

Gate Crasher

NOT MANY GUYS have the legs to carry off wearing a period leather skirt. Fortunately, Steve Bacic does. You can see for yourself later this year when the actor reprises his role of the Celtic Goa'uld System Lord Camulus in the second of two *Stargate SG-1* DVD adventures *Stargate: Continuum*.

"It felt like putting on a pair of old comfortable shoes again," recalls Bacic. "Martin Wood was directing and I finally got the chance to work with Christopher Judge [Teal'c]. In the TV series, I'd done scenes with every member of the *SG-1* cast except for Chris, who's a friend of mine, so it was nice to finally eyeball him in front of the camera.

"Martin Wood [jokingly] gave me nothing but 'grief' the entire time and I threw a few jabs back his way," chuckles the actor, "and I got to wear the dress' again, so we had a lot of fun. My character isn't too involved in the story. It's just a quick little thing, but it was still great. Hopefully they'll be doing more *SG-1* movies and, who knows, Camulus might return yet again."

the planet's entire supply of clean water. Like some previous jobs, Bacic first auditioned for quite a different part.

"I initially read for Vultan, leader of the Dactyls [a leather-clad, hawk-like tribe from *Mongo*] for a story [Ascension] being directed by TJ Scott," he says. "I had never worked with him before, but I knew his wife Vicki Pratt [Mutant X], who I'd worked with on other shows. The *Flash Gordon* audition went quite well and I received a phone call telling me that it looked like I'd be getting the job. However, the show's exec producers then decided they'd rather save me to play the part of Barin. Naturally, I was disappointed as I was looking forward to working with TJ, but it actually turned into something even better because during the costume fitting I found out that Barin was going to be in the next three episodes, which was cool.

"I really only had a chance to look over the first script a day or two before filming began, so the biggest challenge stepping into this role was getting a feel for the character and what the Verdan were all about," continues Bacic. "Obviously, you're only given one script at a time, so you don't know what the arc is going to be. If possible,

"What I like about *Galactica* is that it's more about the characters than the visual effects or things of that nature."



Bacic in full Barin regalia

I like to work with the entire story arc of a character and where it's headed. After the first few days, though, I was beginning to get a feel for Barin. He's an extremely honorable guy who will, ultimately, do the right thing for his people, even if it means going against the rules and ancient traditions. In the episode we're working on at the moment [Til Death], it looks like my character has been tricked into marrying Ming's daughter Aura [Anna Van Hoof]. However, being the intelligent person that he is, Barin sees it as a perfect opportunity to get around an obstacle, that being Ming, and reclaim the greatness that was once the Verdan.

"Of course, there's a slight complication in that Aura doesn't want the 'bonding' either, so she comes up with a little plan which ends up in a fight to the death between Barin and Flash [Eric Johnson]. We shot the fight last night using these new 'toys' which I had never worked with before. Eric and I called them the 'chain-thingies.' They're a martial arts-type tool and the props department added a small ball with poison tips on to the end of the chain. It was a bit awkward at first, but the chain has a certain momentum to it, and once