

“Falling through.”

Brief:

A team is off world, exploring when a land slide drops the StarGate into a crevasse.

Synopsis:

P4X-889 is a planet that is listed in the Ancients repository provided by Colonel O'Neill.

As per standard recon procedure, a MALP is sent through to recce the immediate area once the wormhole establishes. The MALP, upon arrival, starts to transmit its findings from its sensors and also provides a video feed.

The landscape displayed on the video monitors is not dissimilar to that from Monument Valley in Arizona, though there are indications of trees and lush grass lands in the far distance.

The sensor information returned suggests the presence of Naquada and Trinium ore. Tyre tracks and foot prints indicate that there is life to be found. As the camera on the MALP pans round to look back at the Gate, there is a sight to cause minor concern. There is no visible DHD!

However, behind the gate the ground appears to have sunk down a few feet and is dotted with pillars of rock.

As the camera pans back round to face front again, a motor vehicle can be seen in the near distance making its way at high speed towards the Gate.

The 3 life forms that emerge from the vehicle appear humanoid and speak in pretty good English. They are friendly and will introduce themselves as scientists who have been studying the 'Dimensional Gateway'. They were alerted by the activation, but have never seen it used; only theorised. The planet is called 'Erat'.

Hammond authorises an SG team to proceed to the planet and make contact. If possible, secure permission to mine/share the Naquada and Trinium.

The team arrive and introductions begin.

There is a minor tremor and a few pebbles fall from some of the rock formations. The newcomers will invite the team back to their base of operations for discussion and refreshments.

Upon arrival at the base, it will quickly become apparent that the inhabitants are clones. They are openly friendly and interested in the StarGate and how it operates. They will be willing to trade Naquada and Trinium for information regarding the StarGate.

The team will need to check in at 10:00 hrs Elapsed Mission Time (EMT). A member of the science base will happily escort some or all of the SG team back

to the Gate by motor vehicle. However, the site that greets the team will cause their collective stomachs to loop.

Where the Gate once stood is now a crevice some 60 feet wide, stretching for a distance from the 'sunken' land to the horizon....

Any team member brave enough to peer into the crevice, will see the Gate wedged, mostly horizontal (5-15 degrees), between the walls about 100 feet down. With aid, e.g. binoculars, it will be seen that, luckily, the Gate is Front up. They return to the base as they are advised that it will soon be dark. The Erat provide the team with a room to rest in while they await the SGC to attempt to contact them.

The team settles down for the night after pondering their predicament.

Details:

P4X-889:

Thermosphere:	Cool → Warm (2d20 + 5° C)
Atmosphere:	0.9 → 1.3 bars
Gravity:	1.2 G
Geosphere basic:	Rocky, barren
Geosphere Tectonic:	Apparently stable
Hydrosphere:	Dry
Biosphere:	Rocky, sandy wasteland
Seasons:	Unknown

This mission is initially a standard recon/ First Contact and quickly turns into a problem solving exercise. The GM may want to involve a moral complication too. Scope for a possible complication is given in this scenario.

Twists:

The DHD appears to be missing. In actual fact, it has been removed from the Gate site and brought to the base for study. It is in 4 pieces currently – base, button top, BRB and the central control crystal are all on a bench in a lab. Hopefully, during the general conversation, one of the team will ask if anything resembling the DHD had been found. Then a whole line of conversation is formed. If no one thinks to ask about the DHD, then one of the scientists will be required to mention it at some point.

Because it is established before the team visit the world, one would hope that the TL thinks about manual dial and considers taking a naquada generator just in case. If no one mentions it then Hammond or someone should suggest it.

Hazards/Traps:

The Erat are slowly dying; these at the base represent a proportion of the planets inhabitants. They are victims of the cloning technology via mutations, defects etc. A solution is a new influx of genetic material. Depending on the attitudes of the team, a scientist may approach one or all to explain the situation and request some genetic samples.

The Erat are getting desperate and if the request is denied may try to take the samples by force or covertly.

If the samples are removed covertly and discovered by the team, do the team members destroy the material? It was taken without consent, but without it the Erat as a race will be destroyed.

One or more of the minor crystals inside the DHD should be cracked/broken and will need to be replaced by spares that can be found in a compartment inside the pedestal. At least one of the cracked/broken crystals should not be readily apparent; this will give the team some minor headache when they think they're ready but the DHD still won't play. This will make the team 'sweat' a bit and allow for some investigation.

Lid orientation: If the lid is reseated say $\frac{1}{4}$ turn to the left, the address you think you're dialling won't be. The fact that the symbols and the address match up will/should be tested before it is used to get back to SGC. The Erat scientists will be able to provide visual aids for the orientation if asked.

The Gate (Active, Incoming): Anyone or anything attempting to emerge from the Gate in its horizontal state **will** fall back into the Event Horizon and **be destroyed**.

The Gate (Active, Outgoing): Exit velocity from the wormhole is proportional to entrance velocity.

Part Solution:

Part of the solution to the scenario is very simple, reassemble the DHD and take it to the Gate site.

Dial home, get the IRIS opened and step through to the SGC.

However, there is a 100 foot drop between the players and the Event Horizon.

Exit velocity from the wormhole is proportional to the entrance velocity.

The players are going to fall at approximately 38 feet per second². Unless they warn SGC to pad the area and expect high velocity travellers, things are very likely to get very messy – broken bones, concussions, squashed bystanders or death at the worst case. There is also the Gate room soldiers who might try to shoot at fast moving objects.

The rest of the solution is left to the players and the GM.

Technology:

The Erat are at a comparable stage of development to Earth.
Cloning technology.

Ships/Transports:

The Erat have developed the combustion engine and land based, motor vehicles will be available.

Experience:

Experience will be awarded at the end of the mission.
Extra points should be awarded if, diplomatically and at least on paper, the team secure rights to mine the Naquada and the Trinium. Obviously, until the Gate is removed from the crevasse, mining crews will not be arriving any time soon.
Points should be awarded at the GMs discretion if the Erat are helped and/or a further solution is suggested – Tau'ri volunteers for example.

Further Background/Hazards:

From the introductory discussions, it will be discovered that the Erat have a caste culture – Science, Military and Worker.
Should the SG Team discover the duplicity of the Erat and hostilities ensue, members of the Military caste will arrive and attempt to remove the team to the main city.

NPC's:

Clone Scientist:

Str: 11 Int: 17 Dex: 12 Wounds: 11
Con: 11 Wis: 15 Cha: 13 Vitality: 21

Defence: 13 Initiative: +2 Speed: 30

Fort: +1 Will: +4 Ref: +1

Attacks: +1

Clone Soldiers:

Str: 14 Int: 12 Dex: 14 Wounds: 18
Con: 18 Wis: 12 Cha: 10 Vitality: 40

Defence: 15 Initiative: +4 Speed: 30

Fort: +5 Will: +2 Ref: +5

Attacks: +5

Clone Workers:

Str: 10 Int: 12 Dex: 11 Wounds: 12
Con: 12 Wis: 11 Cha: 10 Vitality: 15

Defence: +0 Initiative: +1 Speed: 30

Fort: +2 Will: +2 Ref: +1

Attacks: +1