motorcycle, off-road	2	Medium	1	+6	250 ft.	25/50	16	30	2	3	—	ORD, OPT (one-half)
Motorcycle, racing	4	Large	1	+7	750 ft.	75/150	17	25	2	2	—	OPT (one-half)
Motorcycle, scooter/moped	1	Medium	1	+5	250 ft.	25/50	14	25	1	2	—	OPT (one-half)
Motorcycle, sidecar	3	Large	1/1	+5	400 ft.	40/80	14	45	2	4	—	OPT (one-half)
Skis	(\$100)	Small	1	+0	30 ft.6	3/6	SpecialΔ	8	0	1	—	OPT (no cover), TRK
Snowmobile, one-man	2	Medium	1	+6	250 ft.	25/50	16	50	2	5	—	OPT (one-half), TRK
Snowmobile, two-man	2	Large	1/1	+5	250 ft.	25/50	15	60	2	6	—	OPT (one-half), TRK
<i>Personal Space Vehicles</i>												
Booster pod	1	Medium	1	+0	100 ft.	10/20	12	20	0	2	—	OPT (three-quarters), TPS, VTL
<i>Personal Water Vehicles</i>												
Canoe	(\$100)	Large	1/2	—2	40 ft.	4/8	7	10	1	1	—	OPT (one-half)
Kayak	(\$100)	Medium	1	+0	40 ft.	4/8	10	10	1	1	—	OPT (one-half)
Life raft	(\$120)	Large	1/5	—4	20 ft.	2/4	5	15	0	1	—	OPT (one-quarter)
Jet-ski, one-man	1	Medium	1	+4	150 ft.	15/30	14	30	1	3	—	OPT (one-half)
Jet-ski, two-man	2	Medium	1/1	+3	120 ft.	12/24	13	40	1	4	—	OPT (one-half)
Rowboat	(\$150)	Large	1/3	—3	30 ft.	3/6	7	15	2	1	—	OPT (one-half)
Submersible sled, one-man	3	Small	1	+2	20 ft.	15/30	13	25	3	2	—	—
Water skis	(\$80)	Small	1	—1	SpecialΦ	SpecialΦ	SpecialΔ	8	0	1	—	OPT (no cover)
<i>Space Vehicles</i>												
Asgard transport	N/A	Galaxy-1	10/10 (5)	+2	Special*	Special*	6	2,000	25	184	—	EXO, HYP, LSP (indefinite), LVQ, NVS (+6), PRS (+6), SCD, SLD (200), TPS, TRS, VBY, VTL, 2x laser (galaxy class, light)
Asgard cruiser	N/A	Galaxy-2	15/25 (10)	+0	Special*	Special*	5	4,000	30	360	—	EXO, HLE (2), HYP, LSP (indefinite), LVQ, NVS (+7), PRS (+7), RPT (1), SCD, SLD (500), TPS, TRS, VBY, VTL, 5x laser, (galaxy class, light)

Asgard bomber	N/A	Galaxy-3	20/50 (10)	-2	Special*	Special*	5	6,000	40	555	—	EXO, EXP, HLE (4), HYP, LSP (indefinite), LVQ, NVS (+8), PRS (+8), RAR, RPT (2), SCD, SLD (1,000), TPS, TRS, VBY, VTL 2x bomb bay (tactical) 5x laser (galaxy class, standard)
Asgard chariot	N/A	Galaxy-4	25/100 (15)	-4	Special*	Special*	4	8,000	50	760	—	EXO, EXP, FBW, HLE (8), HYP, LSP (indefinite), LVQ, NVS (+9), PRS (+9), RAR, RPT (3), SCD, SLD (1,500), TPS, TRS, VBY, VTL 5x laser (galaxy class, standard)
Asgard mother ship	N/A	Galaxy-5	30/200 (20)	-6	Special*	Special*	4	10,000	75	960	—	EEB, EXO, EXP, FBW, HLE (10), HYP, LVQ, LSP (indefinite), NVS (+10), PRS (+10), RAR, RPT (4), SCD, SLD (2,000), TPS, TRB (+8), TRS, VBY, VTL, 5x laser (galaxy class, heavy)
Goa'uld teltac transport ship	N/A	Galaxy-1	10/10 (5)	+0	Special*	Special*	4	1,000	20	20	—	AIR, HYP, LSP (120), LVQ, OCD, PRS (+4), RPT (1), SCD, SDC, SLD (100), TPS, TRS, VBY, VTL, 10x laser (galaxy class, light)
Goa'uld pyramid cruiser	N/A	Galaxy-2	15/25 (10)	-2	Special*	Special*	3	2,000	25	—	—	AIR, ESP (1), EXP, HYP, LSP (240), NVS (+5), LVQ, PRS (+5), RPT (10), SDC, SLD (200), TPS, TRS, VBY, VTL 5x 500mm cannon 20x laser (galaxy class, light)
Goa'uld al-kesh bomber	N/A	Galaxy-3	20/50 (10)	-4	Special*	Special*	3	3,000	30	10	—	ESP (1), EXP, HYP, LSP (360), LVQ, NVS (+6), OCD, PRS (+6), RPT (25), SCD, SDC, SLD (400), TPS, TRS, VBY, VTL 10x bomb bay (tactical) 10x 1,000mm cannon 20x laser (galaxy class, standard)
Goa'uld ha'tak	N/A	Galaxy-4	25/100 (15)	-6	Special*	Special*	2	4,000	40	80	—	ESP (1), EXP, HYP, LSP (480), LVQ, NVS (+7), PRS (+7), RPT (50), SDC, SLD (800), TPS, TRS, VBY, VTL 10x 1,000mm cannon 30x laser (galaxy class, standard)
Goa'uld super pyramid mother ship	N/A	Galaxy-5	30/200 (20)	-8	Special*	Special*	2	5,000	50	84	—	ESP (1), EXP, HYP, LSP (indefinite), LVQ, NVS (+8), PRS (+8), RPT (100), SDC, SLD (1,500), TRB (+6), TPS, TRS, VBY 12x 2,000mm cannon 20x laser (galaxy class, standard) 20x laser (galaxy class, heavy)
Goa'uld death glider (modern)	N/A	Large	1/1	+12	8,000 ft.	800/1,600	20	100	8	2	—	PRS (+2), SLD (25), TPS, VTL, 2x laser (standard)
Goa'uld death glider (classic)	N/A	Huge	1/1	+10	7,000 ft.	700/1,400	18	140	10	2	—	PRS (+2), SLD (50), TPS, VTL, 2x laser (heavy)
X-301 Interceptor	N/A	Large	1/1	+11	8,000 ft.	800/1,600	20	100	8	6	—	ACS (+4)**, PRS (+2), SLD (20), TPS, VTL, 2x laser (light)
X-302 hyperspace fighter	N/A	Huge	1/1	+9	6,000 ft.	600/1,200	18	140	10	10	—	HYP, PRS (+2), SLD (40), TPS, VTL 2x laser (light)

X-303 Prometheus	N/A	Galaxy-2	5/20 (5)	-2	Special*	Special*	3	1,500	20	38	—	AIR, ESP (100), EXP, HYP, LSP (indefinite), LVQ, PRS (+6), RPT (20), SLD (150) TPS, TRS, VBY, VTL 4x 500mm cannon 10x laser (galaxy class, standard)
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* These vehicles' top MPHs are assumed to be approaching or even exceeding the speed of light, so they never suffer from damage inflicted by surpassing their velocity (see page 142). All other effects of speed in play are largely descriptive for ships of this size.

** This automated control system only operates by locking the pilot out and guiding the vessel back to Apophis' territory.

Φ As per speed of the towing vehicle.

Δ Use the character's Defense.

Water Vehicles

Surface Water Vehicles

Boat, catamaran	3	Huge	2/3	+0	300 ft.	30/60	8	50	3	5	—	—
Boat, house (single)	3	Huge	1/1	-6	50 ft.	5/10	2	50	3	5	—	LVQ
Boat, house (family)	4	Gargantuan	1/6	-7	40 ft.	4/8	2	70	3	7	—	LVQ
Boat, hydroplane	4	Huge	1/4	+3	400 ft.	40/80	11	50	4	5	—	—
Boat, racing	5	Large	1/2	+4	500 ft.	50/100	13	50	4	5	—	FPH
Boat, sail	4	Huge	2/3	-1	250 ft.	25/50	7	55	3	5	—	LVQ
Boat, speed	3	Large	1/1	+5	400 ft.	40/80	14	60	3	6	—	—
Boat, swamp	4	Large	1/2	+4	200 ft.	20/40	13	40	3	4	—	—
Boat, tug	7	Large	2/8	-8	60 ft.	6/12	2	80	4	8	—	—
Boat, zodiac	3	Large	1/5	+3	200 ft.	20/40	12	20	1	2	—	—
Hovercraft, one-man	4	Medium	1	+2	350 ft.	35/70	12	55	4	5	—	ORD
Hovercraft, beach landing	7	Gargantuan	2/40	-1	300 ft.	30/60	7	130	10	13	1	ORD
Hovercraft, ferry	10	Colossal	2/90	-5	250 ft.	25/50	2	200	8	20	—	ORD
Military, aircraft carrier	20	Colossal	25/900	-15	200 ft.	20/40	2	1,000	15	100	4	HVA, LVQ, RPT (75), SDS (+4) depth charges (heavy)
Military, amphibious assault	8	Huge	2/120	-1	200 ft.	20/40	7	150	5	15	—	—
Military, battleship	20	Colossal	20/600	-12	200 ft.	20/40	2	900	12	90	6	HVA, LVQ, EOP (4), RPT (50), SDS (+4), depth charges (heavy)
Military, cruiser	18	Colossal	15/400	-9	200 ft.	20/40	2	750	10	75	1	HVA, LVQ, RPT (40), SDS (+3) depth charges (light)
Military, destroyer	14	Gargantuan	12/120	-4	200 ft.	20/40	3	450	8	45	—	LVQ, EOP (2), RPT (40), SDS (+3), depth charges (heavy)
Military, destroyer-escort	13	Gargantuan	12/100	-3	200 ft.	20/40	4	350	7	35	—	LVQ, RPT (20), SDS (+5) depth charges (light)
Military, frigate	15	Gargantuan	15/250	-6	200 ft.	20/40	2	600	8	60	1	LVQ, RPT (20), SDS (+2) depth charges (light)
Military, patrol-torpedo (PT)	9	Huge	4/15	+2	250 ft.	25/50	10	200	6	20	1	RPT (2), SDS (+2)
Ship, barque (three-mast)	8	Gargantuan	20/40	-3	200 ft.	20/40	4	120	3	12	—	LVQ
Ship, barque (four-mast)	8	Gargantuan	25/60	-4	250 ft.	25/50	3	140	3	14	—	LVQ
Ship, brigantine	8	Gargantuan	15/30	-3	250 ft.	25/50	4	110	3	11	—	LVQ
Ship, cargo	11	Colossal	12/100	-10	175 ft.	17/35	2	250	5	25	—	LVQ
Ship, cruise	12	Colossal	20/350	-7	175 ft.	17/35	2	220	5	22	—	LVQ
Ship, tanker	12	Gargantuan	10/80	-11	175 ft.	17/35	2	200	7	20	—	LVQ
Ship, tanker (super)	15	Colossal	12/100	-13	150 ft.	15/30	2	240	7	24	—	LVQ
Ship, yacht (economy)	7	Huge	2/8	+0	300 ft.	30/60	8	100	4	10	—	LVQ
Ship, yacht (luxury)	9	Gargantuan	2/20	-3	200 ft.	20/40	4	140	4	14	—	—

Submersible Water Vehicles

Diving bell	2	Large	1/1	—	20 ft.	20/40	4	50	5	5	—	—
Escape pod	1	Large	1	-1	15 ft.	1/3	8	40	3	4	—	—
Submarine, mini	5	Large	1/1	+1	150 ft.	15/30	10	75	4	7	—	—
Submarine, mid-size	5	Huge	2/8	-1	150 ft.	15/30	7	100	6	10	—	FSS
Submarine, military	9	Gargantuan	10/80	-5	175 ft.	17/35	2	180	8	18	2	AIR, FSS, LSP (120), LVQ, NVS (+8), RPT (10), SDS (+6)
Submarine, nuclear	10	Colossal	12/88	-6	150 ft.	15/30	2	220	8	22	1	AIR, FSS, LSP (200), LVQ, NVS (+10), RPT (12), SDS (+8)
Submersible sled, team	5	Large	1/2	+2	80 ft.	8/16	12	50	2	5	—	—

VEHICLE QUALITIES	RD	MIN SIZE	OPTIONS	INSTALL TIME	EFFECTS
Air lockΦ (AIR)	1 per 5-ft. square	Large	2 per 5-ft. square	1 week	Equalizes with environment within or outside the vehicle over 2 rounds per 5-ft. of floor space
Air refueling*Φ (ARF)	2	Any	1	1 day	(Air/Space only) Vehicle may be refueled while in flight
Animal-drawn vehicle* (ADV)	N/A	N/A	N/A	N/A	(Ground only) Listed team required for full speed and MPH values, smaller and larger teams modify these values
Automated attack systemΦ (AAS)	2/+1 (max. special)	Any	2	3 days	Vehicular weapons may be set to "manual" (character use) or "alert" (automated control), +2 initiative and attack check bonuses (+1 per upgrade to max. of highest character level in team)
Automated control system*Φ (ACS)	2/+1 (max. 4)	Any	2	3 days	+1 gear bonus with all maneuver checks when set to "auto-pilot" (+1 per upgrade — max. +4), may not be combined with character's vehicle skill bonus

ChaffΦ (CHF)	1/+1 (max. 6)	Any	1	1 day	+2 gear bonus against attacks made with a weapon possessing the radar-guided (RAD) quality (+1 per upgrade — max. +6)
Control link* Φ (CLK)	3/+1 (max. 6)	Any	2	1 week	Vehicle may be operated by remote, +1 control signal power rating vs. electronic interference (+1 per upgrade — max. +4)
DecoysΦ (DEC)	1/+1 (max. 6)	Any	1	1 day	+2 gear bonus against attacks made with a weapon possessing the infrared-guided (IRD) quality (+1 per upgrade — max. +6)
Enclosed engine block (EEB)	2	Any	2	3 days	Vehicle ignores first engine critical during each session
Enhanced sensors suite*Φ (ESS)	1/+1 (max. 4)	Any	1	3 days	+2 gear bonus with maneuver checks made by remote (+1 per upgrade — max. +4)
Escape podΦ (ESP)	1/+1 (max. special)	Any	1	3 days	Automatically jettisons designated occupant when the vehicle's wounds are reduced to 0 or less, may be overridden as a free action, vehicle contains 1 pod (+1 per upgrade — max. vehicle's occupancy)
Exotic (EXO)	N/A	N/A	N/A	N/A	-4 penalty with maneuver checks, penalty may be reduced by 1 per 20 hours of familiarity
Explosive (EXP)	N/A	N/A	N/A	N/A	When vehicle's wound points are reduced to 0 or less, the GM may spend 2 action dice to cause it to explode, inflicting blast damage as if a self-destruct modification were activated
Extra options (EOP)	1/+1 (max. 4)	Special	0	1 day	+2 option slots (+1 option slot per upgrade — max. +4 option slots)
FlaresΦ (FLR)	1/+1 (max. 6)	Any	1	1 day	+2 gear bonus against attacks made with a weapon possessing the heat-seeking (HS) quality (+1 per upgrade — max. +6)
Fly-by-wire controls*Φ (FBW)	3	Any	2	3 days	Vehicle ignores first guidance/steering/bridge critical during each session
Heavy armor (HVA)	2	Any	2	3 days	When opponent scores threat against vehicle, he must spend 1 extra action die to activate the critical
Hyperspace driveΦ (HYP)	N/A	N/A	N/A	N/A	Vehicle is capable of interstellar travel
Jamming counter-measuresΦ (JCM)	1/+1 (max. 6)	Any	1	1 day	+2 gear bonus against attacks made with a weapon possessing the TV-guided (TV) quality (+1 per upgrade — max. +6)
Life support* (LSP)	1/+1 (max. special)	Large	2/+1**	1 month	60 days' air and provisions for full occupancy (+60 days per upgrade)
Living quarters (LVQ)	1	Large	4**	1 month	Facilities for full occupancy
Maintenance friendly* (MTF)	N/A	N/A	N/A	N/A	Required time for each Mechanics check to repair vehicle is reduced to 1/2 standard (rounded down)
Non-visual sensorsΦ (NVS)	N/A, +1 (max. 5)	N/A	N/A	3 days	Vehicle features no windows and must be controlled by sensors, +2 signal power rating (+2 per upgrade — max. +10)
Off-road* (ORD)	N/A	N/A	N/A	N/A	(Ground only) Limits negative effects of several surface conditions (see page 139)
Open top* (OPT)	N/A	N/A	N/A	N/A	Opponents may target pilot or passengers instead of vehicle, pilot and passengers benefit from listed cover Defense bonus
Optical cloaking deviceΦ (OCD)	N/A	N/A	N/A	N/A	As a full action, vehicle may gain the benefits of total concealment
Proximity sensorsΦ (PRS)	4/+2 (max. 12)	Huge	4/+1	1 month	Once per hour, operator makes Search check or GM rolls 1d20, adding +2 signal power rating to result, approaching vehicles make Hide check opposing the total proximity sensor result
Reactive armor (RAR)	4	Any	2	3 days	When opponent scores threat against vehicle, he must spend 1 extra action die to activate the critical, attacks lose armor-piercing (AP) quality, armor-defeating (AD) attacks benefit from armor-defeating (AD) quality instead
Refueler*Φ (RFL)	2	Large	2	3 days	(Air/Space only) Vehicle may refuel vehicles possessing the air refueling (ARF) quality while in flight
Repair teams (RPT)	1 per team	Gargantuan	1 per team**	N/A	First vehicle damage suffered during each scene reduced by 5 per team, 5 wound points per team restored at the end of each scene
Rugged (RGD)	2/+1 (max. 4)	Any	1/+1	3 days	+2 hardness (+1 additional hardness per upgrade — max. +4 hardness)
Sensor cloaking deviceΦ (SCD)	N/A	N/A	N/A	N/A	As a full action, vehicle's pilot may gain +6 gear bonus with Hide checks made vs. Search checks prompted by proximity sensors
Shields (SLD)	2/+1	Any	3	1 week	(Space only) Vehicle gains 25 vitality (+25 vitality per upgrade — max. 1/4 ship's total wound points, rounded down)
Stealth designΦ (SDS)	1/+1 (max. 6)	Any	1	1 day	+2 gear bonus against attacks made with a weapon possessing the sonar-guided (SN) quality (+1 per upgrade — max. +6)
Stealth technology*Φ (STC)	1/+1 (max. 4)	Any	2	3 days	+2 gear bonus with Hide checks made to keep vehicle from being noticed by radar and sonar (+2 per upgrade — max. +8)
Tracked* (TRK)	N/A	N/A	N/A	N/A	(Ground only) Limits negative effects of several surface conditions (see page 139)
Vehicle bay (VBY)	4	Colossal	5	1 month	Vehicle may store, maintain, and launch smaller vehicles
Vertical take-off and landing* (VTL)	2	Any	1	2 weeks	Vehicle may move vertically without the need for horizontal momentum
Waldos*Φ (WLD)	3	Any	2	2 weeks	Vehicle gains pair of robotic arms that may be used to perform skill checks and manipulate adjacent objects

* The benefits of these qualities are lost unless the vehicle's pilot possesses at least 1 rank in the vehicle's control skill.

Φ This quality may be disabled with an improvement critical hit.

Life support is not disabled with an improvement critical hit; rather, each critical hit to life support reduces the number of days' air and provisions by 1/2 (rounded down).

MASTERWORK MODIFICATIONS	RD	MIN SIZE	OPTIONS	INSTALL TIME	EFFECTS
Advanced security measuresΔ (ASM)	2/+1 (max. 6)	Any	1	1 day	DCs of Open Lock checks made to open or start the vehicle without access code/key/card increased by 4 (+1 per upgrade — max. 8)
All-wheel drive*Δ (AWD)	2	Any	1	3 days	(Ground only) Driver penalties inflicted by surface conditions are reduced to 1/2 (rounded down), vehicle's speed and MPH values are reduced by 10% (rounded down)
Brakes, racing*Δ (RCB)	3/+2 (max. 7)	Any	1	1 day	(Ground only) +2 gear bonus with obstacle and crash checks (+2 per upgrade — max. +6)
Brakes, sport*Δ (SPB)	2/+1 (max. 4)	Any	1	1 day	(Ground only) +2 gear bonus with obstacle checks (+2 per upgrade — max. +6)
Bulletproof windowsΔ (BPW)	1	Any	1	1 day	4 points of damage reduction to any occupant injured with a window critical hit
Camouflage*Δ (CMF)	1 per terrain	Any	1	1 day	+2 gear bonus with Hide checks made in chosen terrain
Combat computer*Δ (CCP)	3	Any	1	1 day	+4 gear bonus with maneuver checks made when attempting a collision, contact, demolition derby, herd, lure, target, or roost maneuver
Custom weapon port (CWP)	2 + weapon cost	Any	1 + weapon	3 days	Concealment DC of hidden weapon becomes 25 when port is closed, opening and closing the port requires 1 half action
Field expedient armor (FEA)	1	Any	1	4 hours	+5 points of hardness against damage inflicted by personnel attacks only, hardness is ineffective against planetary and galaxy class ordnance
Fire suppression systemΔ (FSS)	1	Any	1	1 day	Fire damage is reduced to 1/2 standard (rounded down), after hardness is applied, 50% chance that any fire on board is extinguished at end of each round

Five-point harness Δ (FPH)	3	Any	1	1 day	With a failed crash check, each occupant suffers only 1/4 the damage inflicted upon the vehicle, unless one of the conditions applies to cause him to suffer the full damage
Gyro-stabilized weapon Δ (GSW)	1 per weapon	Any	1 per weapon	1 day	Velocity penalty with attack checks made using the weapon is reduced by 1/2 (rounded down)
Hidden compartment Δ (HCC)	2/+1 (max. as per page 123)	Large	1/+1 per extra option	3 days	Contents may not be noticed without X-ray technology unless vehicle is dismantled, opening and closing the compartment requires 1 half action, compartment may be targeted with a weapon critical. Additional options: <i>Armored Compartment:</i> Contents gain +5 points of hardness <i>Ditch Switch:</i> As a half action, the character may eject the contents, making a Hide check vs. observers' Spot checks to avoid being noticed, (+8 gear bonus with this Hide check on the ground or +4 in the air) <i>Enlarged Compartment:</i> Volume is calculated as if vehicle's size is 1 category bigger <i>Hidden Controls*:</i> (Large+ size vehicles only) Vehicle may be controlled from inside by accepting standard remote control drone penalties <i>Life Support:</i> Contains 3 days' air, food, and water <i>Spoil Sport Switch:</i> As a half action, the character may trigger this device, inflicting 6d6 fire damage per round upon contents for 10 rounds or until reduced to ash (whichever comes first)
Holographic emitters Δ (HLE)	2/+1 (max. 11)	Any	2	3 days	Emits accurate image of character or his field of view for 1 minute
Hot Δ (HOT)	1/+1	Any	0	3 days	+1 gear bonus with Charisma-based skill checks when associated with the car (+1 per upgrade — max. +6)
Increased handling Δ (IHD)	Special	Any	1	2 days	If current handling is +0 or positive, then +2 handling; otherwise, +4 handling
Increased speed Δ (ISD)	4/+2	Any	1	3 days	Vehicle's speed and MPH values are increased by 10% (rounded up) (+10% per upgrade — max. +30%)
Jamming technology Δ (JMT)	3	Any	1	1 day	Allows operator to attempt electronic interference (see page 118) with signal power rating of +2 (+1 per upgrade — max. +8)
Linked ordnance Δ (LNO)	2 per weapon pair + weapon costs	Any	1 + weapons	1 day	Linked weapons may be fired separately or in tandem (all hit or all miss)
Probability computer Δ (PBC)	3	Any	1	1 day	+4 gear bonus with maneuver checks made when attempting a action, brake, chicken, confuse, evasion, or speed maneuver
Self-destruct charge Δ (SDC)	5	Any	2	3 days	Activation requires 1 full action, detonation reduces vehicle's wounds to -25 (total destruction) and inflicts blast damage based on the vehicle's size (see page 124)
Tactical mapping computer Δ (TMC)	3	Any	1	1 day	+4 gear bonus with maneuver checks made when attempting a charge, facing shift, outfox, shortcut, stunt, terrain shift, trick, or tail maneuver
Tracer security system Δ (TSS)	2	Any	1	1 day	Unless the vehicle is opened and started with an access code/key/card, or bypassed with a Successful Electronics check (DC 35), a warning signal is sent out to a range of 20 miles
Tractor beam Δ (TRB)	4/+2 (max. 12)	Colossal	4/+1	1 month	Special (see page 125)
Transportation system Δ (TRS)	4	Huge	2	1 month	Activating transportation system requires 1 half action, character must designate destination signal or location at activation, character and up to 3 other adjacent characters arrive at destination at start of activating character's initiative count during following round
Turret (TRT)	2/+3	Any	2/+2	1 day	Allows housed weapon to fire in any horizontal direction and either up or down
Weapon cradle (WPC)	2 per cradle + weapon cost	Medium or smaller	1 per cradle	4 hours	Attaches firearm to vehicle
Whisper mode Δ (WSM)	4	Any	2	3 days	Vehicle's Defense reduced by 2, speed and cruising MPH reduced to 1/2 standard (rounded up) activating whisper mode requires 1 half action

* The benefits of these modifications are lost unless the vehicle's pilot possesses at least 1 rank in the vehicle's control skill.

** The GM may rule that these take up 1 option slot within vehicles designed by extremely small creatures.

Δ This quality may be disabled with an improvement critical hit.

VEHICULAR ORDNANCE	RD	MIN SIZE	OPTIONS	INSTALL TIME	ACC	DAMAGE	ERROR	THREAT	RANGE INC	AMMO	QUALITIES
<i>Bomb Bays (air vehicles only)</i>											
Localized	1	Large	2	3 days	—	Per bomb	1	20	500 ft.	1	DF, PC
Standard	2	Huge	3	3 days	—	Per bomb	1-2	19-20	1,000 ft.	2	DF, PC
Tactical	4	Huge	5	3 days	—	Per bomb	1-3	18-20	2,000 ft.	4	DF, PC
<i>Cannons (any vehicle)</i>											
20mm	3	Large	1	1 week	—	4d8 (+20)	1-2	19-20	800 ft.	60	DF, PC
30mm	4	Large	2	1 week	—	6d6 (+25)	1-2	18-20	800 ft.	60	DF, PC
40mm	4	Large	2	1 week	—	4d10 (+30)	1-2	18-20	900 ft.	60	DF, PC
60mm	5	Huge	3	1 week	—	6d8 (+35)	1-2	18-20	900 ft.	50	DF, PC
75mm	5	Huge	3	1 week	—	5d10 (+40)	1-3	18-20	1,000 ft.	50	DF, PC
85mm	6	Huge	3	1 week	—	7d8 (+45)	1-3	18-20	1,000 ft.	50	DF, PC
105mm	6	Huge	4	2 weeks	—	6d10 (+50)	1-3	17-20	1,100 ft.	40	DF, PC
120mm	7	Huge	4	2 weeks	—	8d8 (+55)	1-3	17-20	1,100 ft.	40	DF, PC
130mm	7	Huge	5	2 weeks	—	9d8 (+60)	1-3	17-20	1,200 ft.	40	DF, PC
155mm	8	Gargantuan	5	2 weeks	—	10d8 (+70)	1-3	17-20	1,200 ft.	40	DF, PC
210mm	7	Huge	4	1 month	—	6d10 (+100)	1-4	17-20	2,000 ft.	25	IF, PC
300mm	8	Gargantuan	5	1 month	—	7d10 (+120)	1-4	17-20	3,000 ft.	25	IF, PC
420mm	10	Gargantuan	6	1 month	—	8d10 (+150)	1-4	17-20	4,000 ft.	25	IF, PC
500mm	12	Galaxy-1	8	1 month	—	10d10 (+300/+200)	1-2	19-20	5,000 ft.	20	DF, GC
1,000mm	16	Galaxy-3	8	1 month	—	10d10 (+420/+280)	1-3	18-20	15,000 ft.	20	DF, GC
2,000mm	20	Galaxy-5	8	1 month	—	10d10 (+540/+360)	1-4	17-20	25,000 ft.	20	DF, GC

Depth Charges (water vehicles only)

Light	2	Huge	1	1 day	—	3d10 (+50)	1-3	19-20	25 ft.	12	DF, PC
Heavy	4	Huge	2	1 day	—	5d10 (+75)	1-3	18-20	25 ft.	8	DF, PC

Guided Missile Launchers (any vehicle)

Heat-seeking, light	3	Medium	1	1 day	—	5d10 (+50)	1-2	19-20	500 ft.	2	DF/IF, HS, PC
Heat-seeking, standard	4	Large	2	3 days	—	8d8 (+60)	1-2	19-20	2,000 ft.	2	DF/IF, HS, PC
Heat-seeking, heavy	6	Huge	3	1 week	—	8d10 (+75)	1-2	19-20	10,000 ft.	1	DF/IF, HS, PC
Heat-seeking, galaxy class light	8	Galaxy-1	4	1 month	—	10d10 (+150/+100)	1-2	19-20	15,000 ft.	1	DF/IF, HS, GC
Heat-seeking, galaxy class standard	10	Galaxy-3	6	1 month	—	10d10 (+210/+140)	1-2	19-20	20,000 ft.	1	DF/IF, HS, GC
Heat-seeking, galaxy class heavy	12	Galaxy-5	8	1 month	—	10d10 (+270/+180)	1-2	19-20	25,000 ft.	1	DF/IF, HS, GC
IR, light	3	Medium	1	1 day	—	5d10 (+50)	1-2	19-20	500 ft.	2	DF/IF, IG, PC
IR, standard	4	Large	2	3 days	—	8d8 (+60)	1-2	19-20	2,000 ft.	2	DF/IF, IG, PC
IR, heavy	6	Huge	3	1 week	—	8d10 (+75)	1-2	19-20	10,000 ft.	1	DF/IF, IG, PC
IR, galaxy class light	8	Galaxy-1	4	1 month	—	10d10 (+150/+100)	1-2	19-20	15,000 ft.	1	DF/IF, IG, GC
IR, galaxy class standard	10	Galaxy-3	6	1 month	—	10d10 (+210/+140)	1-2	19-20	20,000 ft.	1	DF/IF, IG, GC
IR, galaxy class heavy	12	Galaxy-5	8	1 month	—	10d10 (+270/+180)	1-2	19-20	25,000 ft.	1	DF/IF, IG, GC
Radar, standard	3	Medium	1	1 day	—	5d10 (+50)	1-2	19-20	500 ft.	2	DF/IF, RA, PC
Radar, light	4	Large	2	3 days	—	8d8 (+60)	1-2	19-20	2,000 ft.	2	DF/IF, RA, PC
Radar, heavy	6	Huge	3	1 week	—	8d10 (+75)	1-2	19-20	10,000 ft.	1	DF/IF, RA, PC
Radar, galaxy class light	8	Galaxy-1	4	1 month	—	10d10 (+150/+100)	1-2	19-20	15,000 ft.	1	DF/IF, RA, GC
Radar, galaxy class standard	10	Galaxy-3	6	1 month	—	10d10 (+210/+140)	1-2	19-20	20,000 ft.	1	DF/IF, RA, GC
Radar, galaxy class heavy	12	Galaxy-5	8	1 month	—	10d10 (+270/+180)	1-2	19-20	25,000 ft.	1	DF/IF, RA, GC
Television, light	3	Medium	1	1 day	—	5d10 (+50)	1-2	18-20	500 ft.	2	DF/IF, TV, PC
Television, standard	4	Large	2	3 days	—	8d8 (+60)	1-2	18-20	2,000 ft.	2	DF/IF, TV, PC
Television, heavy	6	Huge	3	1 week	—	8d10 (+75)	1-2	18-20	10,000 ft.	1	DF/IF, TV, PC
Television, galaxy class light	8	Galaxy-1	4	1 month	—	10d10 (+150/+100)	1-2	19-20	15,000 ft.	1	DF/IF, TV, GC
Television, galaxy class standard	10	Galaxy-3	6	1 month	—	10d10 (+210/+140)	1-2	19-20	20,000 ft.	1	DF/IF, TV, GC
Television, galaxy class heavy	12	Galaxy-5	8	1 month	—	10d10 (+270/+180)	1-2	19-20	25,000 ft.	1	DF/IF, TV, GC
Wire, light	3	Medium	1	1 day	—	4d10 (+40)	1-3	19-20	350 ft.	4	DF/IF, PC
Wire, standard	4	Large	1	3 days	—	5d10 (+50)	1-3	19-20	400 ft.	4	DF/IF, PC
Wire, heavy	6	Huge	1	1 week	—	6d10 (+60)	1-3	19-20	450 ft.	2	DF/IF, PC

Harpoon Guns (any vehicle)

Light	1	Huge	1	1 hour	—	2d8 (+10)	1-3	16-20	80 ft.	—	DF, PC
Heavy	2	Gargantuan	1	4 hours	—	3d8 (+15)	1-3	16-20	100 ft.	—	DF, PC

Lasers (space vehicles only)

Light	6	Large	2	1 day	—	5d10 (+40)	1	20	15,000 ft.	100	DF, PC
Standard	8	Large	4	1 week	—	6d10 (+60)	1	19-20	20,000 ft.	100	DF, PC
Heavy	10	Huge	6	2 weeks	—	7d10 (+80)	1-2	19-20	25,000 ft.	100	DF, PC
Galaxy class light	12	Galaxy-1	8	1 month	—	8d10 (+150/+100)	1-2	19-20	50,000 ft.	100	DF, GC
Galaxy class standard	16	Galaxy-3	8	1 month	—	8d10 (+300/+200)	1-2	19-20	75,000 ft.	50	DF, GC
Galaxy class heavy	20	Galaxy-5	8	1 month	—	8d10 (+450/+300)	1-2	19-20	100,000 ft.	25	DF, GC

Mine-Layers (any vehicle)

Light	3	Large	1	1 day	—	3d10 (+50)	1-2	17-20	—	—	PC
Standard	4	Large	2	3 days	—	4d10 (+60)	1-2	17-20	—	—	PC
Heavy	5	Large	2	1 week	—	6d10 (+70)	1-2	17-20	—	—	PC
Super	7	Huge	2	2 weeks	—	8d10 (+80)	1-2	17-20	—	—	PC
Galaxy class	10	Galaxy-1	4	1 month	—	10d10 (+100)	1-2	17-20	—	—	GC

Torpedo Tubes (water vehicles only)

Mini, short-range	3	Large	1	1 week	—	3d10 (+20)	1-3	20	50 ft.	8	DF, PC
Mini, long-range	4	Large	1	1 week	—	3d10 (+15)	1-3	20	80 ft.	8	DF, PC
Light, short-range	4	Huge	2	1 week	—	4d10 (+35)	1-3	19-20	60 ft.	6	DF, PC
Light, long-range	5	Huge	2	1 week	—	4d10 (+30)	1-3	19-20	100 ft.	6	DF, PC
Heavy, short-range	5	Gargantuan	3	1 week	—	6d10 (+60)	1-3	19-20	70 ft.	4	DF, PC
Heavy, long-range	6	Gargantuan	3	1 week	—	6d10 (+50)	1-3	19-20	120 ft.	4	DF, PC

Vehicular Flamethrowers (ground vehicles only)

Light	4	Large	2	2 hours	—	4d6 (+15) + fire	1-3	20	30 ft.	50	AN, DF, PC
Heavy	5	Huge	2	4 hours	—	5d6 (+30) + fire	1-3	20	40 ft.	40	AN, DF, PC

Vehicular Grenade Launchers (ground vehicles only)

20mm	4	Large	1	4 hours	-2	2d8 (+15)	1-3	20	1,000 ft.	50	AN, DF/IF, PC
40mm	5	Large	1	4 hours	-2	3d10 (+15)	1-3	20	1,000 ft.	50	AN, DF/IF, PC
66mm	6	Huge	2	4 hours	-2	4d8 (+20)	1-3	20	1,000 ft.	40	AN, DF/IF, PC
82mm	7	Huge	2	4 hours	-2	4d10 (+40)	1-3	20	1,000 ft.	40	AN, DF/IF, PC

Vehicular Machineguns (any vehicle)

7.62mm	1	Large	1	4 hours	—	2d10 (+20)	1-2	19-20	200 ft.	400	AN, DF, PC
12.7mm	2	Large	1	4 hours	—	3d8 (+20)	1-2	19-20	400 ft.	400	AN, AP, DF, PC
14.5mm	3	Large	1	4 hours	—	3d10 (+20)	1-2	18-20	600 ft.	400	AN, AP, DF, PC
23mm	3	Huge	2	4 hours	—	6d6 (+35)	1-2	18-20	700 ft.	200	AN, AP, DF, PC
30mm	4	Huge	3	4 hours	—	5d8 (+40)	1-2	17-20	800 ft.	200	AP, DF, PC
40mm	5	Huge	3	4 hours	—	5d10 (+40)	1-2	17-20	900 ft.	200	AP, DF, PC

Vehicular Rocket Launchers (any vehicle)

70mm	2	Large	1	1 day	-2	4d6 (+30)	1-2	19-20	500 ft.	25	DF, PC
107mm	3	Large	1	1 day	-2	5d6 (+40)	1-2	19-20	500 ft.	20	DF, PC
122mm	4	Huge	1	1 day	-2	6d6 (+50)	1-2	19-20	800 ft.	20	DF, PC
155mm	4	Huge	1	1 day	-2	7d6 (+60)	1-2	19-20	800 ft.	15	DF, PC
220mm	6	Huge	2	3 days	-2	8d8 (+60)	1-2	19-20	1,200 ft.	10	IF, PC
240mm	8	Huge	2	3 days	-2	8d10 (+75)	1-2	19-20	2,000 ft.	10	IF, PC
ORDNANCE QUALITIES											
Anti-personnel* (AN)	N/A	N/A	N/A								Planetary class weapon attack penalty against characters and personal vehicles becomes -5; threats may be activated as critical hits
Anti-vehicle* (AV)	N/A	N/A	N/A								Galaxy class weapon attack penalty against planetary class vehicles becomes -5; threats may be activated as critical hits
Armor-defeating* (AD)	N/A	N/A	N/A								Damage ignores first 10 points of hardness/damage reduction, soft targets suffer 1/2 damage (rounded up)
Armor-piercing* (AP)	N/A	N/A	N/A								Damage ignores first 3 points of hardness/damage reduction
Awkward (AK)	N/A	N/A	N/A								-2 to initiative count at start of each combat when holding/using this weapon
Dependable* (DP)	2	0		1 week							GM must spend 1 additional action die to cause mechanical failure
Direct fire (DF)	N/A	N/A	N/A								Special (see page 127)
Fast-load* (FL)	1	1		2 weeks							+2 gear bonus to initiative count each time character reloads
Galaxy class (GC)	N/A	N/A	N/A								Special (see page 127)
Heat-seeking (HS)	1	1		3 days							+2 gear bonus with all attack checks made against targets warmer than the backdrop, vulnerable to flares (FLR) vehicle quality
Indirect fire (DF)	N/A	N/A	N/A								Special (see page 128)
Infrared-guided (IG)	1	1		3 days							+2 gear bonus with all attack checks made against targets warmer than the backdrop, vulnerable to decoys (DEC) vehicle quality
Planetary class (PC)	N/A	N/A	N/A								Special (see page 128)
Radar-guided (RA)	1	1		3 days							+2 gear bonus with all attack checks visible to radar, vulnerable to chaff (CHF) vehicle quality
Rugged (RG)	1	1		1 week							Weapon gains +2 hardness
Sonar-guided (SN)	1	1		3 days							+2 gear bonus with all attack checks made against targets audible to sonar, vulnerable to stealth design (SDS) vehicle quality
TV-guided (TV)	1	1		3 days							+2 gear bonus with all attack checks made against targets at any range within the weapon's line of sight, vulnerable to jamming counter-measures (JCM) vehicle quality

* The benefits of these qualities are lost unless the vehicle's pilot possesses at least 1 rank in the vehicle's control skill.

ORDNANCE AMMUNITION TYPE RP EFFECTS

Bombs

Fragmentation	3 RP per load	Damage 6d10 (+50), blast increment of 5 ft., threat range increased by 1
Fuel-air	4 RP per load	Damage 8d10 (+70), blast increment of 10 ft.
High-explosive (HE)	2 RP per load	Damage 6d10 (+50), blast increment of 10 ft.
High-explosive, anti-tank (HEAT)	4 RP per load	Damage 6d10 (+50), attacks gain armor-defeating quality (see the Stargate SG-1 core rulebook, page 324), character must spend 1 less action die to activate threats as critical hits
Incendiary	2 RP per load	Damage 6d10 (+50), blast increment of 5 ft., any character/vehicle/building that suffers 1 or more damage this attack catches fire
Iron, 500-lb.	1 RP per load	Damage 3d10 (+60), blast increment of 5 ft.
Iron, 700-lb.	2 RP per load	Damage 4d10 (+80), blast increment of 10 ft.
Iron, 1,000-lb.	3 RP per load	Damage 6d10 (+100), blast increment of 10 ft.
Iron, 2,000-lb.	4 RP per load	Damage 8d10 (+150), blast increment of 10 ft.
Mine-dropping, light	2 RP per load	Damage 3d10 (+50)
Mine-dropping, standard	3 RP per load	Damage 4d10 (+60)
Mine-dropping, heavy	4 RP per load	Damage 6d10 (+70)
Naquadah	10 RP per load	Damage 10d10 (+200), error range increased by 4
Naquadria	12 RP per load	Damage 12d10 (+300), error range increased by 8
Precision, 500-lb.	3 RP per load	Damage 3d10 (+60), blast increment of 5 ft., threat range increased by 1, error range decreased by 1
Precision, 700-lb.	4 RP per load	Damage 4d10 (+80), blast increment of 10 ft., threat range increased by 1, error range decreased by 1
Precision, 1,000-lb.	5 RP per load	Damage 6d10 (+100), blast increment of 10 ft., threat range increased by 1, error range decreased by 1
Precision, 2,000-lb.	6 RP per load	Damage 8d10 (+150), blast increment of 10 ft., threat range increased by 1, error range decreased by 1

Cannon Shells

Armor-piercing (AP)	3 RP per load	Attacks gain armor-piercing quality (see the Stargate SG-1 core rulebook, page 324)
Beehive	2 RP per load	Attacks gain anti-personnel ordnance quality and a blast increment of 10 ft.
Discarding sabot (DS)	2 RP per load	Attacks gain armor-defeating quality (see the Stargate SG-1 core rulebook, page 324), range increment increased by 50 ft.
Fin-stabilized (FS)	2 RP per load	+1 gear bonus with attack checks
High-explosive (HE)	1 RP per load	Blast increment of 10 ft.
High-explosive anti-tank (HEAT)	4 RP per load	Attacks gain armor-defeating quality (see the Stargate SG-1 core rulebook, page 324), character must spend 1 less action die to activate threats as critical hits
White phosphorus (WP)	4 RP per load	Attack gains a blast increment of 5 ft., target suffers 1/2 cannon's listed damage (rounded down) and must make a successful Fort save (DC 15) or become blinded for 1d6 rounds, target suffers another 1/2 cannon's listed damage (rounded down) per round for 20 rounds or until he receives a successful two-round First Aid check (DC 18), vehicles and scenery are set on fire

Depth Charges

Standard	2 RP per load	Blast increment 20 ft. (underwater) or 10 ft. (in air or on surface)
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Flamethrower Fuel Canisters

Fuel canister	1 RP per load	No modifiers
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Grenades

Concussion	2 RP per load	Damage is subdual, attacks gain a blast increment of 10 ft.
Fragmentation	2 RP per load	Blast increment of 5 ft., threat range increased by 1
Incendiary	2 RP per load	Blast increment of 5 ft., any character/vehicle/building that suffers 1 or more damage this attack catches fire
White phosphorus (WP)	4 RP per load	Attack gains a blast increment of 5 ft., target suffers 1/2 cannon's listed damage (rounded down) and must make a successful Fort save (DC 15) or become blinded for 1d6 rounds, target suffers another 1/2 cannon's listed damage (rounded down) per round for 20 rounds or until he receives a successful two-round First Aid check (DC 18), vehicles and scenery are set on fire

Guided Missiles

Fragmentation	3 RP per load	Blast increment of 5 ft., threat range increased by 1
High-explosive (HE)	2 RP per load	Blast increment of 10 ft.
High-explosive anti-tank (HEAT)	5 RP per load	Attacks gain armor-defeating quality (see the Stargate SG-1 core rulebook, page 324), character must spend 1 less action dice to activate threats as critical hits
Kinetic	3 RP per load	+1 gear bonus with attack checks

Laser Power Crystals

Flawed	1 RP per load	Ammunition capacity reduced to 1/2 standard (rounded up)
Standard	3 RP per load	No modifiers
Flawless	5 RP per load	Ammunition capacity increased to 2x standard (rounded up)

Machinegun Bullets

Armor-piercing (AP)	3 RP per load	Attacks gain armor-piercing quality (see the Stargate SG-1 core rulebook, page 324)
Blank	1 RP per load	1/2 damage during coup de grace action (rounded down), no damage otherwise
Depleted uranium (DU)	4 RP per load	Attacks gain armor-defeating quality (see the Stargate SG-1 core rulebook, page 324), threat range increased by 1, any character, vehicle, or building that suffers 1 or more damage this attack catches fire
Full metal jacket (FMJ)	1 RP per load	No modifiers
Hollow point	1 RP per load	Error ranges increased by 1, +3 damage per hit (no damage to hard targets)
Safety slugs (SS)	1 RP per load	-2 to damage per damage die (min. 1 damage per damage die), target's damage reduction is doubled
Tracer (T)	1 RP per load	+2 gear bonus with attack check

Mines

Anti-vehicle	3 RP per load	No modifiers
Floating	3 RP per load	No modifiers

Rockets

Fragmentation	2 RP per load	Blast increment of 5 ft., threat range increased by 1
High-explosive (HE)	1 RP per load	Blast increment of 10 ft.
High-explosive anti-tank (HEAT)	4 RP per load	Attacks gain armor-defeating quality (see the Stargate SG-1 core rulebook, page 324), character must spend 1 less action dice to activate threats as critical hits
Kinetic	2 RP per load	+1 gear bonus with attack checks

Torpedoes

Mini	1 RP per load	Blast increment 20 ft. (underwater) or 10 ft. (in air or on surface), attack gains sonar-guided (SN) quality
Light	2 RP per load	Blast increment 30 ft. (underwater) or 15 ft. (in air or on surface), attack gains sonar-guided (SN) quality
Heavy	3 RP per load	Blast increment 40 ft. (underwater) or 20 ft. (in air or on surface), attack gains sonar-guided (SN) quality

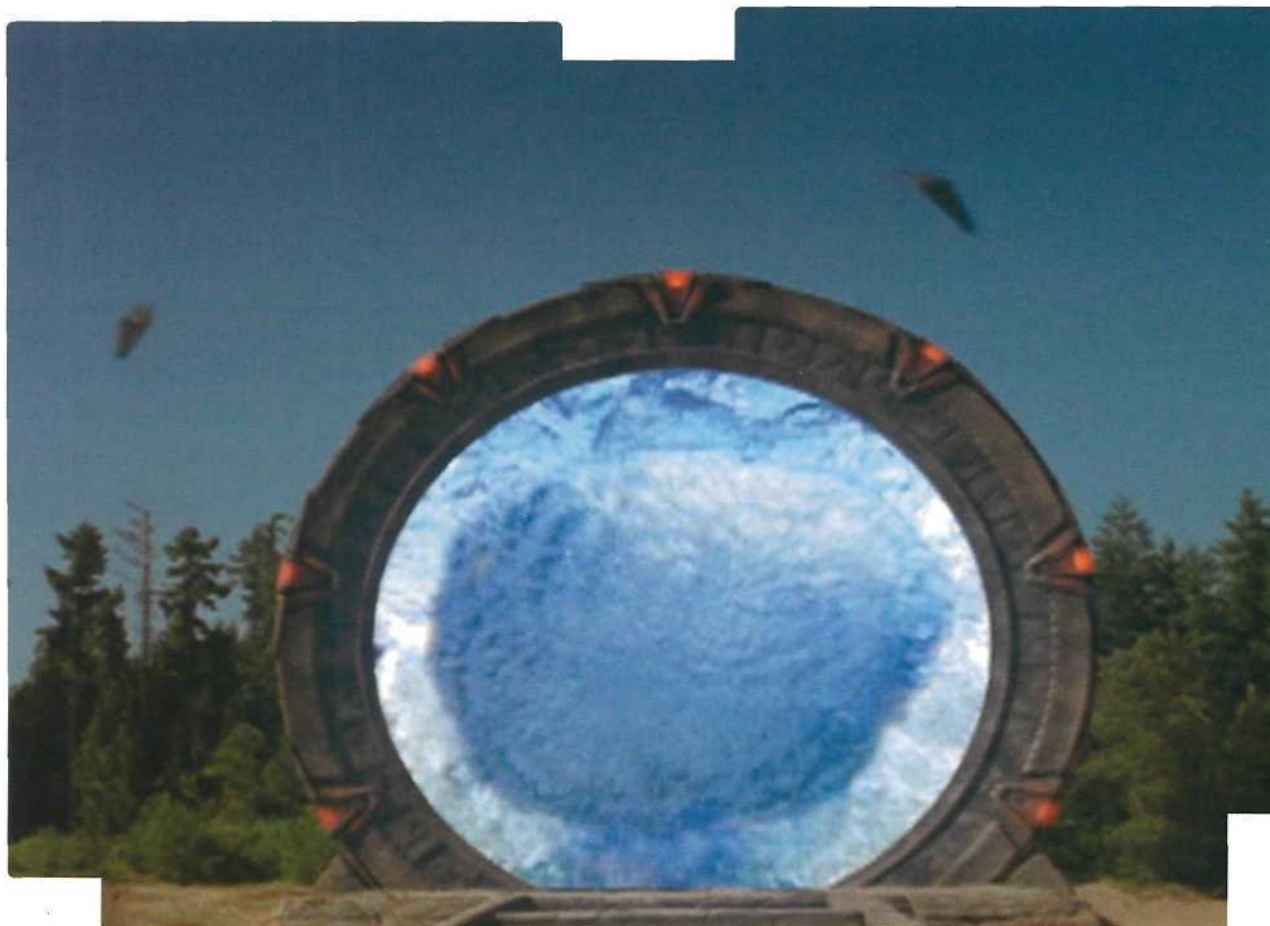


TABLE 4.21: MANEUVER OPTIONS BY FACING

FACING	QUICK PICK	LEAD	VELOCITY*	SUCCESS/SPECIAL
General Maneuvers (Available to participants with any facing)				
Trust Intuition	Action-1	10 lengths or more	No change	Half action modifier (-2) <i>Critical Success:</i> Half action modifier (+0) <i>Critical Failure:</i> No actions
Trust Luck (D)	Action-2	5 lengths or more	No change	Half action modifier (+0) or full action modifier (-4) <i>Critical Success:</i> Half action modifier (+2) or full action modifier (-4) <i>Critical Failure:</i> Obstacle check DC (+2, daredevil +1)
Trust Dumb Luck (DO)	Action-3	Any distance	No change	Half action modifier (+2) or full action modifier (-2) <i>Critical Success:</i> Half action modifier (+4) or full action modifier (+0) <i>Critical Failure:</i> Obstacle check DC (+4)
Swerve	Evasion-1	Any distance	No change	Defense modifier (+2) <i>Critical Success:</i> Defense modifier (+2), protected vitals <i>Critical Failure:</i> No effect
Light Crowd Weaving (D)	Evasion-2	Any distance	No change	Defense modifier (+2), protected vitals <i>Critical Success:</i> Defense modifier (+1/4 difference) <i>Critical Failure:</i> Obstacle check DC (+2, daredevil +1)
Dense Crowd Weaving (DO)	Evasion-3	Any distance	No change	Defense modifier (+1/4 difference), protected vitals <i>Critical Success:</i> Defense modifier (+1/2 difference) <i>Critical Failure:</i> Obstacle check DC (+4)
Line up	Target-1	Any distance	No change	Attack modifier (-4/+0) <i>Critical Success:</i> Attack modifier (-2/+2) <i>Critical Failure:</i> Attack modifier (-8/-4)
Set Up (D)	Target-2	20 lengths or less	No change	Attack modifier (-2/+2), boosted threat range (+2) <i>Critical Success:</i> Attack modifier (+0/+4) <i>Critical Failure:</i> Obstacle check DC (+2, daredevil +1)
Attack Run (DO)	Target-3	20 lengths or less	No change	Attack modifier (+0/+4), boosted threat range (+1/4 difference, min. +2) <i>Critical Success:</i> Attack modifier (+2/+6) <i>Critical Failure:</i> Obstacle check DC (+4)
Better backdrop	Terrain Shift-1	Any distance	No change	Terrain shift (1 grade) <i>Critical Success:</i> Terrain shift (1 grade), challenger obstacle check <i>Critical Failure:</i> Crash check
Clipping the flank (D)	Terrain Shift-2	Any distance	-1/2/10/100/5,000 MPH	Terrain shift (1 grade), challenger obstacle check (DC +2) <i>Critical Success:</i> Challenger obstacle check (DC +4) <i>Critical Failure:</i> Crash check (DC +2, daredevil DC +0)
"Let's take this somewhere interesting" (DO)	Terrain Shift-3	Any distance	No change	Terrain shift (2 grades), challenger crash check (failure) <i>Critical Success:</i> Challenger crash check (DC +2) <i>Critical Failure:</i> Challenger crash check (DC +4)
Fake out	Trick-1	Any distance	No change	Maneuver modifier (+2) <i>Critical Success:</i> Challenger obstacle check (DC +2) <i>Critical Failure:</i> Crash check
Misdirect (D)	Trick-2	Any distance	No change	Maneuver modifier (+2), challenger obstacle check (DC +2) <i>Critical Success:</i> Maneuver modifier (+4) <i>Critical Failure:</i> Crash check (DC +2, daredevil DC +0)
Decoy (DO)	Trick-3	Any distance	No change	Maneuver modifier (+1/4 difference) + Challenger obstacle check (DC +4) <i>Critical Success:</i> Maneuver modifier (+1/2 difference) <i>Critical Failure:</i> Crash check (DC +4)
"That's Impossible!"	"That's Impossible!"	Per maneuver	Per maneuver	Per maneuver
Pursuit (Predator) Maneuvers				
Bump	Collision-1	2 lengths or less	-1/2/10/100/5,000 MPH	Lead modifier (-1), failed crash check, challenger failed crash check (speed damage 1d8) <i>Critical Success:</i> Lead modifier (-1), crash check, challenger failed crash check (speed damage 1d8) <i>Critical Failure:</i> Crash check (DC +8)
Sideswipe (D)	Collision-2	5 lengths or less	-1/3/15/150/7,500 MPH	Lead modifier (-1d4), failed crash check, challenger failed crash check (speed damage 1d8, +1 random critical) <i>Critical Success:</i> Lead modifier (-1d4), crash check, challenger failed crash check (speed damage 1d8, +1 random critical) <i>Critical Failure:</i> crash check (damage +2 × difference, daredevil damage +1.5 × difference)
Smash (DO)	Collision-3	10 lengths or less	-2/4/20/200/10,000 MPH	Lead modifier (-1d6), failed crash check, challenger failed crash check (speed damage 1d10) <i>Critical Success:</i> Lead modifier (-1d6), crash check, challenger failed crash check (speed damage 1d10) <i>Critical Failure:</i> Crash check (+1 random critical)
Ram (F)	Collision-F	5 lengths or less	-2/4/20/200/10,000 MPH	Chase ends, failed crash check, challenger failed crash check <i>Critical Success:</i> Chase ends, crash check <i>Critical Failure:</i> Crash check (damage +2 × difference)
Crowd**	Herd-1	2 lengths or less	No change	Challenger crash check (DC +2) <i>Critical Success:</i> Challenger crash check (DC +4) <i>Critical Failure:</i> Maneuver penalty (-2)
Steer (D)**	Herd-2	5 lengths or less	-1/2/10/100/5,000 MPH	Lead modifier (-1), challenger crash check (DC +1/4 difference) <i>Critical Success:</i> Lead modifier (-1d4), challenger crash check (DC +1/4 difference) <i>Critical Failure:</i> Maneuver penalty (-4, daredevil -2)
Jostle (DO)**	Herd-3	10 lengths or less	-1/3/15/150/7,500 MPH	Lead modifier (-1d4), challenger crash check (DC +1/2 difference) <i>Critical Success:</i> Lead modifier (-2d4), challenger crash check (DC +1/2 difference) <i>Critical Failure:</i> Maneuver penalty (-8)

Pinball Piloting (F)**	Herd-F	2 lengths or less	-1/3/15/150/7,500 MPH	Chase ends, challenger crash check (fail by 5+, DC +4) <i>Critical Success:</i> Chase ends, challenger crash check (DC +8) <i>Critical Failure:</i> Crash check (fail by 5+, DC +4) Lead modifier (-1/4 difference) <i>Critical Success:</i> Lead modifier (-1/4 difference), maneuver modifier (+2) <i>Critical Failure:</i> Damage (1d8)
Accelerate	Speed-1	Any distance	+1/2/10/100/5,000 MPH	Lead modifier (-1/2 difference), damage (1d8, daredevil 1d4) <i>Critical Success:</i> Lead modifier (-1/2 difference) <i>Critical Failure:</i> Critical damage (engine, foot -1 Dex)
Speed burst (D)	Speed-2	Any distance	+2/4/20/200/10,000 MPH	Lead modifier (-difference), critical damage (engine, foot -1 Dex) <i>Critical Success:</i> Lead modifier (-difference) <i>Critical Failure:</i> Critical damage (2 × engine, foot -2 Dex)
Danger push (DO)	Speed-3	Any distance	+3/6/30/300/15,000 MPH	Lead modifier (-1/4 difference), crash check (DC +2) <i>Critical Success:</i> Lead modifier (-1/4 difference) <i>Critical Failure:</i> Crash check (DC +2)
Open terrain shortcut†	Shortcut-1	Any distance	No change	Lead modifier (-1/2 difference), crash check (DC +2) <i>Critical Success:</i> Lead modifier (-1/2 difference) <i>Critical Failure:</i> Crash check (DC +4, daredevil DC +2)
Close terrain shortcut (D)†	Shortcut-2	Any distance	No change	Lead modifier (-difference), crash check (DC +4) <i>Critical Success:</i> Lead modifier (-difference) <i>Critical Failure:</i> Crash check (DC +8)
Tight terrain shortcut (DO)†	Shortcut-3	Any distance	No change	Scene pauses (until challenger notices character), perfect tail (difference) <i>Critical Success:</i> Scene pauses (until challenger notices character), perfect tail (2 × difference) <i>Critical Failure:</i> Lead modifier (+1/4 difference)
Distant tail	Tail-1	20 lengths or more	-1/2/10/100/5,000 MPH	Scene pauses (until challenger notices character), perfect tail (3 × difference) <i>Critical Success:</i> Scene pauses (until challenger notices character), perfect tail (6 × difference) <i>Critical Failure:</i> Lead modifier (+1/2 difference, daredevil +1/4 difference)
Standard tail (D)	Tail-2	10 lengths or more	-1/3/15/150/7,500 MPH	Scene pauses (until challenger notices character), perfect tail (5 × difference) <i>Critical Success:</i> Scene pauses (until challenger notices character), perfect tail (10 × difference) <i>Critical Failure:</i> Lead modifier (+difference)
Close tail (DO)	Tail-3	5 lengths or more	-2/4/20/200/10,000 MPH	Chase ends, challenger crash check (fail), crash check (challenger fail) <i>Critical Success:</i> Chase ends <i>Critical Failure:</i> Obstacle check (DC 10 + 1/2 prey maneuver result, daredevil DC 10 + 1/4 prey maneuver result)
Cut off (D, F)**	Finishing-1	0 lengths	-2/5/25/250/12,500 MPH	Chase ends <i>Critical Success:</i> Chase ends, surprise round (1 half action) <i>Critical Failure:</i> Obstacle check (DC 10 + prey maneuver result)
Box In (DO, F)**	Finishing-2	5 lengths or less	No change	
Pursuit (Prey) Maneuvers				
"Slam on the brakes!"	Brake-1	Any distance	-1/2/10/100/5,000 MPH	Lead modifier (-1/4 difference) <i>Critical Success:</i> Lead modifier (up to -1/4 difference) <i>Critical Failure:</i> Crash check
Emergency brake (D)	Brake-2	Any distance	-1/3/15/150/7,500 MPH	Lead modifier (-1/2 difference), crash check <i>Critical Success:</i> Lead modifier (up to -1/2 difference) <i>Critical Failure:</i> Crash check (DC +4, daredevil DC +2)
Traction control brake (DO)	Brake-3	Any distance	-2/4/20/200/10,000 MPH	Lead modifier (-difference), crash check (DC +1/4 difference) <i>Critical Success:</i> Lead modifier (up to -difference) <i>Critical Failure:</i> Crash check (DC +8)
Quick Reverse	Facing Shift-1	Any distance	-1/2/10/100/5,000 MPH	Pursuit swap (duration of current round) <i>Critical Success:</i> Pursuit swap (until end of following round) <i>Critical Failure:</i> Maneuver modifier (-4)
"Tear it up!"	Facing Shift-2	Any distance	-1/2/10/100/5,000 MPH	New facing (circling) <i>Critical Success:</i> Maneuver modifier (+4) <i>Critical Failure:</i> Maneuver modifier (-4)
Turn into it	Facing Shift-3	Any distance	-1/2/10/100/5,000 MPH	New facing (closing) <i>Critical Success:</i> Maneuver modifier (+4) <i>Critical Failure:</i> Maneuver modifier (-4)
Bait	Lure-1	10 lengths or less	No change	Challenger crash check (DC +2) <i>Critical Success:</i> Challenger crash check (DC +4) <i>Critical Failure:</i> Maneuver modifier (-2)
Waylay (D)	Lure-2	20 lengths or less	-1/2/10/100/5,000 MPH	Lead modifier (+1), challenger crash check (DC +1/4 difference) <i>Critical Success:</i> Lead modifier (+1d4), challenger crash check (DC +1/4 difference) <i>Critical Failure:</i> Maneuver modifier (-4, daredevil -2)
Trap (DO)	Lure-3	Any distance	-1/3/15/150/7,500 MPH	Lead modifier (+1d4), challenger crash check (DC + 1/2 difference) <i>Critical Success:</i> Lead modifier (+2d4), challenger crash check (DC + 1/2 difference) <i>Critical Failure:</i> Maneuver modifier (-8)
Pull ahead	Speed-1	Any distance	+1/2/10/100/5,000 MPH	Lead modifier (+1/4 difference) <i>Critical Success:</i> Lead modifier (+1/4 difference), maneuver modifier (+2) <i>Critical Failure:</i> Damage (1d8)
Distance run (D)	Speed-2	Any distance	+2/4/20/200/10,000 MPH	Lead modifier (+1/2 difference), damage (1d8, daredevil 1d4) <i>Critical Success:</i> Lead modifier (+1/2 difference) <i>Critical Failure:</i> Critical damage (engine, foot -1 Dex)
Force push (DO)	Speed-3	Any distance	+3/6/30/300/15,000 MPH	Lead modifier (+difference), critical damage (engine, foot -1 Dex) <i>Critical Success:</i> Lead modifier (+difference) <i>Critical Failure:</i> Critical damage (2 × engine, foot -2 Dex)
Vanish (F)	Speed-F	30 lengths	+3/6/30/300/15,000 MPH	Chase ends, damage (1d8) <i>Critical Success:</i> Chase ends <i>Critical Failure:</i> Critical damage (engine, foot -1 Dex)

Movie stunt	Stunt-1	Any distance	No change	Challenger crash check (DC +2), lead modifier (+challenger crash check difference) Critical Success: Challenger crash check (DC +3), lead modifier (+challenger crash check difference) Critical Failure: Crash check (DC +2)
Street stunt (D)	Stunt-2	Any distance	No change	Challenger crash check (DC +4), lead modifier (+challenger crash check difference) Critical Success: Challenger crash check (DC +6), lead modifier (+challenger crash check difference) Critical Failure: Crash check (DC +4, daredevil DC +2)
Insane stunt (DO)	Stunt-3	Any distance	No change	Challenger crash check (DC +8), lead modifier (+challenger crash check difference) Critical Success: Challenger crash check (DC +10), lead modifier (+challenger crash check difference) Critical Failure: Crash check (DC +8)
"Catch me if you can" (DO, F)	Stunt-F	25 lengths or more	No change	Chase ends, challenger crash check (fail by 5+) Critical Success: Chase ends, challenger failed crash check Critical Failure: Crash check
Barnstorm (D, F)	Finishing-1	27 lengths or more	No change	Chase ends, damage (1d12, daredevil 1d10), challenger crash check, crash check Critical Success: Chase ends, damage (1d10, daredevil 1d8), challenger crash check Critical Failure: Chase ends, damage (1d12), challenger crash check (DC +4), crash check (DC +4)
Sharp Turn (F)	Finishing-2	25 lengths or more	-2/5/25/250/12,500 MPH	Chase ends, critical damage (guidance/steering/bridge), challenger crash check Critical Success: Chase ends, challenger crash check Critical Failure: Chase ends, critical damage (guidance/steering/bridge), challenger crash check (DC +4), crash check (DC +4)
Circling Maneuvers				
"Slam on the brakes!"	Brake-1	Any distance	-1/2/10/100/5,000 MPH	Lead modifier (-1/4 difference) Critical Success: Lead modifier (up to -1/4 difference) Critical Failure: Crash check
Emergency brake (D)	Brake-2	Any distance	-1/3/15/150/7,500 MPH	Lead modifier (-1/2 difference), crash check Critical Success: Lead modifier (up to -1/2 difference) Critical Failure: Crash check (DC +4, daredevil DC +2)
Traction control brakes (DO)	Brake-3	Any distance	-2/4/20/200/10,000 MPH	Lead modifier (-difference), crash check (DC +1/4 difference) Critical Success: Lead modifier (up to -difference) Critical Failure: Crash check (DC +8)
Dazzle	Confuse-1	Any distance	No change	Challenger action die limit (3) Critical Success: Challenger action die limit (3, no criticals), Critical Failure: Action die limit (3)
Baffle (D)	Confuse-2	Any distance	No change	Challenger action die limit (2) Critical Success: Challenger action die limit (2, no criticals) Critical Failure: Action die limit (2, daredevil 3)
Flabbergast (DO)	Confuse-3	Any distance	No change	Challenger action die limit (1) Critical Success: Challenger action die limit (1, no criticals) Critical Failure: Action die limit (1)
Escape (F)	Confuse-F	25 lengths or more	No change	Chase ends, challenger half action modifier [-4] Critical Success: Challenger no actions Critical Failure: Half action modifier [-4]
Quick pass	Contact-1	5 lengths or less	No change	(Vehicle) Boarding (1 passenger) (Foot) Bonus action (disarm) Critical Success: (Vehicle) Boarding (2 passengers) (Foot) Bonus action (disarm, +2 modifier) Critical Failure: (Vehicle) Shock damage (1d6) (Foot) Skid damage (1/4 x difference)
Parallel pass (D)	Contact-2	2 lengths or less	No change	(Vehicle) Boarding (2 passengers) (Foot) Bonus action (trip, scene ends with success) Critical Success: (Vehicle) Boarding (3 passengers) (Foot) Bonus action (trip, +2 modifier, scene ends with success) Critical Failure: (Vehicle) Shock damage (1d8, daredevil 1d4) (Foot) Skid damage (1/2 x difference)
Clipping pass (DO)	Contact-3	2 lengths or less	No change	(Vehicle) Boarding (3 passengers) (Foot) Bonus action (grapple, scene ends with success) Critical Success: (Vehicle) Boarding (4 passengers) (Foot) Bonus action (grapple, +2 modifier, scene ends with success) Critical Failure: (Vehicle) Shock damage (1d10) (Foot) Skid damage (difference)
Tempest	Demolition Derby-1	Any distance	No change	Challenger crash check (DC +2) Critical Success: Challenger crash check (DC +4) Critical Failure: Crash check (DC +2)
Cyclone (D)	Demolition Derby-2	20 lengths or less	-1/2/10/100/5,000 MPH	Challenger crash check (DC +1/4 difference) Critical Success: Challenger crash check (speed damage dice 1d8) Critical Failure: Crash check (DC +4)
Maelstrom (DO)	Demolition Derby-3	10 lengths or less	-1/3/15/150/7,500 MPH	Challenger crash check (DC +1/2 difference) Critical Success: Challenger critical damage (random) Critical Failure: Crash check (DC +8)
Pursue	Facing Shift-1	Any distance	-1/2/10/100/5,000 MPH	New facing (pursuit) Critical Success: Maneuver modifier (+4) Critical Failure: Maneuver modifier [-4]
Turn into it	Facing Shift-2	Any distance	-1/2/10/100/5,000 MPH	New facing (closing) Critical Success: Maneuver modifier (+4) Critical Failure: Maneuver modifier [-4]
Outmatch	Outfox-1	Any distance	No change	Lead modifier (+1/4 difference) Critical Success: Lead modifier (+1/4 difference), maneuver modifier (+2) Critical Failure: Damage (1d8)

Outshine (D)	Outfox-2	Any distance	+1/2/10/100/5,000 MPH	Lead modifier (+1/2 difference, damage 1d8, daredevil 1d4) <i>Critical Success:</i> Lead modifier (+1/2 difference) <i>Critical Failure:</i> Critical damage (engine, foot -1 Dex)
Outclass (DO)	Outfox-3	Any distance	+1/3/15/150/7,500 MPH	Lead modifier (+difference), critical damage (engine, foot -1 Dex) <i>Critical Success:</i> Lead modifier (+difference) <i>Critical Failure:</i> Critical damage (2 × engine, foot -2 Dex)
Out of sight (F)	Outfox-F	27 lengths or more	+2/4/20/200/10,000 MPH	Chase ends, damage 1d8 <i>Critical Success:</i> Chase ends <i>Critical Failure:</i> Critical damage (engine, foot -1 Dex)
Closing Maneuvers				
Focused charge	Charge-1	Any distance	+1/2/10/100/5,000 MPH	Lead modifier (-1/4 difference) <i>Critical Success:</i> Lead modifier (-1/4 difference), maneuver modifier (+2) <i>Critical Failure:</i> Damage 1d8
Forced charge (D)	Charge-2	Any distance	+2/4/20/200/10,000 MPH	Lead modifier (-1/2 difference), damage 1d8, daredevil 1d4 <i>Critical Success:</i> Lead modifier (-1/2 difference), maneuver modifier (+2) <i>Critical Failure:</i> Critical damage (engine, foot -1 Dex)
Danger charge (DO)	Charge-3	Any distance	+3/6/30/300/15,000 MPH	Lead modifier (-difference), critical damage (engine, foot -1 Dex) <i>Critical Success:</i> Lead modifier (-difference) <i>Critical Failure:</i> Critical damage (2 × engine, foot -2 Dex)
Overtake (F)	Charge-F	5 lengths or less	+3/6/30/300/15,000 MPH	Chase ends, damage 1d8 <i>Critical Success:</i> Chase ends <i>Critical Failure:</i> Critical damage (engine, foot -1 Dex)
Bear down ^Δ	Chicken-1	Any distance	+1/2/10/100/5,000 MPH	Challenger maneuver modifier (-4) <i>Critical Success:</i> Challenger maneuver modifier (-8) <i>Critical Failure:</i> Maneuver modifier (-4)
Stare down (D) ^Δ	Chicken-2	Any distance	+2/4/20/200/10,000 MPH	Challenger maneuver modifier (-1/4 difference) <i>Critical Success:</i> Challenger maneuver modifier (-1/3 difference) <i>Critical Failure:</i> Maneuver modifier (-1/4)
Glare down (DO) ^Δ	Chicken-3	Any distance	+3/6/30/300/15,000 MPH	Challenger maneuver modifier (-1/2 difference) <i>Critical Success:</i> Challenger maneuver modifier (-difference) <i>Critical Failure:</i> Maneuver modifier (-1/2 difference)
Clear the path (F) ^Δ	Chicken-F	5 lengths or less	+3/6/30/300/15,000 MPH	Chase ends, challenger crash check <i>Critical Success:</i> Challenger crash check (DC +1/4 difference) <i>Critical Failure:</i> Failed crash check, challenger failed crash check
Speed bump	Collision-1	2 lengths or less	-1/3/15/150/7,500 MPH	Lead modifier (-1), failed crash check challenger failed crash check (speed damage 1d8) <i>Critical Success:</i> Challenger crash check <i>Critical Failure:</i> Crash check (DC +8)
Speed swipe (D)	Collision-2	5 lengths or less	-2/4/20/200/10,000 MPH	Lead modifier (-1d4), failed crash check challenger failed crash check (speed damage 1d10, +2 random criticals) <i>Critical Success:</i> Challenger crash check <i>Critical Failure:</i> Crash check (damage +3 × difference, daredevil damage +2 × difference)
Speed smash (DO)	Collision-3	10 lengths or less	-3/6/30/300/15,000 MPH	Lead modifier (-1d6), failed crash check challenger failed crash check (speed damage 1d12) <i>Critical Success:</i> Challenger crash check <i>Critical Failure:</i> Crash check (+2 random criticals)
Speed ram (F)	Collision-F	5 lengths or less	-3/6/30/300/15,000 MPH	Chase ends, failed crash check, challenger failed crash check <i>Critical Success:</i> Challenger crash check <i>Critical Failure:</i> Crash check (damage +3 × difference, daredevil damage +2 × difference)
Pursue	Facing Shift-1	Any distance	-1/2/10/100/5,000 MPH	New facing (pursuit) <i>Critical Success:</i> Maneuver modifier (+4) <i>Critical Failure:</i> Maneuver modifier (-4)
"Tear it up!"	Facing Shift-2	Any distance	-1/2/10/100/5,000 MPH	New facing (circling) <i>Critical Success:</i> Maneuver modifier (+4) <i>Critical Failure:</i> Maneuver modifier (-4)
Loaded for bear	Roost-1	Any distance	No change	Attack modifier (-2/+2) <i>Critical Success:</i> Attack modifier (+0/+4) <i>Critical Failure:</i> Attack modifier (-12/-8)
Loaded for destruction (D)	Roost-2	20 lengths or less	No change	Attack modifier (+0/+4), boosted threat range (+4) <i>Critical Success:</i> Attack modifier (+2/+6) <i>Critical Failure:</i> Obstacle DC (+4, daredevil +2)
Loaded for devastation (DO)	Roost-3	20 lengths or less	No change	Attack modifier (+2/+6), boosted threat range (+1/3 difference, min. 4) <i>Critical Success:</i> Attack modifier (+4/+8) <i>Critical Failure:</i> Obstacle DC +8

* These velocity modifiers are for water (swimming), foot, ground, water (vehicle), air, and space backdrops, respectively.

** These maneuvers may only be chosen when the challenger is no greater than 2 size categories larger (e.g. they may not be chosen by a character in a Large-sized vehicle challenged by a character in a Colossal vehicle).

† These maneuvers may be chosen while the participant is located in any terrain – the shortcut runs *through* the designated terrain, returning the participant to the terrain from which he starts.

Δ For every 5 ranks in Intimidate the character possesses, he gains a +2 synergy bonus with the maneuver check for this maneuver. Further, for every 2 size categories difference between a larger participant or his vehicle and a smaller challenger or his vehicle, the participant gains an additional +2 circumstance bonus with his maneuver check for this maneuver.

D = Daredevil

DO = Daredevil Only

F = Finishing

TABLE 4.22: VEHICLE CRITICAL EFFECTS

ROLL (1d10)		CRITICAL PENALTY	EFFECT
Air Vehicle*			
1-3	Engine	-6	Aircraft and fighter spacecraft are far more vulnerable to strikes against their engines than ground vehicles (being extremely high performance). Each engine critical reduces this vehicle's top speed by 25%. If the vehicle's top speed is reduced to 0 MPH or less, it suffers the effects of an engine failure critical failure (see page 159).
4-6	Guidance	—	Each guidance critical reduces the vehicle's handling by 1. This may reduce the vehicle's handling below 0.
7	Control Surface	-8	Each control surface critical forces the vehicle's pilot to make 1 additional crash check per round (during a vehicular scene) or per 10 minutes of flight (otherwise).
8	Weapon	—	Each weapon critical randomly increases the damage threshold of one of the vehicle's weapons by 1 (see the Stargate SG-1 core rulebook, page 297, and page 127 of this book).
9	Improvement	—	Each improvement critical randomly disables one of the vehicle's qualities or modifications; only qualities and modifications designated on Table 4.20: Master Vehicle Guide may be disabled in this fashion.
10	Canopy	-6	The attack smashes through a canopy or "soft spot" and likely hits an occupant. Each canopy critical randomly affects one occupant (or the most logical occupant, if the GM prefers), inflicting 1/2 the damage applied to the vehicle, <i>after</i> shields and hardness are subtracted (rounded down). The character may make a Reflex save (DC 20) to reduce this damage to 1/2 the adjusted number (rounded down). Only one occupant is injured in this fashion per canopy critical.

Ground Vehicle (Closed — e.g. tank, non-convertible car, flatbed or pickup truck)

1	Engine	-6	Each engine critical reduces this vehicle's top speed by 10%. If the vehicle's top speed is reduced to 0 MPH or less, it suffers the effects of a break down critical failure (see page 159). In this case, the breakdown does not rectify itself — the vehicle may not be re-started without repairs.
2-3	Steering	—	Each steering critical reduces the vehicle's handling by 1. This may reduce the vehicle's handling below 0.
4-7	Tires/Tracks	-8	Each tires/tracks critical forces the vehicle's pilot to make 1 additional crash check per round (during a vehicular scene) or per 10 minutes of flight (otherwise).
8	Weapon	—	Each weapon critical randomly increases the damage threshold of one of the vehicle's weapons by 1 (see the Stargate SG-1 core rulebook, page 297, and page 127 of this book).
9	Improvement	—	Each improvement critical randomly disables one of the vehicle's qualities or modifications; only qualities and modifications designated on Table 4.20: Master Vehicle Guide may be disabled in this fashion.
0	Window	-6	The attack smashes through a window and likely hits an occupant. Each window critical randomly affects one occupant (or the most logical occupant, if the GM prefers), inflicting 1/2 the damage applied to the vehicle, <i>after</i> shields and hardness are subtracted (rounded down). The character may make a Reflex save (DC 20) to reduce this damage to 1/2 the adjusted number (rounded down). Only one occupant is injured in this fashion per window critical.

Ground Vehicle (Open — e.g. motorcycle, convertible car, camper truck)

1	Engine	-6	Each engine critical reduces this vehicle's top speed by 10%. If the vehicle's top speed is reduced to 0 MPH or less, it suffers the effects of a breakdown critical failure (see page 159). In this case, the break down does not rectify itself — the vehicle may not be re-started without repairs.
2-3	Steering	—	Each steering critical reduces the vehicle's handling by 1. This may reduce the vehicle's handling below 0.
4-5	Tires/Tracks	-8	Each tires/tracks critical forces the vehicle's pilot to make 1 additional crash check per round (during a vehicular scene) or per 10 minutes of flight (otherwise).
6	Weapon	—	Each weapon critical randomly increases the damage threshold of one of the vehicle's weapons by 1 (see the Stargate SG-1 core rulebook, page 297, and page 127 of this book).
7	Improvement	—	Each improvement critical randomly disables one of the vehicle's qualities or modifications, only qualities and modifications designated on Table 4.20: Master Vehicle Guide may be disabled in this fashion

8-0	Window	-6	The attack smashes through a window and likely hits an occupant. Each window critical randomly affects one occupant (or the most logical occupant, if the GM prefers), inflicting $\frac{1}{2}$ the damage applied to the vehicle, <i>after</i> shields and hardness are subtracted (rounded down). The character may make a Reflex save (DC 20) to reduce this damage to $\frac{1}{2}$ the adjusted number (rounded down). Only one occupant is injured in this fashion per window critical.
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Space Vehicle

1	Shield Generator	-12	The vitality provided by the ship's shields are reduced by 25% of maximum (e.g. if the maximum vitality provided by the ship's shields is 100 and only 40 vitality remain when a shield generator critical occurs, the ship's shield vitality is reduced to 15). If this reduces the ship's shield vitality to 0 or less, the shield generators must be repaired before they can provide any vitality. Thereafter, this critical is re-rolled.
2	Bridge	-10	Each bridge critical reduces the vehicle's handling by 1. This may reduce the vehicle's handling below 0.
3	Vehicle Bay	-8	Each vehicle bay critical destroys one unoccupied vehicle stored on the ship. If no unoccupied vehicles are present on board, the critical destroys one occupied vehicle at random. If the ship doesn't feature a vehicle bay, this becomes a weapon critical.
4-5	Engine/Reactor	-6	Each engine/reactor critical reduces this vehicle's top speed by 10%. If the vehicle's top speed is reduced to 0 MPH or less, it suffers the effects of an engine failure critical failure (see page 159).
6	Maneuvering Thrusters	-8	Each maneuvering thrusters critical forces the vehicle's pilot to make 1 additional crash check per round (during a vehicular scene) or per 10 minutes of flight (otherwise).
7	Weapon	—	Each weapon critical randomly increases the damage threshold of one of the vehicle's weapons by 1 (see the Stargate SG-1 core rulebook, page 297, and page 127 of this book).
8	Improvement	—	Each improvement critical randomly disables one of the vehicle's qualities or modifications; only qualities and modifications designated on Table 4.20: Master Vehicle Guide may be disabled in this fashion.
9	Engineering	—	Each engineering critical eliminates 1 repair team from the ship's crew. The eliminated repair team must be replaced to restore the ship's repair capabilities (see page 120).
10	Fire!	—	A fire erupts on board. At the end of each round, a ship on fire suffers 1d10 normal damage $\times$ (the number of fire! criticals the vehicle has suffered + the number of rounds since the first fire! critical factored into the current blaze). For example, a fire that is fueled by two criticals and which has burned for 3 rounds inflicts 1d10 $\times$ 6 normal damage. A fire burns for 1d8 rounds from the last fire! critical scored, and distracts a minimum number of repair teams equal to the number of fire! criticals factored into the blaze until it's extinguished. The GM may determine that a fire also inflicts fire and smoke inhalation effects upon the crew and any characters aboard.

Water Vehicle

1-2	Engine	-6	Each engine critical reduces this vehicle's top speed by 10%. If the vehicle's top speed is reduced to 0 MPH or less, it suffers the effects of a break down critical failure (see page 159). In this case, the break down does not rectify itself — the vehicle may not be re-started without repairs.
3-4	Steering	—	Each steering critical reduces the vehicle's handling by 1.
5-6	Weapon	—	Each weapon critical randomly increases the damage threshold of one of the vehicle's weapons by 1 (see the Stargate SG-1 core rulebook, page 297, and page 127 of this book).
7-8	Improvement	—	Each improvement critical randomly disables one of the vehicle's qualities or modifications; only qualities and modifications designated on Table 4.20: Master Vehicle Guide may be disabled in this fashion.
9-0	Deck/Window	-6	The attack likely hits an occupant on deck or below decks through a window. Each window critical randomly affects one occupant (or the most logical occupant, if the GM prefers), inflicting $\frac{1}{2}$ the damage applied to the vehicle, <i>after</i> shields and hardness are subtracted (rounded down). The character may make a Reflex save (DC 20) to reduce this damage to $\frac{1}{2}$ the adjusted number (rounded down). Only one occupant is injured in this fashion per window critical.

* This table is also used for small and highly maneuverable spacecraft, like death gliders and X-302 fighters.

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