

## **Stargate SG-1 Adventure - “Lost Colony”**

**When:** Sometime after the fall of Anubis, but before the Replicator Wars.

### **Basics:**

The locals call the third world in Janus’s Triad **Croatoan**. It is the location of the third DW Device, which is actually a Repeater device in a DW Triad formed by Earth (repeater) and **Plyomus** (hub).

**Croatoan** is home to several distinct peoples, residing in their own city-states/kingdoms. The first were the 117 colonists from the first English colony in America, on Roanoke Island (Lost Colony). The Fort (Fort White) is named after their first governor, John White.

More people later populated it as ships and aircraft were taken from the Bermuda Triangle. Over the years, supplies came in the form of cargo of the ships and planes as well as surrounding local flora and fauna.

After a generation of prosperity and peace, the First colonists began to encounter the Others. These Others attacked with vicious ferocity, but the colonist had fortified themselves.. They were alien creatures also teleported here by the same effect from other worlds.

But the colonists had superior numbers and weapons. As time went on, more and more people and things appeared. The sky changed color every time something arrived. Every few decades, the colony had Newcomers who spoke languages of Earth, bringing supplies and new weapons, and technology.

Along with supplies and new building material, the Newcomers usually brought new weapons, which escalated the battles on this world. Each side developed their own fortifications and every so often clashed on the field of battle. Continuous conflict came to Croatoan.

4 Tribes emerged from the Newcomers, including the Earthers.

The **Earthers** or **Croatoans** include the descendants of the **First ones** (Roanoke Island) and the survivors of many of the Bermuda Triangle disappearances (Some of the crew from **Flight 19**, **Pog-22**, and passengers from **Flight 441**, among others), as well as a few non-Earth humans who felt welcome in their camp. The Earthers are the most numerous. The Earthers reside in the

western most region of the Known Territories, primarily around **Fort White**. They established a considerable city-state and province there. They are currently lead by **High Councilor Benjamin Riley**.

The **Pavee** are non-Earther humans or near-humans who did not feel welcome with the Earthers, due to cultural differences or language barriers. They were named after an Irish version of the Gypsies by the Croatoans, because the original language the group spoke sounded like old Gaelic. The Pavee reside in a fortress and city-state on the south side of the **Great Oradus Forest** – named **Fort Sacronus**, named after their founder. They are currently being lead by **Breka Nordrene**, a near-human from a far-off world. He speaks broken English and is heading up the rumored alliance between his tribe and the Earthers.

The **Grebosaurs** are non-human aliens formed together under one warlord, **Grebos**. He pulled together several alien factions all who either know him or his race or at least marginally trust him or his kind. Most are reptilian like in some way or another. The **Grebosaurs** built a stronghold around the caves on the South tip of the North Mountain range, on the edge of the Dead Swamp, designated **Fort Grebos**. They are lead by **Grebos the 22<sup>nd</sup>** now, a descendant of **Grebos**, but a mix-breed between several different biologically compatible saurian species. (*Serrakin & Oranians* are included in these)

The **Kandrakan** are also non-humans that for some reason or another cannot ally with the Grebosaurs. This is the most diverse group of aliens. The **Kandrakan** have built a small village and stronghold on the north side of the North Mountain range, near the **Sharonac Lake**, named **Fort Sharonac**.

These four groups occasionally clash, battling over land or resources. The **Grebosaurs** want to wipe out all other tribes and dominate this planet. The **Kandrakan** want to wipe of the **Grebosaurs** and ignore the Humans, seeing them as inferior. The two human factions have had a long time uneasy Cold War between them, but that may change. There is talk of an alliance after centuries of tension and conflict.

Each city-state is at varying technologies. The villages surrounding the fortresses vary from near-medieval age to mid1800s (old-West-style). The Earthers are the most advanced in many ways, because they have integrated much of their tech from Earth into their weapons and infrastructure. In the main village proper, tech is like the Wild West, with regular citizens carrying revolvers manufactured here on planet or modern automatics found in wrecks. The locals ride two-legged

beasts found on this world, called **Horkens**, because they reminded the locals of a cross between a horse and a chicken.

Generally, there is a peace over the land due to a truce that has been declared. However, that does mean there is no conflict. There are many covert operations that each side undertakes, weakening each side's ability to replenish their military strength. Each time something appears through the rift, there is a mad dash of scout teams to scavenge whatever they can. This is where the open conflict most likely occurs.

Each kingdom or province not only has the village and fortress, but outlying farms of brave souls willing to farm the land for the good of the province and their leader. The respective leaders schedule patrols during peacetime to ensure the farms are protected.

The last Great Season of War started between the **Earthers** and the **Grebosaurs** over land disputes a few decades ago. The **Earthers** had just acquired considerable weaponry, as did the **Grebosaurs**. The fighting went on for months between each army and it was devastating to both sides. Since then, the truce has taken hold while both sides replenish their forces with a new generation.

About 20+ years ago, the **Pogo 22** B-52 crashed in the **North Mountains**. The commander of **Pogo 22, Captain Roland C. Starke Jr** and several of his crew of 5 survived (ejected). They also ejected the payload and later found it. Together, they were able to move and hide the 2 nuclear bombs that was Pogo 22's payload before the scavengers arrived. They used what they could to move the heavy bombs from their landing site to some caves hidden behind a waterfall. Starkes was also able to disable the bombs, removing a key component, which he carries with him all the time.

He was fortunate that the first group to arrive was a Earther patrol. They scavenged what they could and returned to **Fort White**. Since then, only he survives since the crash. Each of his crew members were killed in different skirmishes with enemies of the Croatoans.

The problem now is that a "seer" in the **Kandrakan** camp has seen the "key to victory" and it lies near "the great fire bird's landing site" (the B-52 crash site). Their leader and his men are searching for the "key to victory" and are getting close.

As the players will find out, the Prometheus II, on routine mission dropped out of Hyperspace for realignment when they picked up a signal on an uncharted world. (See Mission Briefing). What they did not know is that there was a Goa'uld patrol that spotted them

**Pull:**

Date: Some time a few weeks before the briefing.

The *Prometheus II*, while on a routine supply run/patrol to Gamma site, picked up a signal from a uncharted system. On world with no gate, they receive a signal that is identified as an old **Air Force SAC special ordinance beacon**. This usually is used to mark lost nuclear ordinance in the Cold War.

The SG team is briefed on the Pogo-22 mission, which is what this signal identifies. They will also be informed of the secret mission of the Pogo-22 and what it was carrying.

- 1945, December 5: The entire training flight of five Navy TBM Avengers. Plane #s FT-28, FT-36, FT-117, FT-3, FT-81. Crew: 14
  
- 1961, October 15: an 8 engine SAC B-52 "Pogo 22" north of Bermuda while returning from routine maneuvers.
  - Operation Sky Shield II – “routine” maneuvers for a squadron of B-52.
  - Payload: B28 nuclear bomb x2
  - The B28 had a diameter of about 22 in (58 cm), with a length varying between 96 in (2.44 m) and 170 in (4.32 m) and weight of 1,700 lb (771 kg) to 2,320 lb (1,053 kg), depending on version. Explosive yield was 1.1 megaton for Mod 1 warheads, 350 kiloton for Mod 2, 70 kiloton for Mod 3, and 1.45 megaton for Mod 5. It could be configured for airburst or ground burst detonation.
  - It used the W28 lightweight, Class D warhead
  - B28FI: unstreamlined internal-carriage version with parachute for laydown delivery; used only by SAC B-52s.
  - SAC - Strategic Air Command
  - **Captain Roland C. Starke Jr** – flight commander of Pogo 22

The initial plan is to send the player's team down to scout out the area. Once the area is scoped out and an base camp can be established, the Prometheus II will send down a comm.-team to pin-point the radio signal using high-tech equipment. It will take a week to find it, but searching blindly could take longer.

## **B-52**

**Crew:** 5 (Pilot, Copilot, Radar Navigator (Bombardier), Navigator and Electronic Warfare Officer). Originally the B-52 had a crew of 6, with a Gunner sitting in the tail in all models up to the G. In the B-52 G/H, the Gunner position was moved to the front cockpit, with the gun remotely controlled.

**Length:** 159 ft 4 in (48.5 m)

**Wingspan:** 185 ft 0 in (56.4 m)

**Height:** 40 ft 8 in (12.4 m)

**Wing area:** 4,000 ft<sup>2</sup> (370 m<sup>2</sup>)

**Airfoil:** NACA 63A219.3 mod root, NACA 65A209.5 tip

**Empty weight:** 185,000 lb (83,250 kg)

**Loaded weight:** 265,000 lb (120,000 kg)

**Maximum Take-Off Weight:** 488,000 lb (220,000 kg)

**Fuel capacity:** 47,975 US gal (181,725 L)

**Powerplant:** 8x Pratt & Whitney TF33-P-3/103 turbofans, 17,000 lbf (76 kN) each

**Zero-lift drag coefficient:** 0.0119 (estimated)

**Drag area:** 47.60 ft<sup>2</sup> (4.42 m<sup>2</sup>)

**Aspect ratio:** 8.56

### **Performance**

**Maximum speed:** 560 knots (650 mph, 1,000 km/h)

**Combat radius:** 4,480 mi (3,890 nm, 7,210 km)

**Ferry range:** 11,000 mi (9,600 nm, 17,700 km)

**Service ceiling:** 50,000 ft (15,000 m)

**Rate of climb:** ft/min (m/s)

**Wing loading:** 30 lb/ft<sup>2</sup> (150 kg/m<sup>2</sup>)

**Thrust/weight:** 0.51

**Lift-to-drag ratio:** 21.5 (estimated)

### **Armament**

**Guns:** All models up to the H had a pod of four .50-caliber guns which could be loaded with armor-piercing/incendiary ammunition. The H model had one 6-barrel 20-mm Vulcan gatling cannon. Now, the tail guns have been removed on all operating B-52s.

Ordnance: approximately 70,000 lb (32,000 kg) bombs, missiles, and mines, in various configurations

## Adventure Outline

1. Briefing and questions (Location: SGC with NPC: General O'Neil)
2. Transport, arrival in orbit and drop. (Location: Prometheus II)  
Cannot transport in because something is interfering with transportation. Take a transport ship down.
3. Initial Planetary encounter, Find Earthers, Orientation
4. Plan mission, gather intel, encounter, re-plan based on intel
5. Execute plan, setback, and final battle

**Idea:** Truce – a truce is in place right now, while each side rebuilds its forces. The last truce lasted a generation before warring commenced once again.

**Using the Prometheus II:** The team may utilize the Prometheus II in any way they can. Their transporters are not reliable because of strange EM activity on the planet. The compliment of F302s are useable but at a risk because of the variable level of technology on the planet. At least one fortress is armed with Surface to Air missiles and a radar system to target them. The ship's sensors are also questionable because of the strange EM interference surrounding the planet.

**Goa'uld Spy:** Once the players land on planet and meet with the humans, their party will grow with several NPCs. In amongst them is a Goa'uld parasite that has implanted itself into a local. He is now a Goa'uld spy and is working to get the bombs for his master, Zeus.

The Goa'uld spy will reveal himself only at a point of power. He will kill anyone that suspects him. The GM chooses which NPC is the Goa'uld and when he reveals himself.

## **Phase 1: Initial Encounter and Initial Search**

They will arrive on the outskirts of **Fort White**. The Fort is a well-built fortification with a strong fortified wall, surrounded by a considerable village of several thousand residence. It is a mixture of technology scavenged from the wrecks and local materials. It is a hodge-podge of material, but it is sturdy and well made. Weapons range from whatever they could scavenge from the wrecks to whatever they could make here. Some small arms exist, but most do not have ammunition anymore. The heavy weapons (cannons and missiles taken from the war plans and ships) defend the walls of Fort White.

They are welcomed in "The America's first interstellar colony." There is an America Flag flying over the Fort, under which is a flag for **Croatoan**.

There they will encounter English speaking people, as well as people familiar with Earth culture.

The group can ask about the B-52 and show pictures. Most everyone remembers when he or she saw it crash into the mountain. Some did not know what it was, others pretend they do not know, but know.

Only a few hand-full of people know that there was a survivor. Only a few members of the scout team that found him know about Captain Roland C. Starke Jr. Those on the scout mission are former pilots and flight crew of other Naval and Air Force flights that came here prior.

Now, Captain Starke is missing. A search of his home will find signs of a struggle. Some one took him. Clues will conclude that a reptilian creature took him.

In reality, the Kandrakans have left evidence behind to point to the Grebosaurus, so the Earthers will go to war with the Grebos and perhaps draw in the Pavee.

**Clues left behind by the kidnappers:** Footprints of a reptilian creature, scales on the ground ripped from one assailant in the struggle, reptilian blood.

**Clues left behind by Starke:** An encoded message in the dust/dirt or written in blood using an old 60s military code, stating in some way or another that his kidnappers were not Grebosaurus but were in fact Kandrakans.

*What is it specifically?*

**Other Clues:** A roughly sketched map on the back of an old flight plan paper, apparently showing the location of the bombs, but it is hard to interpret or there is a piece missing.

**Encounters:** Initial Orientation, contact with other American military personnel, discussions about the B-52 crash and the flight leader. Search for the Flight leader finds him missing but with clues.

## Phase 2: Search and Rescue

It is assumed that the group will search for Starke from here. They could go out on their own to find the bombs, but the GM should remind the group about the “no man left behind” mantra of SGC.

**Scouts Captured:** At a point in time during this phase, the Croatoan humans will act on the evidence left by the Kandrakans, and capture a Grebosaur scout team. They, of course, are acting ignorantly, partially because the information left behind by Starke has not been properly disseminated. But this will escalate the situation and cause the players to quicken their pace.

Interrogation of the scouts produces interesting role-play situations, but language barriers prevent many results. One scout speaks broken English and denies anything. He promises retaliation for this violation of the truce.

There are a couple of courses they can take. Scout out both or one camp for signs of Starke and then infiltrate the target would be the most logical.

**Scouting the Grebosaur camp:** This reveals a considerable build up of alien weapons and a city-state preparing for war (a la Soviets in the mid-80s), with parades and nationalism.

**Scouting the Kandrakan camp:** This city-state is made up of strange near-humans and aliens from the far reaches of the galaxy. They seem relatively at peace, no more or less so than the humans. *Somehow, they group will have to find signs of Starke in their dungeon.*

**Intel Gathering:** The humans speak of a town – they call it **Bordertown**. Its name is different to everyone that lives there. It is in a region called the Border Zone, a no-man’s land between the borders of the **Croatoan**, **Pavee** and the **Grebosaurs**. It is a trading town. It is also the place where one can contact with the local blackmarket and inside information brokers. Anything is for sale. See Below – **Bordertown**

At this point, the **Assistant Minister to the Military {NAME}** and the **Assistant Minister to Intelligence {NAME}** which to accompany them. Both are former Navy guys.

**Encounters:** Scout party capture and interrogation, scouting the Grebosaur camp – patrol, scouting the Kandrakan camp – spotting signs of Starke.

## Phase 2.1 Bordertown

To the **Croatoan** Humans it is **Bordertown**. It is also known to the **Pavee** as **Bailóiche** and to the **Kandrakans** as **Hassmud'ar**.

It is a small town of huts and shacks, most of which as some merchant establishment. The local population is usually a mix of all tribes, most of which are outcasts or wanted criminals.

The Market is a chaotic cluster of huts and makeshift kiosks selling anything and everything that can be made from local products or scavenged from the wrecks. There could be some surprising things here – radar units parts, radios, ammunition, food, supplies, armor plating.

Languages are mixed, but most understand English and speak it in broken sentences.

The Croatoan humans mentioned that they have a contact that has proven reliable in the past who has inside information about most of the other tribal city-states. His name is **Artax Moorckot** – a dark-skinned near-human with gills.

**Getting to Artax:** (*Encounter*)

**Encounters:** Hagglng over interesting items in the market, finding Artax, racist Grebos lizards.

**What does Artax know:** He knows that the **Kandrakans** have increased security around their central complex with in the fortress, which contains the dungeon. The **Grebosaurs** themselves are beating the war drums and rattling their swords.

He also knows an underground cave that leads to the dungeon water supply. However, the caves are 100% submersed and require a cave dive. He can lead them to it for a price.

The *Prometheus II* has scuba gear.

**Prometheus Detects Something:** The P-II will radio into the players they their scanners are going to check something out. They detected a special disturbance on the other side of the moon. A few hours later, they will report that they engaged a Goa'uld ship (An al-kesh) and destroyed it. They suspect it has been here w hile and there may be Goa'uld agents on the planet.

## **Phase 2.2 The Caves**

The players will Cave Dive into a series of underwater caves and encounter many strange things. They will surface occasionally to large caverns where they may encounter more.

### **Encounters:**

- Local marine Flora and Fauna. Perhaps one aggressive one.
- Some wreckage of the Bermuda Triangle. Some partially materialized in the side of the mountain. These boats or places may contain items that would

The Underground river that fills the caverns winds under the walls of the Kandranan fortress and into the Dungeon. One last Dive brings them to the water source of the Dungeon. It is guarded.

Taking the guards out, hopefully quietly, they will wind their way to finding Starkes. They can ask prisoners if they know where the new guy is, but most will want to be released in exchange for information. Once they have Starkes, they can beam out.

Starkes has been tortured and interrogated. They have taken the circuit boards he had and somehow was able to get the location of the bombs from him. He said they used some kind of "psychic stuff" on him.

### **Phase 3 The Search for the Bombs**

They can debrief Starkes on the P-II.

He reveals where he hid the bombs and reveals that is now a disputed region of territory. It is in the middle of the territory the last Season of War was started over. There are three outposts in that region – a **Earther**, **Kandraken** and **Grebosaur**. The **Pavee** are talking about sharing the outpost with the **Earthers** as part of a new alliance deal.

With the new tensions that have spread like wildfire, these outposts are on alert, sending out patrols along the regions of the disputed region.

They can beam down to the outpost if they so choose.

At the Outpost, they will be met with a strong military presence that is on alert. They know where the waterfall is, and are willing to send a scout with them.

**Encounters:** Other Patrols, the searching Kandraken

Players need to plan an attack to approach the waterfall and then get it.

### **Phase 3.1 End Game: Finding the Bombs**

The final scene will involve locating the bombs and fighting back the Kandrakan team.

- **Approach 1:** One approach is let the players set up boobie-traps against the Kandrakan scouts and through complications through the alien-nature of the Kandrakans.
  - At some point, the Goa'uld will reveal himself and cause another complication.
- **Approach 2:** Set up a defense perimeter, fight off the Kandrakens while finding the bombs.

Once they find the bombs they can beam up. However, due to the interference of the Rift Device, they cannot beam up. They must disable it first. When they do, they will get a glimpse of Hades as he partially materializes and then he will disappear.

SG-13

Colonel Dave Dixon

Dr. Cameron Balinsky

Sr. Airman Jake Bosworth

Sr. Airman Simon Wells

Col. Dave Dixon is the commanding officer of SG-13 in the episodes 7.17 "Heroes Part 1" and 7.18 "Heroes Part 2".

#### Character Biography

Colonel Dave Dixon was the commander of SG-13. He is married and has four children. He loves his children, but teased the expectant father of his team, Sr. Airman Simon Wells, of all the tribulations of parenthood, and how going through the Stargate was easy by comparison. Wells countered by asking why then did he have four kids? Dixon responded:

Well, one's pretty bad, but you figure you gotta have two, so the little guy could have a brother or sister, right? Then you have two boys, and the wife says she wants a girl. So you figure, "Hell, three can't be much worse than two," right? What you don't realize is, your brain is fried because you haven't slept. After three, four is no big deal. You're so deep in it, nothing seems to matter anymore. It's chaos. You just try to make through each day alive. In the end, you spend all the energy you have left trying to get 'em into bed. Only to lie awake, praying they don't get hooked on drugs, hurt, or worse, wind up dead in an alley somewhere.

He had an easy camaraderie with his team. Like all SG units, they were well trained and well prepared. They followed Dixon's orders easily. They maintained a betting pool of what they would find on any given planet. When they arrived on P3X-666 for a routine mission, Sr. Airman Simon Wells chose an abandoned naquadah mine, which was a boring entry, but had good odds. Sr. Airman Jake Bosworth chose trees (which were already surrounding them), and Dixon disqualified him for being a smartass. Dixon himself chose two headed aliens. Dr. Balinsky ended up winning the pool for his choice of the ruins of an ancient city.

Dave Dixon has a very sharp, but dry sense of humor. Aside from disqualifying Bosworth in the betting pool, he also smirked at his own choice for the entry. When asked if the two-headed alien would be friendly or not, he responded: "One head good, one head bad." When Balinsky colloquially expressed that Dr. Jackson was going to "die" when he saw the report on the ruins, Dixon snarked, "Again?", a reference to Daniel Jackson's numerous fatalities. When O'Neill complained to Dixon about the heavy resistance they were encountering trying to rescue the

wounded Wells from the planet, Dixon countered with good natured black humor: "Something tells me they're throwing this party in your honor, Jack."

Dixon allowed Dr. Balinsky to explore the ruins for over an hour before prompting him on how long it was going to take, and allowed him to continue after Balinsky explained the ancient ruins were of a city of the Ancients. Later, when Balinsky warned of danger, he instantly moved into combat ready mode. He gave concise reports to General Hammond and Colonel O'Neill of the planet's status. When informed by Bosworth that Wells had been hit and they were under enemy fire, he immediately ran to their aid, ordering Balinsky back to the Stargate.

Dixon and SG-3 returned fire with the Jaffa, engaging in a full blown battle when his reinforcements arrived through the Stargate. He was visibly concerned when Jack O'Neill was downed by enemy fire beside him, but continued to provide cover fire. It is presumed he survived the battle and is still with the SGC, though he has not been seen since the P3X-666 incident.

Dr. Cameron Balinsky is an archaeologist/geologist assigned to go off-world with various SG teams. He was introduced in the episode, 7.17 "Heroes Part 1".

[edit]Character Biography

Dr. Cameron Balinsky was first assigned to SG-13 as an archaeologist. He hoped that the team's trip to P3X-666 would be the one on which he'd finally see Ancient ruins. His wish came true as he gleefully sighted Ancient ruins and won in the team's betting pool that they'd be there. While studying the ruins, he encountered one of Anubis' flying MALPs and quickly found his teammates. The probe followed him, but the team deactivated it. Despite the apparent danger the MALP's presence represented, Balinsky requested that he have additional time on the planet to study the ruins because it was important in the SGC's search for the Lost City of the Ancients. (7.17 "Heroes Part 1")

When Anubis' troops arrived in death gliders and al'kesh, Balinsky was sent back to the SGC to inform them of the attack. The SGC sent several teams to help SG-13 and the rescue was successful except for one casualty, Dr. Janet Fraiser, who had been administering medical attention to one of Balinsky's teammates, Sr. Airman Simon Wells, during the battle. (7.17 "Heroes Part 1", 7.18 "Heroes Part 2")

The next time Balinsky appears is as a member of SG-22, giving Gen. Jack O'Neill a briefing on the latest geological survey results, which included core samples, of the planet on which his team had been assigned. This time, however, was representative of a future version of SG-22, but it can be assumed that Balinsky was also assigned to SG-22 in the current timeline. (8.19 "Moebius Part 1")

Sr. Airman Jake Bosworth was a member of SG-13 (7.17 "Heroes Part 1" and 7.18 "Heroes Part 2") and later became a member of SG-3 (8.12 "Prometheus Unbound").

[edit]Character Biography

Bosworth and his teammate, Sr. Airman Simon Wells, were patrolling the perimeter on the planet P3X-666 after they encountered one of Anubis' flying probes in the Ancient ruins which were being studied by their team archaeologist, Dr. Cameron Balinsky. After eliminating the probe, SG-13 stayed on the planet because the ruins might have had information about the Lost City of the Ancients. During their patrol, Wells was shot in the back from a Jaffa's staff weapon. Bosworth stayed with him and provided cover fire until medical assistance and military backup arrived. Wells was successfully extracted, but Dr. Fraiser was killed during the battle. (7.17 "Heroes Part 1", 7.18 "Heroes Part 2")

Members of Col. Dave Dixon's SG-13 were reassigned to other SG teams after this battle. Bosworth became a member of SG-3 and was on the team when a rescue mission to the Pegasus Galaxy was launched with the Prometheus under the command of Lt. Gen. George Hammond. Bosworth served under Col. Reynolds and accompanied his team when they were instructed to board a crippled al'kesh which had been the source of a distress call. The distress call came from the space thief Vala Mal Doran, and the team found themselves, along with the rest of the crew who had been captured, stranded on the al'kesh as Vala made her get-away with the Prometheus. Bosworth used his technical expertise in getting the ring transporter on the al'kesh back to full operational capabilities. After helping Hammond recover the Prometheus, SG-3 was assigned to fly the al'kesh home, but Vala had engineered her escape plan while on the Prometheus and successfully retook the al'kesh, depositing an unconscious SG-3 back to the Prometheus before making her escape into hyperspace. The rescue mission had to be called off because the Prometheus suffered hull damage while in Vala's hands. (8.12 "Prometheus Unbound")

NOTE: Bosworth is seen in an alternate timeline of the SGC after a future version of SG-1 used an Ancient timeship to travel to 3000 B.C. to pick up a very rare Ancient power source, a ZPM, in Ra's storehouse in Ancient Egypt. SG-1 was caught by Ra's Jaffa and the timeline was changed because of it. As a result, the Stargate Program didn't exist until the discovery of a recording left by the time traveling team told of its existence. Bosworth was assigned to serve under Maj. Charles Kawalsky to embark on the Program's first Stargate mission to the planet Chulak to determine if they could find Apophis' First Prime Teal'c and turn him into the rebel which he had become in the "original" timeline. Bosworth was killed on Chulak when the team came under fire in their effort to escape from Apophis' prison. (8.20 "Moebius Part 2")

Sr. Airman Simon Wells was a member of SG-13 and was injured on the planet P3X-666 in the Season Seven episodes, 7.17 "Heroes Part 1" and 7.18 "Heroes Part 2".

#### [edit]Character Biography

Simon Wells was married to Marci and they were expecting their first child when he went on the mission with SG-13 to the planet designated as P3X-666. While making their way from the stargate on the planet, the group of four men talked lightly about being a parent. Wells' commanding officer, Col. Dave Dixon, had four children and he explained all the pros and cons of being a parent, adding that he enjoyed his missions because they got him away from the kids. Wells couldn't be toppled from the cloud he was sitting on with the Colonel's rather cynical rendition of life as a parent of four. The Colonel added, though, at the end of his story, that he wouldn't change a thing and Wells said that he was looking forward to every moment of it.

Unexpectedly, the team found Ancient ruins and their team archeologist, Dr. Cameron Balinsky, asked for time to study them. While sitting nearby, Wells and his teammates looked at the latest sonogram picture of his unborn child. Wells said that it was a boy, but Dixon was not convinced.

The team was ambushed by a remote device, similar to the SGC's MALPs. This device, however, could fly. They were able to disable it, but not before it sent a message to its master, most likely Anubis. Soon, there were Jaffa attacking the team, and Wells was hit in the back with a staff blast. The team was able to get reinforcements and medical assistance, but the fighting was heavy. Colonel Jack O'Neill was injured and Dr. Janet Fraiser was killed while trying to save Wells' life. The SGC was able to get the rest of their personnel out alive.

Wells blamed himself for Dr. Fraiser's death, but he was consoled by Daniel Jackson who was also a witness to her death. After a few weeks of recovery, Daniel visited Wells at his home, bringing a teddy bear with him as a gift to Wells' newborn daughter. Dixon had been right about the sonogram! Wells and his wife Marci named the baby Janet in honor of their slain comrade, friend, and doctor.

## **STARTING-LEVEL NEAR-HUMAN MODERN SOLDIER**

Specialty: Modern Society Near Human

Rank: N/A

Class: Advance Team Member

Level: 1

Strength: 10 Dexterity: 14

Constitution: 13 Intelligence: 14

Wisdom: 12 Charisma: 10

Vitality: 9 Wounds: 13

Defense: 12 (+2 Dex)

Initiative Bonus: +2 (+2 Dex)

Speed: 30

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

Special Qualities: Cultural weaponry, gene pool deficiency, genetically engineered.

Skills: Climb +1, First Aid +2, Gather Information +4, Hide +5, Jump +1, Move Silently +5,

Search +3, Sense Motive +3, Spot +2, Swim +1

Feats: Armor Group Proficiency (Light, Medium), Stealthy, Stone Cold, Weapon Group Proficiency (Handgun, Rifle).

### **ATTACKS**

Unarmed +0 1d3 (subdual)

Sonic rifle +2 6d4 (normal, error 1, threat 19-20, range 100 ft., qualities and mods DP, RG)

Gear: Fatigues, sonic rifle.

## **STARTING-LEVEL NEAR-HUMAN ADVANCED COMBATANT**

Specialty: Advanced Society Near Human

Rank: N/A

Class: SGC Marine

Level: 1

Strength: 10 Dexterity: 14

Constitution: 14 Intelligence: 12

Wisdom: 13 Charisma: 10

Vitality: 16 Wounds: 14

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

Initiative Bonus: +2 (+2 Dex)

Speed: 30

Fort: +3 Ref: +2 Will: +3

Special Qualities: Impact sensitivity, long life.

Skills: Balance +3, Demolitions +5, Intimidate +4, Jump +1, Knowledge (Military History) +3,

Sport (Skydiving) +3, Spot +3, Survival +3.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Training, Weapon Group Proficiency (Handgun, Rifle).

### **ATTACKS**

Unarmed +1 1d3 (subdual)

Zat'nik'tel +3 3d6 (subdual, error 1-2, threat 20, range 10 ft., qualities and mods ZTD)

Gear: Zat'nik'tel.

## **LOW-LEVEL NEAR-HUMAN ADVANCED COMBATANT**

Specialty: Advanced Society Near Human

Rank: N/A

Class: SGC Marine

Level: 5

Strength: 10 Dexterity: 14

Constitution: 14 Intelligence: 12

Wisdom: 13 Charisma: 10

Vitality: 50 Wounds: 14

Defense: 15 (+3 class, +2 Dex)

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

Speed: 30

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

Special Qualities: Impact sensitivity, long life, semper fi.

Skills: Balance +5, Craft (Gunsmithing) +5, Demolitions +7, Intimidate +6, Jump +3,

Knowledge (Military History) +7, Sport (Skydiving) +5, Spot +5, Survival +5.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Training, Weapon Focus (Zat), Weapon Group Proficiency (Handgun, Rifle).

### **ATTACKS**

Unarmed +5 1d3 (subdual)

Zat'nik'tel +8 3d6 (subdual, error 1-2, threat 20, range 10 ft., qualities and mods ZTD)

Gear: Zat'nik'tel.

## **LOW-LEVEL NEAR-HUMAN MODERN SOLDIER**

Specialty: Modern Society Near Human

Rank: N/A

Class: Advance Team Member

Level: 5

Strength: 10 Dexterity: 14

Constitution: 13 Intelligence: 14

Wisdom: 12 Charisma: 10

Vitality: 31 Wounds: 13

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

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

Speed: 30

Fort: +4 Ref: +6 Will: +4

Special Attacks: Sneak attack +1d6.

Special Qualities: Cultural weaponry, gene pool deficiency, genetically engineered.

Skills: Climb +4, First Aid +5, Gather Information +9, Hide +10, Jump +4, Move Silently +10,

Search +6, Sense Motive +7, Spot +7, Swim +3

Feats: Armor Group Proficiency (Light, Medium), Stealthy, Stone Cold, Track, Weapon Group Proficiency (Handgun, Rifle).











