5
DANIEL JACKSON
Linguistics Expert
3
1
0
2
STARGATE TRADING CARD GAME
Finally! A TCG based on one of the most popular sci-fi franchises of all time!
200+ card set with 4 starter decks: Jack O'Neill, Samantha Carter, Teal'c, and Daniel Jackson.
Players overcome obstacles and adversaries as they complete missions and earn glyphs.
6 foil ultra rares found in each box of boosters.
Complete tournament support, including signed memorabilia from the Stargate cast!
ENTER THE GATE — FEBRUARY 2007

4
RA
The Sun God
2
2
3
STARGATE TRADING CARD GAME
System Lords, the next expansion for the Stargate TCG, is dialing your location!
Over 200 new cards featuring great moments from Stargate SG-1.
Enhance your favorite decks, and explore new teams, missions, and adversaries.
Available this summer at your local retailer and for online play.
SYSTEM LORDS
RELEASES JULY 2007
stargatetcg.com

4
JACK O'NEILL
Dynamic Leader
0
1
2
2
CHARACTER — TEAM — SGC
or : Each assigned team character gets +1 while Jack O'Neill is assigned.
or : Each assigned team character gets +1 while Jack O'Neill is assigned.
STARGATE ONLINE TCG
2007 Convention Tour
stargateonlinetcg.com
1T1

2
VALA MAL DORAN
SG-1 Member
2
0
1
3
CHARACTER — TEAM — SGC
Each other SGC team character gets skills +1 while Vala Mal Doran is assigned to a mission that has a glyph matching one of hers.
STARGATE TCG
2007 World Championship
stargatetcg.com
1T2

3
Marshall Sumner
Senior Military Officer
1
1
2
2
Character - Team - Atlantis
Each time another character earns a glyph Marshall Sumner has, you may pay 2 power. If you do, ready both of them.
1T4

4
Teal'c
Enemy of the Goa'uld
2
0
3
1
Character - Team - SGC
: Complications cost power +1 to play while Teal'c is assigned.
: Complications cost power +1 to play while Teal'c is assigned.
Stargate Online TCG
stargateonlinetcg.com
1P1

4
ANUBIS
Galactic Menace
3
3
6
ADVERSARY — GOA'ULD
Failure: Incapacitate a team character.
"Humans of the Tau'ri, your end of days finally approaches. There will be no mercy.... You will bow to my awesome power. There is nothing that can stop the destruction I bring upon you. Prepare to meet your doom."
1P2

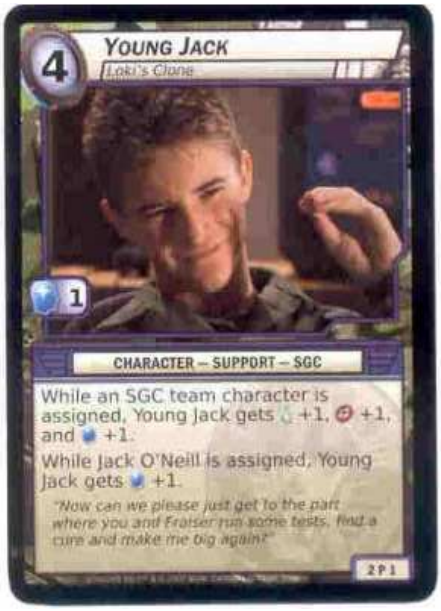
4
SKAARA
Hero of Abydos
1
2
CHARACTER — SUPPORT
While Skaara is assigned, he gets: "Stop Skaara — Ready another character."
This young warrior of Abydos was one of the first people met offworld by travelers from Earth. He proved a powerful ally in the struggles against Ra and Anubis.
1P3

4
Jay Felger
Scientist in the Field
1
3
0
2
Character - Team - SGC
Pay 1 power -- Move a glyph from Jay Felger to another character.
"Guys, we're in the presence of greatness here. The best of the best, and here we are working alongside them. Savor the moment, gentlemen, savor the moment."
1P4

2
THOR
Asgard Ally
3
3
0
1
CHARACTER – TEAM – ASGARD
Each time Thor earns a different glyph, you may pay 3 power. If you do, ready each other character who has a glyph matching it.
Although Thor often asked much of SG-1 in the Asgard fight against the Replicators, he in turn assisted them in many of their missions.
1P5

2
DHD
GEAR – ANCIENT
Stop this gear, pay 4 power — Search your mission pile for a mission, shuffle the rest of the pile, then place that mission on top of it.
The dial-home device not only allows for more rapid dialing than the SGC's dialing computer, it powers the Stargate and provides many safeguards to gate travel.
1P6

4
OMA DESALA
Guide to Ascension
0
0
CHARACTER – SUPPORT – ANCIENT
While Oma Desala is assigned, each other assigned character gets skills +1.
Though the Ancients usually refuse to interfere directly with the corporeal plane of existence, Oma Desala has bent the rules to help people ascend and reach their full potential.
1P7


4
YOUNG JACK
Loki's Clone
1
CHARACTER – SUPPORT – SGC
While an SGC team character is assigned, Young Jack gets +1, +1, and +1.
While Jack O'Neill is assigned, Young Jack gets +1.
"Now can we please just get to the part where you and Fraiser run some tests, find a cure and make me big again?"
2P1

3
Cronus
God of Fate
2
3
1
4
Adversary - Goa'uld
Each time you would pay Cronus' revive cost, you may destroy another adversary instead. If you do, revive and ready Cronus.
System Lords
Stargate Online TCG
stargateonlinetcg.com
2P2

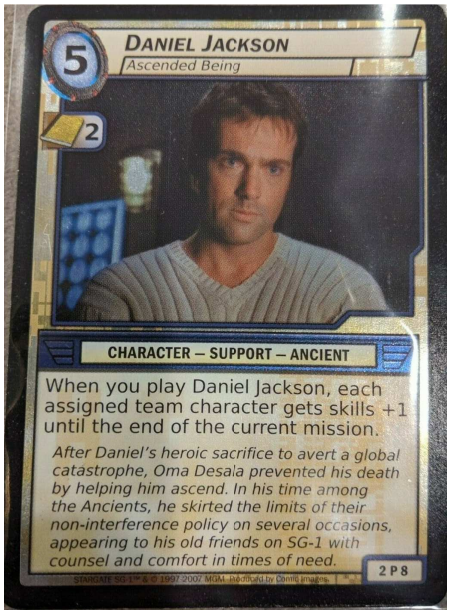
4
RA
The Sun God
2
2
3
ADVERSARY – GOA'ULD
Each time you assign Ra, you may discard any number of cards. If you do, draw the same number of cards.
This ruthless Goa'uld with vast territory and resources was for centuries the most powerful of the System Lords. At different times, he made Earth and Abydos his home.
2P3

3
"COLONEL DANNING"
X-cellent Hero
1
1
CHARACTER – SUPPORT
Each time "Colonel Danning" earns a different glyph, the next mission this turn gets difficulty -1.
Lead character of the science fiction TV series, "Wormhole X-treme!"
"Hey, it's what I do."
2P4

6
JACK O'NEILL
SGC Commander
1
3
CHARACTER – SUPPORT – SGC
Each time an SGC character earns a glyph, if Jack O'Neill is ready, you may stop him. If you do, the next mission this turn gets difficulty -2.
"I like the promotion, the paycheck, and the parking spot. But I don't really wanna be in charge of anything."
2P5

3
MICHAEL RYAN
U.S. Air Force Chief of Staff
1
1
1
CHARACTER – SUPPORT
To assign Michael Ryan, pay 4 power and discard a card.
While Michael Ryan is assigned, each assigned SGC character gets skills +1.
"Thus far, we like your work."
"Thank you, sir. I like yours. Your Air Force. The Air Force. I love the Air Force."
– Michael Ryan and Jack O'Neill
2P6

4
CANOPIC JAR
GEAR
Stop an assigned adversary — Place this gear on him.
While this gear is on an adversary, he is blocked.
When you fail a mission, destroy this gear.
This simple ceramic casing contains an advanced stasis chamber used by the Goa'uld to imprison their captured rivals.
2P7


5
DANIEL JACKSON
Ascended Being
2
CHARACTER – SUPPORT – ANCIENT
When you play Daniel Jackson, each assigned team character gets skills +1 until the end of the current mission.
After Daniel's heroic sacrifice to avert a global catastrophe, Oma Desala prevented his death by helping him ascend. In his time among the Ancients, he skirted the limits of their non-interference policy on several occasions, appearing to his old friends on SG-1 with counsel and comfort in times of need.
2P8

5
TRIAL BY FIRE
2
2
OBSTACLE – ORI
When you play this obstacle, your opponent chooses an assigned team character. He is stopped.
Failure: Incapacitate the chosen character.
"And the people shall deliver unto you the wicked for your divine judgment, where their sins shall be weighed in the balance of all that is just and true." —The Book of Origin
3P1

4
Ori Mothership
4
Ship - Ori
Each time you assign this ship, you may pay 2 power. If you do, reveal your hand and gain 1 power for each Ori card in it.
Victory: The current mission gets difficulty +1.
These mighty warships are among the most powerful the SGC has encountered.
3P2
CCG TRADER

4
Kate Heightmeyer
Psychologist
2
2
Character - Support - Atlantis
Stop Kate Heightmeyer, pay 3 power -- Choose a team character to get skills +1 until the end of the mission for each glyph he has.
Psychologist who was part of the original Atlantis expedition. Beyond her duties helping people cope with isolation from Earth, she has dealt with unusual problems encountered during explorations of the Pegasus galaxy.
3P5

4
Hermiod
Engineering Specialist
1
3
0
2
Character - Team - Asgard
Stop Hermiod – Ready a gear for each different glyph Hermiod has.
Technology expert serving aboard the Daedalus. He helps maintain the Asgard systems that have been integrated into the ship. Though he was initially quite dismissive of humans, he has slowly grown accustomed to working with them.
3P6

4
Prometheus

2
MERLIN
Dissenting Ancient
0
0
CHARACTER – SUPPORT – ANCIENT
When you play Merlin, he gets skills +2 until the end of the turn.
Stop and destroy Merlin, pay 3 power — Choose a team character to get skills +2 until the end of the turn.
Hidden in stasis by Morgan le Fay, Merlin was revived by SG-1. His body had deteriorated over the centuries, but he had time enough to share his knowledge with the team.
3P8

3
Iratus Bug
2
2