

**4 Anubis**  
Banished Lord



2  
2

**Adversary - Goa'uld**

When you play Anubis, destroy a support character.  
Each time you revive Anubis, your opponent destroys a support character.

*Exiled centuries ago by the other System Lords, Anubis returned with knowledge stolen from the Ancients, and more power than any could hope to withstand.*

1S1

**4 Anubis**  
Galactic Menace



3  
3

**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."

1R2

**2 Apophis**  
Enemy Reborn



3  
2

**Adversary - Goa'uld**

Each time you revive Apophis, your opponent loses 2 power for each Goa'uld card at the current mission.

*"Those that follow and serve me will be led to freedom. To a new dominion! One in which the god Apophis, risen from the depths of the underworld, will rule over all that was once shared by the Goa'uld."*

1R3

**4 APOPHIS**  
Threat to Earth



2  
2

**ADVERSARY - GOA'ULD**

Each time you assign Apophis, your opponent may stop two characters. If he doesn't, you may stop a character.

*This cruel and arrogant Goa'uld amassed new power in the wake of Ra's destruction. Stargate Command was originally founded in response to the great danger he posed.*

1S4

**5 Ardent Prior**  
Damaris



2  
3  
2

**Adversary - Ori**

Failure: Destroy all stopped support and assigned support characters.  
Prior who attempted to convert the Soden, and creator of a lethal plague that spread across the Earth like a cancer. His true name and life before becoming a Prior were revealed by Orin.

1R5

**3 Baal**  
Charming Villain



2  
2  
2

**Adversary - Goa'uld**

Stop Baal, pay 3 power -- Incapacitate a stopped team character.  
Powerful and devious System Lord who has endured many galactic power shifts. He has won many allies with his silver tongue, only to later betray them.

1R6

**2 Caulder**  
Administrator



2

**Adversary**

Failure: You may move a glyph from one team character to another.  
Administrator of a domed city on P3R-118, and the subterranean facility powering it. When SG-1 threatened to reveal the city to the underground workers, Caulder captured the team, erased their memories, and put them to work below.

1U7

**5 Devout Prior**  
Instrument of the Ori



2  
3  
2

**Adversary - Ori**

When Devout Prior is destroyed, you may destroy a support character or gear.  
Prior sent to Kallana. When the local Jaffa refused to convert to Origin, he destroyed them and attempted to establish a "Supergate" leading to our galaxy.

1C8

**2 FIFTH**  
Hardened Foe



1  
1  
1

**ADVERSARY - REPLICATOR**

Each time you revive Fifth, place the top card of your deck face down beneath him.  
For each card beneath Fifth, he gets difficulty +1 and revive cost +1.

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1D15



**3** **Frank Simmons**  
Government Adversary



**Adversary - Political**

While Frank Simmons is assigned, to assign a character, your opponent pays 1 power for each Political card at the current mission.

Well-placed member of the NID recruited by Harold Maybourne. He rose to power in the group after Maybourne was captured and exposed. Taking a cue from his fallen mentor, he made himself a repeated hindrance to normal operations at the SGC.

**1U10**

**4** **Hathor**  
Mother of All Pharaohs



**Adversary - Goa'uld**

Each time you assign Hathor, each character already assigned gets skills -1 until the end of the current mission.

Enemy of Ra, imprisoned on Earth inside a sarcophagus for nearly two millennia. She can exhale an intoxicating substance that subverts the will of human males and draws them into her service.

**1R11**

**3** **Imhotep**  
Enemy Within



**Adversary - Goa'uld**

When you play Imhotep, choose one: Stop a Jaffa team character; or stop all Jaffa support characters.

Minor Goa'uld who masqueraded as a former First Prime. With his strength and charisma, he became a leader of the Jaffa rebellion, all the while plotting to lead the traitors to a swift execution by the System Lords.

**1U12**

**2** **Ja'din**  
Servant of Cronus



**Adversary - Goa'uld**

Failure: Destroy a gear.

Sadistic scientist in the service of Cronus. She was ordered to study the robotic duplicates of SG-1 that were captured on Juna.

**1C13**

**4** **Klorel**  
Mighty Warrior



**Adversary - Goa'uld**

Each time you assign Klorel, you may block a character from the current mission.

Son of Apophis. As he was hosted within the body of Skaara, the Abydonian's friends Jack O'Neill and Daniel Jackson were reluctant to deal with him using deadly force.

**1U14**

**4** **Mollem**  
Duplicious Diplomat



**Adversary**

Each time you assign Mollem, your opponent gains 2 power, and you may destroy a support character.

Aschen ambassador to Earth. His people have conquered worlds throughout the galaxy by approaching in friendship, then decimating the native population from within.

**1R15**

**2** **Mot**  
Servant of Baal



**Adversary - Goa'uld**

Block Mot from the current mission, reveal a card from hand and pay its cost - Place that card face up beneath Mot. You can do this only if no card is beneath him.

Place a card beneath Mot in your discard pile - Gain power equal to its cost.

Minor Goa'uld who is stockpiling naquadah in secret to strike out on his own.

**1R16**

**3** **Nirrti**  
Goddess of Darkness



**Adversary - Goa'uld**

Each time you assign Nirrti, for each obstacle at the current mission, choose a support character. At the end of the mission, destroy those characters.

An especially ruthless and destructive Goa'uld with great skills in bioengineering. She has sacrificed the inhabitants of many worlds she controls to genetic experimentation.

**1U17**

**4** **Osiris**  
Emissary of Anubis



**Adversary - Goa'uld**

Each of your obstacles that doesn't have Withdraw gets: "Withdraw X", where X is equal to that obstacle's cost.

After millennia sealed in a canopic jar, Osiris was freed by Sarah Gardner, and took her as his host. He entered Anubis' service, helping the dark one solidify his power base.

**1R18**



**4 Replicator Carter**  
Leader of the Scourge



2  
2  
2

**Adversary - Replicator**

Each time you assign Replicator Carter, you may take a Replicator card from your discard pile into hand.

*Human-form Replicator created by Fifth in the image of Samantha Carter. Intended by him as an ally in conquest, her thirst for power outstripped even his own, and she betrayed him to seize control of the Replicators.*

1R19

**3 Robert Kinsey**  
Ambitious Senator



3  
2

**Adversary - Political**

Robert Kinsey gets difficulty +1 for each Political obstacle and for each failed mission this turn.

*Chairman of the Defense Appropriations Subcommittee. Citing numerous failures and narrowly avoided disasters, he viewed the Stargate program as a mistake, and sought to erase that mistake. For a brief time, the program was shut down on his authority.*

1C20

**2 Samuels**  
Turncoat



0

**Adversary - Political**

Samuels' difficulty is equal to the experience of the current mission.

*Though once an officer under General Hammond's command, Samuels transferred to the Pentagon, where he became a strong advocate against continuing the program under the general's leadership.*

1U21

**2 Shak'l**  
Servant of Apophis



2

**Adversary - Jaffa**

Each time you would take a card from the top of your deck to revive a Goa'uld adversary, you may discard a card instead.

*Jaffa warrior who rose in power after Teal'c abandoned Apophis. He hopes to earn the favor of his god by killing the shol'vah.*

1C22

**4 Sokar**  
Rising Nemesis



2  
2

**Adversary - Goa'uld**

Failure: Your opponent chooses a glyph from an assigned character and puts it on the bottom of his mission pile.

*Unlike other Goa'uld who have fashioned themselves in the image of ancient gods on Earth, Sokar has assumed the persona of the Devil. He is mounting forces to strike back at the System Lords who cast him out.*

1R23

**4 Tanith**  
Lurker



1  
2  
2

**Adversary - Goa'uld**

Complications cost you power -1 to play.

*Young Goa'uld formerly in service to Apophis. After the fall of his master, he allied himself with another Goa'uld, continuing to manipulate the allies of Earth from behind the scenes.*

1U24

**2 Trofsky**  
Hathor's Lieutenant



2  
1

**Adversary - Jaffa**

Trofsky gets difficulty +1 for each Jaffa obstacle at the current mission.

*After abandoning an elaborate ruse designed to coax intelligence from captured SG-1 personnel, Trofsky ultimately took charge of the Jaffa warriors guarding the Stargate against their escape.*

1U25

**2 Yu**  
The Great



2  
2

**Adversary - Goa'uld**

Yu gets difficulty +1 for each successful mission this turn.

*An advocate of status quo among the System Lords, Yu's interests lie in distant areas of the galaxy. His conflicts with the Tau'ri have been limited - typically when they've forced the issue.*

1C26

**4 Anise**  
Determined Archaeologist



2  
1

**Character - Support - Tok'ra**

When you play Anise, you may stop a team character. If you do, ready a different team character.

*Specialist in research on advanced alien technology. A generally dispassionate scientist, she has sometimes pursued experiments with little regard for the safety of her test subjects.*

1C27



**1** **Aris Boch**  
Bounty Hunter



**3**

**Character - Support**

To assign Aris Boch, pay 2 power and discard a card.

Bounty hunter in forced servitude to the Goa'uld. SG-1 sparked a hint of rebellion within him, gaining his help at Sokar's expense.

1C28

**3** **Artok**  
Impassioned Rebel



**2**

**Character - Support - Jaffa**

Artok costs power -1 to play while the current mission is a  mission.

Artok costs power -1 to play while there is at least one complication.

Headstrong Jaffa with a short temper and a strong distrust of the Tok'ra. He was nevertheless a powerful warrior in the Jaffa rebellion.

1C29

**3** **Bauer**  
NID Patsy



**1**

**1**

**Character - Support - NID**

While an NID character is assigned, the current mission gets:

"Success: Look at the top card of your mission pile. Then you may stop Bauer. If you do, place that card on the bottom of that pile."

SGC leader during Hammond's brief retirement. He prioritized using the Stargate in technology research rather than exploration.

1U30

**4** **Bill Lee**  
Engineering Specialist



**1**

**2**

**Character - Support - SGC**

Bill Lee gets skills +1 for each successful mission this turn.

A civilian scientist working in the SGC, rarely sent into the field. As a specialist in alien technology, he examines devices from other worlds brought back by SG teams.

1C31

**5** **Burke**  
C.I.A. Operative



**2**

**3**

**Character - Support**

When you play Burke, the current mission gets difficulty -1.

Disgraced C.I.A. agent stationed in Honduras. He used to be friends with Jack O'Neill, until a botched operation a long time ago. For his assistance in rescuing Daniel Jackson from local terrorists, O'Neill recommended his transfer to a nicer location.

1R32

**3** **Chaka**  
Tribal Leader



**1**

**3**

**Character - Support**

When you play Chaka, he's blocked until the end of the turn.

Primitive Unas from P3X-888. Daniel Jackson slowly learned the basics of Chaka's rudimentary language and befriended him, ultimately enlisting the Unas as a diplomat with others of his species on another planet.

1C33

**4** **Chekov**  
Russian Envoy



**2**

**Character - Support - Russian**

Success: The next mission this turn gets difficulty -1 (or difficulty -2 instead, if another Russian is assigned).

Russia discontinued its Stargate missions in exchange for involvement in the U.S. program. Colonel Chekov became their official voice in the SGC, a strong ally, but an unyielding advocate for his country's agenda.

1R34

**3** **Cross**  
Deep Cover Agent



**2**

**Character - Support - NID**

When you play Cross, choose a team character to get skills +1 until the end of the turn. If that team character isn't an NID character, stop Cross.

NID agent who monitored a group of Goa'uld in a small Oregon town, waiting for an opportunity to step in and seize their technology. He disapproved of SG-1's interference in the operation.

1C35

**4** **Darian**  
Freedom Fighter



**2**

**1**

**Character - Support**

Each time your opponent plays a complication, if Darian is ready, you gain 1 power.

Native of Juna who took up arms under SG-1's leadership and helped defeat the servants of Heru'ur. His people's struggle continues now that their world has been claimed by Cronus.

1C36



**3** **Drey'auc**  
Of the Cordai Plains



**2**

**Character - Support - Jaffa**

Drey'auc costs power -2 to play if there was a successful mission this turn.  
Wife of Teal'c. Though at first she did not condone his betrayal of Apophis, she eventually joined the Jaffa rebellion.

1C37

**5** **Elizabeth Weir**  
Skilled Diplomat



**3**  
**2**

**Character - Support - SGC**

Each time your opponent plays an adversary, you may stop Elizabeth Weir and discard a card. If you do, stop that adversary.

Before taking command of the Atlantis expedition, Dr. Weir was appointed as head of the SGC by President Henry Hayes. Her expertise in international politics proved useful in negotiations with the System Lords.

1R38

**1** **Frank Cromwell**  
Strike Team Leader



**2**

**Character - Support**

Frank Cromwell is blocked while the current mission has no obstacles.  
Colonel with deep animosity toward Jack O'Neill for their experiences in Iraq. He was brought to Cheyenne Mountain to deal with a possible foothold situation at the SGC.

1U39

**3** **Freyr**  
High Council Member



**3**  
**1**

**Character - Support - Asgard**

To assign Freyr, pay 2 power, unless there was at least one successful mission this turn.  
Member of the Asgard High Council and commander of a battleship group. Though at first less supportive of the people of Earth than Thor, he was won over by the repeated successes of SG-1.

1U40

**3** **Fro'tak**  
Jealous Rival



**2**

**Character - Support - Jaffa**

Stop and destroy Fro'tak -- At the end of your opponent's next power phase, you gain 2 power.

Jaffa scribe in service to Apophis, trusted by Bra'tac as a supporter of freedom from the Goa'uld. He married Drey'auc when her former husband Teal'c became an outcast. Jealousy of Teal'c ultimately drove him to betray both SG-1 and the Jaffa rebellion.

1R41

**2** **Gairwyn**  
Cimmerian Ally



**1**

**Character - Support**

When you play Gairwyn, obstacles cost power +1 to play until the end of the current mission.  
Strong but quiet leader of a Cimmerian village. She assisted SG-1 on two occasions, and became the first of her people to meet their god Thor in person.

1U42

**3** **Garshaw**  
Grand Councillor



**2**

**Character - Support - Tok'ra**

While Garshaw is ready and at least one Tok'ra character is assigned, complications cost power +1 to play.  
Cunning and cautious leader among the Tok'ra, and the most hunted by the Goa'uld System Lords.

1U43

**4** **George Hammond**  
SGC Commander



**2**  
**1**

**Character - Support - SGC**

At the start of your debrief phase, for each SGC character who has a glyph, you may discard a card.  
"As long as I am in command of the SGC, we will hold ourself to the highest ethical standard."

1R44

**4** **Gerak**  
Leader of the Jaffa



**2**  
**1**

**Character - Support - Jaffa**

While you have 4 or more power remaining, Gerak gets skills +1.  
The first head of the Free Jaffa Nation. He soared to the position with the iron fist of his military might, and his ruthless political acumen.

1C45



**5 Haikon**  
Lord of the Sodan



2  
3

**Character - Support - Jaffa**

Stop Haikon -- Block an adversary from the current mission.

Leader of the Jaffa separatists on P9G-844. His name is spoken often with reverence by his people. His people have largely ignored the Goa'uld conflict to pursue spiritual enlightenment, though they are swift and firm with any who intrude on their way of life.

1U46

**5 Hank Landry**  
SGC Commander



1  
2

**Character - Support - SGC**

Stop Hank Landry, discard a card -- Search your mission pile for a mission, shuffle the rest of that pile, then place that mission on top of it.

To-the-point general who succeeded Jack O'Neill as head of the SGC. He likes to cultivate a fun and familiar relationship with those under his command, but is more than capable of cracking the whip when needed.

1R47

**3 Harlan**  
Custodian of Altair



2

**Character - Support**

Stop Harlan -- Play a support character at normal cost, even if you already control a character who has the same title. At the end of this turn, destroy that character.

Last survivor on Altair. Needing assistance to maintain the planet's machinery, he built android duplicates of SG-1 that could only operate offworld for a limited time.

1R48

**5 Heimdall**  
Geneticist



3  
2

**Character - Support - Asgard**

Success: You may draw two cards.

Asgard biologist conducting research on an ancestor of his race placed in suspended animation 30,000 years ago. He hopes to stave off the genetic degradation now threatening the Asgard civilization.

1U49

**4 Henry Hayes**  
President of the United States



3

**Character - Support**

At the end of your power phase, gain 1 power.

To assign Henry Hayes, pay 2 power and discard a card.

An admirer of Kennedy, Henry Hayes became president in 2004. Though he fully supported the Stargate Program, he reformed it to have greater civilian oversight. He also acted swiftly against corruption in the White House.

1R50

**2 Jamala**  
Unlikely Ally



1

**Character - Support**

When you play Jamala, you may stop him and pay 3 power. If you do, ready a team character.

Simple citizen in a cave-dwelling society. Assisted SG-1 in overthrowing a rogue SG team leader that attempted to subjugate his people.

1C51

**5 Janet Fraiser**  
Brilliant Doctor



3  
2

**Character - Support - SGC**

Janet Fraiser gets skills +1 while there is at least one obstacle.

Chief medical officer at Stargate Command for most of its years in operation. She is one of Earth's leading authorities on alien physiology and viruses, but has also dealt with situations ranging from staff blast wounds to appendicitis.

1R52

**3 Jarrod Kane**  
Chief Aide



1  
2

**Character - Support**

When you play Jarrod Kane, you may pay 2 power and discard a card. If you do, ready an incapacitated character.

Assistant to a commander in the Rand Protectorate. He hid the injured Daniel Jackson at his home after his government was overthrown by insurgents. Fortunately, he had a plan for dealing with the uprising.

1U53

**4 Joe Faxon**  
Aschen Liaison



2

**Character - Support**

Success: You may destroy Joe Faxon. If you do, ready a character.

Ambassador assigned to negotiate with the Aschen in 2001. When their true, nefarious intentions were revealed, he sacrificed himself so that Samantha Carter could escape to Earth.

1U54



**2** **Joe Spencer**  
Average Citizen



**1**

**Character - Support**

When you play Joe Spencer, choose a team character.  
Joe Spencer gets +1 for each different glyph the chosen team character has.

*Indiana barber who shared both Jack O'Neill's love of The Simpsons and, thanks to Ancient technology, his exploits with SG-1.*

1U55

**5** **Jolan**  
Warrior of the Sodan



**3**  
**1**

**Character - Support - Jaffa**

Choose a team character, discard a card -- Until the end of the turn, that team character gets +1 and +1. You can do this only once each turn.

*Sodan warrior who befriended Cameron Mitchell and trained him in advanced fighting techniques through jomo se telek.*

1U56

**3** **Keffler**  
Bioengineer



**2**

**Character - Support - NID**

Keffler gets +1 while there is at least one complication.  
Keffler gets +1 while assigned with another NID character.

*Morally bankrupt scientist and son of a Nazi war criminal. He headed a rogue NID project to create a human hybrid infused with Goa'uld knowledge.*

1C57

**4** **Kendra**  
Child of Jebanna



**3**  
**1**

**Character - Support**

When you play Kendra, you may destroy all complications.

*This former host of a symbiote now uses the Goa'uld technology she carried with her to help the people of her new home on Cimmeria.*

1U58

**4** **Khonsu**  
Goa'uld Impostor



**1**  
**2**

**Character - Support - Tok'ra**

Each time you assign Khonsu, you may pay 3 power. If you do, turn an obstacle at the current mission **face down**.

*Tok'ra operative gathering information on Anubis' technology by posing as a minor Goa'uld in his service. He must use caution to maintain cover when providing intel to the Tok'ra and Tau'ri.*

1U59

**2** **Kieran**  
Naquadria Researcher



**3**

**Character - Support**

Each time you play a mission, you may pay 1 power and discard a card. If you don't, destroy Kieran.

*Head of the naquadria project on Langara. When the destructive power of naquadria weaponry became apparent, he became an advocate of peace between the three superpowers on his planet.*

1U60

**5** **Malcolm Barrett**  
NID Investigator



**2**  
**2**

**Character - Support - NID**

Malcolm Barrett costs power -1 to play for each adversary.

*NID agent who, despite a rocky introduction to SGC personnel, has partnered with them several times in operations against rogue elements in his own organization.*

1C61

**4** **Malek**  
Outpost Commander



**2**  
**1**

**Character - Support - Tok'ra**

When you play Malek, you may move a glyph from one character to another.

*Commander of a Tok'ra outpost that was destroyed in a Goa'uld attack. He was particularly cautious around rebel Jaffa, causing friction at the Tau'ri's Alpha site.*

1C62

**3** **Mark Devlin**  
NID Assassin



**2**

**Character - Support - NID**

During your opponent's turn, Mark Devlin becomes an adversary. He can't be revived or scored.

*Agent employed by the rogue NID. Using an alien mimetic technology, he was instrumental in the plot to murder Robert Kinsey and frame Jack O'Neill.*

1R63



**3** **Martin Lloyd**  
Television Writer



**0**

**Character - Support**

Each time your opponent passes, if Martin Lloyd is assigned, he gets +1 until the end of the current mission.

*Alien deserter from his planet's war with the Goa'uld. Though taking drugs to suppress his memory, he subconsciously retained knowledge of aliens and the SGC, on which he based his TV series, "Wormhole X-Treme!"*

1R64

**2** **Merrin**  
Orbanian Urrone



**3**

**Character - Support**

When you assign Merrin, at the end of the current mission, destroy her.

*Advanced engineer used as a gatherer of knowledge by her people. When she gains enough experience, her memories will be harvested and distributed to all her kind.*

1C65

**2** **Nicholas Ballard**  
Outcast Scholar



**1**

**Character - Support**

Discard a card -- Nicholas Ballard gets +2 until the end of the current mission. At the end of the current mission, destroy him. You can do this only once each turn.

*Noted archaeologist who, like his grandson, Daniel Jackson, lost credibility in academic circles for his strange theories regarding extraterrestrials and Earth history.*

1C66

**3** **Nyan**  
Bedrosian Archaeologist



**2**

**Character - Support**

Success: Your opponent loses 2 power and you gain 1 power.

*Researcher who excavated the Stargate on his homeworld. He assisted SG-1 in escaping the oppressive military of his native government.*

1C67

**2** **Ocker**  
Tok'ra Operative



**2**

**Character - Support - Tok'ra**

Stop and destroy Ocker -- Look at the top five cards of your opponent's deck. Place them in any order on the top and/or bottom of that deck.

*Chief of security at the Tok'ra base in the Risa system. Successful surveillance was conducted from there for many years, though it was eventually overrun by the Goa'uld.*

1U68

**3** **Olaf**  
Cimmerian Fighter



**2**

**Character - Support**

When you play Olaf, you may block an adversary from the current mission.

*Cimmerian who took up arms to fight the "ettins" of Heru'ur that invaded his planet after Thor's Hammer was disabled.*

1C69

**4** **Oma Desala**  
Guide to Ascension



**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.*

1R70

**4** **Orlin**  
Outcast Ancient



**3**

**1**

**Character - Support - Ancient**

Destroy Orlin, pay X power -- Destroy an obstacle that costs X.

*Ancient exiled for sharing advanced technology with a more primitive society, leading its people to an armageddon. He later sacrificed himself to prevent the same from happening on Earth, and was re-ascended.*

1R71

**3** **Osbourne**  
Antarctic Researcher



**2**

**Character - Support**

Stop Osbourne -- Draw a card.

*Scientist at the White Rock Research Station, near where Earth's second Stargate was found. He has enjoyed the work despite the harsh location, mainly due to a longtime fascination with aliens.*

1C72



**5 Paul Davis**  
Pentagon Liaison

2

2

**Character - Support - SGC**

Success: Each other SGC character gets skills +1 until the end of the turn.

Envoy between Stargate Command and the Joint Chiefs. Although he initially stressed the agenda of the Pentagon over all else, he soon became an outspoken champion of the SGC and its personnel.

1U73

**2 Raully**  
Undercover Operative

2

2

**Character - Support - Tok'ra**

When you play Raully, you may pay 2 power. If you do, unblock a character.

Tok'ra spy posing as a lieutenant to Hathor. She could not keep her cover intact when she prevented Jack O'Neill from being taken over by a Goa'uld symbiote.

1C74

**5 Richard Woolsey**  
Washington Bureaucrat

2

2

**Character - Support - NID**

Richard Woolsey gets skills +1 for each failed mission this turn.

Investigator concerned with civilian oversight of the military. He first investigated the SGC after a disastrous mission to P3X-666, but ultimately became more involved with the program in "non-emergency" situations.

1U75

**5 Rodney McKay**  
Stargate Expert

3

2

**Character - Support - SGC**

When you play Rodney McKay, for each complication and for each obstacle at the current mission, he gets skills +1 until the end of the turn.

Scientist who studied the Stargate at Area 51, considered by some to be the top authority on the gate, beyond even Samantha Carter. They butted heads repeatedly during crises that brought McKay to the SGC, but they made an effective team.

1R76

**4 Rya'c**  
Young Rebel

2

1

**Character - Support - Jaffa**

Rya'c gets skills +1 while an adversary is assigned.

Suffering doubt and disillusionment after the death of his mother, Drey'auc, Rya'c rededicated himself to the Jaffa rebellion. He completed a crucial mission when Bra'tac and Teal'c were captured by Anubis' Jaffa.

1U77

**4 Satterfield**  
Academy Graduate

1

1

**Character - Support - SGC**

While Satterfield is assigned, she gets skills +1 for each assigned SGC character who has a glyph.

Recent Air Force Academy graduate. Though she wanted to fly next-generation aircraft like the Raptor and the Lightning II, she changed her plans when the SGC recruited her. After initial difficulties, she proved herself in a series of grueling exercises and was assigned to an SG team.

1U78

**6 Thor**  
Friend of the Tau'ri

3

3

**Character - Support - Asgard**

When you play Thor, you may search your mission pile for a mission. If you do, shuffle the rest of the pile, then place that mission on top of it.

The first Asgard to make contact with representatives of the SGC. He was also among the first of his people to recognize the Tau'ri as worthy allies, and often came to them with problems facing the Asgard.

1R79

**3 Tolok**  
Jaffa Elder

2

**Character - Support - Jaffa**

When you play Tolok, you may pay 2 power and discard a card. If you do, ready another Jaffa character.

This former warrior of Heru'ur played a key role in the final days of the resistance. He was willing to risk all for his brethren Jaffa.

1C80

**4 Vidrine**  
Lieutenant General

1

2

**Character - Support**

Each time you play a gear, you may ready Vidrine.

No-nonsense, somewhat secretive general who oversees development and construction of U.S. spacecraft based on alien technology. He attended the X-301's first test flight and oversees ongoing BC-303 production.

1R81



**3** **Walter Harriman**  
Technician



**1**

**Character - Support - SGC**

At the start of your power phase, you may look at the top two cards of your mission pile. If you do, place one of those cards on the top of that pile and one on the bottom.

Loyal sergeant who often mans the dialing computer at Stargate Command. Quite chatty, when given the chance.

1R82

**4** **Warrick**  
Race Pilot



**2**  
**1**

**Character - Support**

Success: Gain 1 power.

Serrakin captain of the prison transport Seberus. After a positive encounter with SG-1, he enlisted Samantha Carter's help in modifying his ship for an interplanetary race.

1C83

**3** **Whitlow**  
Covert Contact



**2**

**Character - Support**

Each time your opponent plays a complication, you may draw a card.

Shadowy acquaintance of General Hammond with inside information on almost every U.S. government agency. Little went on in the military without his knowledge, though his aid was a resource to be used sparingly.

1U84

**6** **Aldwin**  
Tok'ra Agent



**0**  
**2**  
**2**  
**2**

**Character - Team - Tok'ra**

Each time Aldwin earns a glyph, your opponent discards a random card for each glyph Aldwin has.

Dedicated Tok'ra warrior, willing to give his life to deal a blow to the Goa'uld.

1U85

**4** **Balinsky**  
Insightful Archaeologist



**2**  
**2**  
**1**  
**1**

**Character - Team - SGC**

While Balinsky has more glyphs than the number of obstacles at the current mission, he gets skills +1.

Archaeologist assigned to SG-13. He is not often able to use his expertise, but eagerly dives in when the situation arises.

1C86

**2** **Bra'tac**  
Jaffa Master



**2**  
**0**  
**2**  
**2**

**Character - Team - Jaffa**

**C** or **P**: While Bra'tac is ready, each Jaffa support character gets skills +1.

**B** and **L**: While Bra'tac is ready, each Jaffa support character gets skills +1.

Former first prime of Apophis, Bra'tac was mentor and teacher of Teal'c. He has stood proudly beside the warriors of the Tau'ri in countless battles.

1S87

**2** **Cameron Mitchell**  
Eager Adventurer



**1**  
**0**  
**3**  
**3**

**Character - Team - SGC**

**X**: Cameron Mitchell gets skills +1 while assigned to the first mission played this turn.

"See, that's what I'm talking about."

1C88

**6** **Charles Kawalsky**  
Good Soldier



**0**  
**1**  
**2**  
**2**

**Character - Team - SGC**

Each time you assign Charles Kawalsky, you may draw a card for each different glyph he has.

Part of the original exploratory team sent to Abydos, Kawalsky became the commander of SG-2 when the Stargate program was reactivated.

1C89

**3** **Daniel Jackson**  
Adventurer



**3**  
**1**  
**0**  
**2**

**Character - Team - SGC**

At the end of your power phase, gain 1 power for each different glyph Daniel Jackson has.

"We're peaceful explorers."

1R90



**4** **DANIEL JACKSON**  
Trained Fighter

3  
1  
0  
2

CHARACTER - TEAM - SGC

▢: Daniel Jackson gets +2.  
 ▷: Daniel Jackson gets +1.  
 "What kind of archaeologist carries a weapon?"  
 "Uh... I do."  
 —Jack O'Neill and Daniel Jackson

1C91

**4** **George Hammond**  
Front Line General

2  
0  
1  
2

Character - Team - SGC

George Hammond gets experience +1 for each different glyph beneath him.  
 "I have to admit, sir, it's a little strange to see you offworld."  
 "Well, this is not your usual, run of the mill, alien planet operation, is it, Major?"  
 —Samantha Carter and George Hammond

1R92

**5** **Harold Maybourne**  
Ally of Opportunity

2  
2  
0  
2

Character - Team - NID

✓: Stop Harold Maybourne -- All other team characters get skills +1 until the end of the current mission.  
 Former agent of a rogue faction within the NID. Since his capture and escape from U.S. custody, he has been an elusive and self-serving figure. Though never to be trusted, he can be helpful if his interests happen to align with yours.

1S93

**6** **Ishta**  
Leader of the Hak'tyl Resistance

1  
0  
2  
2

Character - Team - Jaffa

Each time Ishta earns a different glyph, you may destroy an adversary.  
 High priestess of Moloc, a harsh Goa'uld who orders the murder of all female children born to his Jaffa. Ishta united many Jaffa women in defiance of the Goa'uld, and their resistance movement has prospered.

1U94

**3** **Jack O'Neill**  
SG-1 Commander

0  
1  
3  
3

Character - Team - SGC

▢ and ◀: Each time you play a mission, gain 1 power.  
 "For cryin' out loud..."

1C95

**2** **Jack O'Neill**  
Witty Explorer

0  
1  
3  
3

Character - Team - SGC

Each time Jack O'Neill earns a different glyph, the next mission this turn gets difficulty -1.  
 "We came here in peace. We expect to go in one... piece."

1R96

**5** **Jacob Carter**  
Man of Two Worlds

2  
1  
1  
2

Character - Team - Tok'ra

1: Jacob Carter gets skills +1 while assigned with another Tok'ra character.  
 ✓: Jacob Carter gets skills +1 while assigned with an SGC character.  
 Father of Samantha Carter. A retired Air Force general and host to Selmak, Jacob is the ideal envoy between humans and the Tok'ra.

1R97

**4** **Janet Fraiser**  
Field Medic

1  
3  
0  
2

Character - Team - SGC

✕ or ▷: Each time you play a mission, you may pay 3 power. If you do, ready Janet Fraiser.  
 "Now this is a house call."

1U98

**4** **Makepeace**  
NID Mole

0  
2  
2  
1

Character - Team - NID

Destroy a gear -- Makepeace gets skills +1 until the end of the current mission for each different glyph he has. You can do this only once each turn.  
 An SG team leader since the creation of the Stargate program, Makepeace was eventually subverted by the NID and used as their resource within Cheyenne Mountain.

1R99



**3 Martouf**  
Tok'ra Liaison

2  
2  
2  
0

Character - Team - Tok'ra

Each other character who has at least one glyph matching one of Martouf's gets skills +1.  
A respected leader among the Tok'ra, Martouf quickly forged a friendship with the Tau'ri, particularly Samantha Carter.

1S100

**6 Rak'nor**  
Rebel Convert

2  
0  
2  
1

Character - Team - Jaffa

Rak'nor gets skills +1 for each different glyph he has that at least one other character has.  
Once a dedicated servant of Heru'ur, Rak'nor was won over to the Jaffa rebellion by Teal'c's bravery and sense of self-sacrifice. He has since become an important warrior in the fight against the Goa'uld.

1C101

**4 Samantha Carter**  
Problem Solver

1  
3  
2  
1

Character - Team - SGC

► Stop Samantha Carter -- Turn an obstacle at the current mission **face down**.  
"Theoretically..."

1C102

**4 Samantha Carter**  
Scientific Genius

1  
3  
2  
1

Character - Team - SGC

⚡ Stop and incapacitate Samantha Carter -- Destroy all obstacles at the current mission.  
"You know, you blow up one sun and suddenly everyone expects you to walk on water."

1R103

**4 Svetlana Markov**  
Brilliant Scientist

2  
2  
0  
2

Character - Team - Russian

⚡ Svetlana Markov gets ⚡ +1.  
⚡ Svetlana Markov gets ⚡ +1.  
⚡ Svetlana Markov gets ⚡ +1.  
Key scientist in Russia's Stargate program, considered "brilliant" even by Samantha Carter. An accident that killed her friends in the program left her overwhelmed with emotion, but she still worked with SG-1 to resolve the crisis.

1U104

**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.  
"The Goa'uld are not gods... It is a lie we live each day. Only when he takes a host does a Goa'uld become strong. Even then, only as strong as the Jaffa who serve him. Without us, the Goa'uld are nothing."

1C105

**4 Teal'c**  
Warrior of Chulak

2  
0  
3  
1

Character - Team - Jaffa

Each time Teal'c earns a glyph, your opponent loses 1 power for each different glyph Teal'c has.  
"Indeed."

1R106

**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.

1R107

**4 Vala Mal Doran**  
Probationary Member of the SG

2  
0  
1  
3

Character - Team

Vala Mal Doran gets skills +1 while assigned to a mission that has a glyph matching one of hers.  
"I have recently found myself risking my life for something other than my own personal benefit. Maybe it's just a phase... or maybe it's because, for the first time, I've actually met someone who, in some small way, actually believes in me."

1S108



**5 Zukhov**  
Russian Colonel

1  
0  
2  
2

**Character - Team - Russian**

Each time Zukhov earns a  glyph, you may search your deck for a gear card. If you do, reveal it, take it into hand, and shuffle your deck.

*Brusque soldier paired with SG-1 to search for a missing Russian Stargate team. He was also under secret orders to collect alien technology without the SGC's knowledge.*

1R109

**1 Antiquity**



**Event - Tok'ra**

Choose a team character to get  +1 until the end of the current mission. If he's a Tok'ra character, he gets  +2 until the end of the current mission instead.

*The Tok'ra are often knowledgeable historians, due to their long lives and the information passed down from their progenitor, Egeria.*

1C110

**1 Barter**



**Event**

To play this event, stop a character. Gain power equal to that character's .

*Straight-up trades have not traditionally been Vala's first choice, but she does know how to get the most from them.*

1C111

**1 Close Inspection**



**Event**

To play this event, stop a character. Choose a number of non-event cards from your discard pile equal to that character's . Shuffle them into your deck.

*"Whatcha doin'?"  
-Jack O'Neill*

1C112

**7 Coordinated Movements**



**Event**

Ready each character who has a glyph. SG-1 is an effective team not only because of their individual skills, but their years of experience together in the field.

1R113

**0 Goofing Off**



**Event**

Ready an assigned character.

*"How far is Alaris, anyway?"  
"Several billion miles, O'Neill."  
"That's gotta be a record."  
-Jack O'Neill and Teal'c*

1C114

**2 Heroism**



**Event**

To play this event, you must stop and incapacitate a character. For each different glyph that character has, you may ready a character.

*Daniel Jackson's bravery saved millions of lives, but his sacrifice would have been greater had Oma Desala not interceded.*

1R115

**1 Ill-Gotten Gains**



**Event**

To play this event, stop a team character. Search your deck for a gear card, reveal it, take it into hand, and shuffle your deck.

*Valuable alien technology is easily acquired if one is not particular as to the means. To set himself up undercover with the rogue NID, O'Neill took up their shadowy behavior.*

1C116

**4 Keep in Check**



**Event - Tok'ra**

Return an adversary to his owner's hand. Then you may stop a Tok'ra character. If you do, gain 2 power.

*For thousands of years, the Tok'ra have used covert operations and guerilla strikes to prevent any one System Lord from holding dominion over the Goa'uld for too long.*

1C117



**1 Learning from the Enemy**



**Event - NID**

Draw a card for each obstacle at the current mission and for each assigned NID character.

*"Do you know what this is?"  
"I assume it's one of those Goa'uld communication balls."  
"We didn't have to negotiate for it, either."  
-Harold Maybourne and Jack O'Neill*

1U118

**3 Loyal Sacrifice**



**Event - Jaffa**

When you play this event, destroy any number of your Jaffa support characters. For each one you destroyed, ready a team character.

*When Dreyauc's symbiote matured, she chose to accept death rather than allow another Jaffa to sacrifice his life for hers.*

1C119

**3 Mission Files**



**Event**

Choose an obstacle card in your opponent's discard pile. Destroy a copy of that obstacle card at the current mission.

*The galaxy is full of unimaginable wonders and dangers, but as the SGC learns more and more from its hundreds of missions, SG teams grow ever more prepared for the challenges they'll face.*

1C120

**1 Nice Shot**



**Event - Jaffa**

Choose a team character to get  +1 until the end of the current mission. If he's a Jaffa character, he gets  +2 until the end of the current mission instead.

*"Wuuuuuu-- unnh."  
-Brent Langham*

1C121

**4 Pull Out**



**Event**

Ready all assigned team characters.

*Discretion is sometimes the better part of valor.*

1R122

**1 Quick Study**



**Event - SGC**

Choose a team character to get  +1 until the end of the current mission. If he's an SGC character, he gets  +2 until the end of the current mission instead.

*"You're gonna have to take the stick!"  
"What? Really?"  
"Take the HUD. Keep the mine center circle, and avoid hitting anything out there."  
-Jacob Carter and Jack O'Neill*

1C123

**2 R and R**



**Event**

Block all team characters from the current mission. At the end of the mission, each ready team character gets skills +1 until the end of the turn.

*"We brought pizza and a movie."  
"Star Wars."  
"He's seen it, what... eight times?"  
"Nine."  
"Nine times. If Teal'c likes it, it's gotta be okay."  
-Jack O'Neill and Teal'c*

1C124

**3 Receiving a Go**



**Event - SGC**

Look at one card from the top of your mission pile for each ready SGC character. Place those cards in any order on the top and/or bottom of that pile.

*The general in charge of the SGC has final approval over each mission. However, with the elite SG-1, General Hammond was usually quite lenient.*

1C125

**1 Reconnaissance**



**Event**

Look at your opponent's hand and choose two cards from it. He plays one of them at no cost as a complication.

*A good SG team leader never leads his people into danger without proper preparation.*

1U126



**2 Recuperate**



**Event**

**Stop** an incapacitated character.  
*Critically injured in the Antarctic battle against Anubis, Cameron Mitchell eventually recovered and took command of SG-1, the very team he'd fought to protect.*

1C127

**3 Return Trip**



**Event**

To play this event, stop a character. Exchange a glyph that character has for the top card of your mission pile.  
*More than a year after Jack O'Neill left Daniel Jackson behind on Abydos, circumstances reunited them for an even grander adventure.*

1R128

**1 Roundup**



**Event**

Choose an adversary. Until the end of the turn, that adversary can't be revived.  
*After one of Baal's clones crash-landed on Earth, the SGC made a top priority of capturing the others.*

1C129

**2 Seasoned Travelers**



**Event**

Choose a team character to get skills +1 until the end of the current mission for each glyph he has.  
*Though nothing can match the wonderment of a first voyage through the Stargate, there's no substitute for experience.*

1C130

**4 Sense of Adventure**



**Event**

Ready a character.  
*Even after countless trips through the Stargate, few lose their enthusiasm for the journey.*

1C131

**1 Special Training**



**Event - NID**

Choose a team character to get  +1 until the end of the current mission. If he's an NID character, he gets  +2 until the end of the current mission instead.  
*The technicians and engineers working in the SGC are among the brightest and most resourceful in the Air Force.*

1C132

**1 Suppression Fire**



**Event**

To play this event, stop a character. Draw a number of cards equal to that character's .  
*If you can't beat 'em, hold 'em until you can come up with a better plan.*

1C133

**1 Tabloid Research**



**Event**

To play this event, stop a character. Look at a number of cards from the top of your mission pile equal to that character's . Place those cards in any order on the top and/or bottom of that pile.  
*Sometimes, a lead for one who spots a kernel of truth. More often, a silly diversion.*

1C134

**1 Tight-knit Team**



**Event**

Move a glyph from one character to another.  
*Strong relationships are forged through the events an SG team faces in the field, though even the best of friends won't share absolutely anything.*

1C135



**3 Top Minds**



**Event**

To play this event, stop two characters. Destroy an obstacle.

*In a crisis situation, two heads are better than one, even when those two don't quite get along.*

1C136

**6 YEEEEHAAW!**



**EVENT**

Destroy an obstacle or an assigned adversary.

*General Hammond rarely ventured out into the field, making the victories he and his men earned there that much sweeter.*

1R137

**4 Alpha Site Facility**



**Gear - SGC**

At the start of your debrief phase, if there have been no failed missions this turn, you may destroy a support character and place him face down beneath this gear. You get 1 experience for each card beneath this gear.

*An offworld base is maintained as a fallback in case of an invasion of Earth.*

1R138

**4 Asgard Transporter**



**Gear - Asgard**

Stop this gear, pay 1 power for each assigned character -- Ready **all** assigned characters.

*Unlike the Goa'uld rings, this technology can transport people and objects over a great distance without any corresponding device at the destination.*

1R139

**4 Atoniek Armband**



**Gear**

Block a character from the current mission -- Place this gear on him. You can do this only once each turn. While this gear is on a character, that character gets skills +2. At the end of your turn, if this gear is on a character, take it off.

*These alien devices temporarily grant the user superhuman strength and speed.*

1R140

**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.*

1R141

**2 Dialing Computer**



**Gear - SGC**

At the start of your debrief phase, you may place any of your failed missions on top of your mission pile in any order.

*"It took us 15 years and three supercomputers to MacGyver a way to power the gate."  
--Samantha Carter*

1C142

**2 Galaran Memory Device**



**Gear**

Stop this gear, discard a card -- Take a hero card from your discard pile and shuffle that card into your deck.

*The technologically advanced Galarans have been working for decades with Goa'uld technology abandoned on their world. From it, they developed their own means to copy one person's memories to another.*

1C143

**1 Hazard Suits**



**Gear - SGC**

Stop this gear, pay 2 power -- Remove the failure text from a **△** obstacle at the current mission.

*These protective suits shield an SG team from inhospitable atmospheres, radiation, and viral contamination.*

1C144



**2 Healing Device**



**Gear - Tok'ra**

Each time a support character would be destroyed, you may stop this gear and pay 2 power. If you do, stop that character instead.

*Sophisticated medical instrument used by the Tok'ra and the Goa'uld. A weaker version of the sarcophagus, without the mental side effects.*

1U145

**4 Iris**



**Gear - SGC**

Failure text on villain cards is optional. To use the failure text of an obstacle, your opponent pays 1 power.

*This retractable shield of composite trinium-titanium is used to defend the SGC from invasion. Positioned only micrometers from the event horizon of the Stargate's wormhole, it prevents the reintegration of incoming matter.*

1R146

**3 MALP**



**Gear - SGC**

Destroy this gear, discard a card -- The next time your opponent passes at the current mission, he can do nothing but pass until the end of the mission.

*The "Mobile Analytic Laboratory Probe" is typically sent to an unexplored planet ahead of an SG team. It confirms the presence of a DHD for return travel, and identifies any hazards at the intended destination.*

1R147

**3 Naquadah Reactor**



**Gear - SGC**

At the end of your power phase, gain 1 power.

Stop and destroy this gear, pay 6 power -- Destroy an obstacle at the current mission.

*The Orbanians shared this advanced power generation technology with the SGC. Under O'Neill's orders, Samantha Carter later converted a reactor into a massive bomb.*

1C148

**4 P90**



**Gear - SGC**

Stop this gear, block a team character from the current mission -- Obstacles cost power +1 to play until the end of the current mission.

*"It carries a fifty round top-loading magazine of teflon-coated ordnance with a cyclical rate of fire of 900 rounds per minute."*

*--Samantha Carter*

1R149

**2 Quantum Mirror**



**Gear**

Pay 1 power -- Discard a card.

*This mysterious alien technology can instantly transport a person into an alternate reality. Daniel Jackson discovered it when he was accidentally sent to an alternate Earth that was being overrun by Apophis.*

1U150

**3 Sarcophagus**



**Gear**

Stop this gear, pay 2 power -- Ready a character. That character gets skills -1 until the end of the turn.

*This Goa'uld technology can heal extensive physical damage, sometimes even reviving the recently deceased. However, repeated use carries mental side effects, as a subject grows increasingly apathetic and ultimately corrupt.*

1R151

**2 Staff Weapon**



**Gear - Jaffa**

Stop this gear, pay 3 power -- Stop a ready adversary.

*Though this jaffa staple has low accuracy in all but the most skilled hands, it is favored as a weapon of terror, brutality, and suppression.*

1C152

**2 Symbiote Poison**



**Gear - Tok'ra**

Destroy this gear, pay 3 power -- Destroy an assigned Goa'uld or Jaffa adversary, or a Goa'uld or Jaffa obstacle at the current mission.

*This bio-weapon invented by the Tok'ra is lethal to Goa'uld symbiotes, but has no effect on other forms of life.*

1U153



**2 T.E.R.**



**Gear - Tok'ra**

Stop this gear, pay 2 power -- Reveal a random card from your opponent's hand. If it's a villain card, that opponent discards it.

*The transphase eradication rod reveals matter that is out of phase and normally beyond the range of human perception.*

1U154

**3 Transport Rings**



**Gear - Tok'ra**

Stop this gear, pay 3 power -- Ready a character.

*Teleportation technology used by the Tok'ra and the Goa'uld. A single ring platform's functionality is limited, and similar to an elevator on Earth. Its operational range is greatly enhanced when paired with a secondary platform at a remote destination.*

1C155

**3 Writings from Heliopolis**



**Gear - Ancient, Asgard**

Stop this gear, pay 1 power -- Destroy a  obstacle at the current mission. Your opponent gains power equal to that obstacle's cost.

*"When we found Ernest Littlefield on PB2-908, we also discovered a repository of information."*  
*"Meaning of life sort of stuff."*  
*-Daniel Jackson and Jack O'Neill*

1C156

**4 Zat Gun**



**Gear - Jaffa**

Stop this gear, pay power as listed below -- Choose a  obstacle and do one of the following:

- 1 power -- It gets difficulty -1.
- 2 power -- Remove its failure text.
- 3 power -- Destroy it.

*The effects of a zat'ni'katel depend on the number of times a target is hit.*

1C157

**3 Acquire Specimen**



**3**

**1**

*This mission gets difficulty +1 for each obstacle at the current mission.*  
*Retrieve samples of a deadly parasitic insect to use in a cure for an infected personnel.*

3I158

**3 Antarctic Rescue**



**3**

**1**

*When you play this mission, your opponent chooses a team character. That character is blocked.*  
*Locate and retrieve SG Team members misdirected during the assault.*

3I159

**4 Attend Trial**



**4**

**2**

*Success: You may take a character card from your discard pile into hand.*  
*Present the legal argument for an unwilling host to the freed from control by his Goa'uld symbiote.*

3I160

**3 Avert Disaster**



**3**

**2**

*Failure: Destroy all support characters.*  
*Destroy or redirect an asteroid on a catastrophic collision course with the planet.*

3I161

**3 Beneath the Surface**



**3**

**2**

*When you play this mission, your opponent stops a team character.*  
*Rescue SG Team members who have been ensnared in a subterranean factory after being their teammates rescued.*

3I162























**1 Assembled Ranks**

0  
0  
0  
0

**Obstacle**

When you play this obstacle, draw one card for each ready adversary.

With vast resources and knowledge of the Ancients, Anubis created thousands of Kull warriors.

1U208

**2 Babysitting Job**

0  
0  
0  
0

**Obstacle - Political**

When you play this obstacle, choose a ready character who could be assigned to the current mission. Until he is, all other characters are blocked.

The Pentagon scrubbed an SG-1 mission, ordering them instead to take I.O.A. members on a tour of the Gamma Site. Problems arose, showing the risks of taking untrained civilians offworld.

1U209

**3 Betrayed by an Ally**

3  
2

**Obstacle - Jaffa**

**Withdraw 2.**  
Failure: Stop a character.

When the ailing, paranoid Lord Yu imprisoned Teal'c despite their alliance against Anubis, Teal'c had to appeal to Yu's First Prime to regain his freedom.

1C210

**4 Big Bug**

3  
3  
2

**Obstacle - Replicator**

This obstacle costs power -1 to play for each other Replicator card at the current mission.

Although SG-1 had encountered "queen" replicators, nothing prepared them for what they found in the engine room of their captured Ha'tak.

1U211

**3 Blinded**

2  
3

**Obstacle**

Failure: Incapacitate a team character.

Robbed of sight by a shot to the face from a Bedrosian energy weapon, Teal'c turned to a local archaeologist for help in rescuing the rest of SG-1.

1U212

**2 Blood of Sokar**

2

**Obstacle - Goa'uld**

Failure: Incapacitate a team character. Then, if a Goa'uld adversary is assigned, you may take this obstacle into your hand.

This powerful narcotic, forced on SG-1 by Apophis, clouds the mind with hallucinations and makes it susceptible to interrogation. Moments before passing out, Jack quipped that it reminded him of the 70s.

1U213

**3 Body Swap**

3  
3

**Obstacle**

Failure: Choose one: Stop a character; or your opponent stops two ready characters.

"This is indeed uncomfortable."  
"How d'ya think I feel, Teal'c? I've got a snake in my gut!"  
-Teal'c as Jack O'Neill and Jack O'Neill as Teal'c

1C214

**3 Botched Rescue**

2  
2  
2

**Obstacle**

**Withdraw 2.**  
Failure: Stop a character.

"Daniel, I'm chained up in a madman's barn with a bunch of Unas. Who's to blame is not at the top of my list of concerns... just yet."  
-Jack O'Neill

1C215

**3 Brainwashing**

2  
2

**Obstacle - Goa'uld**

When you play this obstacle, choose a support character. He is blocked.

Failure: Destroy the chosen character.

Though SG-1 thwarted Apophis' attempt to subvert Rya'c using mind control techniques, it was still an ordeal for the boy's father, Teal'c.

1C216



**1 Cannon Tower**



**Obstacle - Jaffa**

Each character who has 1 or less is blocked.

These emplacements mount a high-powered staff cannon and Jaffa gunner. They can retract beneath the ground to provide surprise defense of a Stargate.

1U217

**4 Carnivorous Creature**



**Obstacle - Goa'uld**

When you play this obstacle, destroy an assigned support character.

"If these men disappeared ten months ago, how could one of their bodies completely decompose that fast?"  
 "It didn't decompose. This skeleton's covered in tiny teeth marks."  
 —Daniel Jackson and Samantha Carter

1R218

**3 Cloaked Ashrak**



**Obstacle - Goa'uld**

Failure: Destroy a support character.

A skilled and deadly Goa'uld assassin grows even more dangerous when equipped with technology rendering him invisible to the naked eye.

1C219

**3 Cor-ai**



**Obstacle**

Failure: Choose a glyph. Your opponent puts it on the bottom of his mission pile, then places the top card of his mission pile as a glyph beneath the character who lost the chosen glyph.

A Byrsa ritual assigns punishment for past misdeeds by those who have been wronged. As former First Prime of Apophis, Teal'c felt he had much to answer for.

1R220

**2 Corrosive Spray**



**Obstacle - Replicator**

Failure: For each other Replicator card at the current mission, destroy a support character.

The acid produced by the Replicators is used primarily to break down metals for reconfiguration as Replicator bricks, but it is also a lethal attack against most life forms.

1U221

**4 Curse of Morgan le Fay**



**Obstacle - Disease**

Failure: Incapacitate all assigned team characters.

The true cause of a "curse" that wiped out the people of Vagonbrei was a microscopic parasite that drives the victim into a sleep from which he will never awaken.

1R222

**3 Damaged DHD**



**Obstacle**

Failure: Stop all team characters.

With the dial-home device in the Heliopolis damaged beyond repair, SG-1 was forced to jury-rig a manual dialing of the Stargate.

1U223

**2 Disadvantaged**



**Obstacle**

When you play this obstacle, draw a card.

Though Captain Carter ultimately bested Turghan in hand-to-hand combat, she suffered as his prisoner while waiting for the right moment to take action.

1C224

**3 Dissolution**



**Obstacle - Goa'uld**

**Withdraw 2.**

Failure: Destroy a support character.

Included in Nirrti's genetic experiments was a time-delayed reaction designed to destroy her test subjects at the cellular level.

1U225



**3 Endless Scenario**

1

2

**Obstacle**

When you play this obstacle, choose a character. He is blocked.  
Failure: Stop the chosen character.

*"Are you saying the game won't end until he defeats all the Goa'uld?"  
"I don't know, you tell me. You said the game was learning the rules from Teal'c."  
-Bill Lee and Daniel Jackson*

1U226

**3 ENDURE THE TESTS**

3

2

**OBSTACLE**

**Failure:** Incapacitate a team character.  
*The backward people of a planet terrorized by Sokar were mistrustful of SG-1, and Teal'c in particular. When their tests "proved" him to be allied with demons, he faced a grim fate.*

1U227

**4 The Enemy Within**

3

2

**Obstacle - Goa'uld**

**Failure:** Place this obstacle on a support character and stop him. He becomes an adversary under your control, with no game text, the Goa'uld trait and a revive cost equal to his cost. He can't be scored.

*As terrible as it is to see a friend become host to a Goa'uld, it is worse still for an ally to be subverted without your knowledge.*

1R228

**2 Engineered Virus**

2

**Obstacle - Goa'uld, Disease**

This obstacle costs power -2 to play while a Goa'uld adversary is assigned.  
**Failure:** Destroy a support character.  
*Nirrti created an artificial virus to destroy the population of Hanka. It was designed to look like a mutated bacteria brought to the planet by explorers from Earth.*

1C229

**1 Excavation**

1

**Obstacle**

Each character who has 1 or less is blocked.  
*Priceless relics can be damaged or even destroyed if not recovered with precision and skill. Untrained hands are best kept away from any significant finds.*

1U230

**3 Fire Rain**

3

2

2

**Obstacle**

When you play this obstacle, choose a character for each other obstacle at the current mission. Those characters are blocked.  
*Dense meteor showers periodically scour the planet Edora. During a particularly dangerous event, SG-1 attempted to evacuate a village to save its inhabitants.*

1C231

**2 Force Field**

0

0

**Obstacle - Goa'uld**

This obstacle's difficulty is equal to the power you have remaining.  
*Defensive barriers throughout Goa'uld installations protect sensitive equipment and contain intruders.*

1U232

**3 Forced Labor Camp**

3

2

**Obstacle - Jaffa**

**Failure:** Place this obstacle on a character. He is blocked, and any player may perform this action:  
"Pay 3 power -- Destroy this obstacle."  
*"I am aware of such places, where Jaffa prisoners of war, unwilling to serve their new Goa'uld masters, are taken to be worked to death."  
-Teal'c*

1U233

**5 Full Investigation**

3

3

**Obstacle - Political**

**Failure:** Your opponent incapacitates a team character. Stop all other characters.  
*"I know the stakes around here are always high, but there were serious casualties in this instance. Someone of great value to this program is dead."  
-Richard Woolsey*

1R234



**4 Gadmeer Terraformer**

3  
2  
3



**Obstacle**

Failure: Destroy a support character.  
An extinct race of sulfur-based life forms left behind a ship to create and re-seed a new homeworld. Though the ship wasn't intended to destroy existing life, a group of Enkarans were accidentally placed in harm's way.

1C235

**0 Goa'uld Wrath**

0  
0  
0  
0



**Obstacle - Goa'uld**

When you play this obstacle, gain 2 power for each successful mission this turn.  
The ire of a System Lord is great and easily aroused.

1U236

**5 Goa'uld Bomb**

2  
2  
2



**Obstacle - Goa'uld**

Failure: Choose a glyph. Your opponent puts it on the bottom of his mission pile.  
A Goa'uld artifact recovered from rogue agents within the NID contained a powerful explosive device.

1R237

**2 Going Wacko**

0  
0  
0  
0



**Obstacle**

When you play this obstacle, choose a character. He is blocked.  
"I'm telling you, Teal'c, if we don't find a way out of this soon, I'm gonna lose it. Lose it. It means go crazy... nuts... insane... bonzo... no longer in possession of one's faculties... three fries short of a Happy Meal."  
--Jack O'Neill

1R238

**1 Harsh Conditions**

3



**Obstacle**

When journeying to worlds with environments as extreme as the most remote locations on Earth, survival training is crucial.

1C239

**1 Historic Writings**

2



**Obstacle**

Failure: You may take a  obstacle card from your discard pile into hand.  
Against an enemy like the Goa'uld, who have left their mark on hundreds of worlds going back many thousands of years, recognizing and interpreting ancient languages is invaluable.

1C240

**3 Homicidal Robotic Clone**

0  
0



**Obstacle**

When you play this obstacle, choose an assigned character. This obstacle's difficulty is equal to the skill that character is contributing to the current mission.  
The eccentric caretaker of the machines on Altair made robotic clones of SG-1 without their permission or knowledge. The first Teal'c malfunctioned, turning against the team.

1R241

**3 Hot Pursuit**

2  
2



**Obstacle - Jaffa**

**Withdraw 2.**  
When you play this obstacle, if a Goa'uld or Jaffa adversary is assigned, choose a character. That character is blocked.  
The Jaffa have a way of letting you know when you're not wanted.

1C242

**1 Idle Hands**

0  
0  
0  
0



**Obstacle**

This obstacle's difficulty is equal to the number of glyphs beneath ready characters.  
When a hyperdrive accident crippled and stranded their captured Ha'tak, Jack and Daniel could only wait for Sam and Jacob Carter to make repairs.

1C243



**4** **Implanted**



2  
2  
2

**Obstacle - Goa'uld**

This obstacle costs power -1 to play while a Goa'uld adversary is assigned.  
Failure: Incapacitate a team character.

*"Once host to a Goa'uld, you will take the lives of your friends... You will have no say in the matter. You will witness their deaths through your own eyes. Helplessly."  
-Hathor*

1R244

**2** **Infested Ships**



1  
2

**Obstacle - Replicator**

This obstacle gets difficulty +1 for each other Replicator card at the current mission.

*When three ships under Replicator control besieged their homeworld, the Asgard turned to their allies on Earth for a "less sophisticated" approach to deal with the threat.*

1C245

**1** **Information Leak**



1  
2

**Obstacle - Political**

Failure: You may move a glyph from one team character to another.

*"I have a source that told me about a device that can send people halfway across the galaxy and back again. Just looking for a little confirmation."  
-Armin Selig*

1U246

**4** **Insurgency**



3  
2

**Obstacle**

Failure: Choose one: Destroy a ready support character; or destroy two stopped support characters.

*SG-1's visit to Tegalus emboldened a radical sect of religious fundamentalists and their fanatical leader. The ensuing government coup resulted in countless deaths.*

1R247

**3** **Interdimensional Creatures**



2  
2  
2

**Obstacle**

**Withdraw 1**  
This obstacle gets difficulty +1 for each assigned support character.

*A piece of Ancient technology recovered by SG-1 allowed users to view alien life in another dimension. Unfortunately the effect was viral, and touched off a panic in Colorado Springs before the effects were reversed.*

1C248

**1** **Lack of Experience**



2

**Obstacle**

This obstacle costs power -1 to play while a team character who has no glyph is assigned.

*When SG-1 was captured by Jaffa warriors, Dr. Jay Felger was determined to save the day, but found the job tougher than he expected.*

1C249

**1** **Language Barrier**



3

**Obstacle**

The natives of Pj2-445 had no spoken language, but Daniel Jackson was still able to establish communication with them.

1C250

**2** **Lockdown**



2

**Obstacle**

**Withdraw 2**  
When you play this obstacle, choose a support character. He is blocked.

*During a crisis situation, Cheyenne Mountain is sealed and no personnel are allowed into or out of the SGC.*

1C251

**3** **Loss of Funding**



2  
1

**Obstacle - Political**

Failure: Stop all characters.

*"It costs nearly a billion dollars just to turn the lights on around here."  
"How about a bake sale? Yard sale? Garage..."  
"This is what I look like when I'm not laughing, Colonel."  
-George Hammond and Jack O'Neill*

1C252



**4 Making an Example**



1  
2

**Obstacle - Goa'uld**

When you play this obstacle, choose a team character. He is blocked.  
Failure: Incapacitate the chosen character.

"...all Jaffa alive, now and forever more, will see how weak and powerless the great and mighty Teal'c really was before he died."  
--Terok

1U253

**1 Mind Probe**



1  
2

**Obstacle - Goa'uld**

Failure: You may move a glyph from one team character to another.

"This device will be implanted into your brain. It will form a link between your mind and the ship's computer. Your knowledge will simply be downloaded into our memory banks. You will no doubt resist, and you will no doubt fail."  
--Anubis

1U254

**3 Naquadria Hallucinations**



2  
2

**Obstacle - Disease**

When you play this obstacle, ready an assigned character. He is blocked.

Prolonged exposure to naquadria without safeguards left Dr. Kieran suffering from brain damage. He conversed at length with people only he could see and hear.

1R255

**4 Nightwalkers**



2  
3  
3

**Obstacle - Goa'uld**

Failure: Stop all support characters.

A group of Goa'uld infested citizens of Steveston, Oregon. The immature symbiotes could only assert control once their hosts went to sleep, leaving the townsfolk free to live their normal lives by day.

1U256

**4 Out of Phase**



2  
2  
2

**Obstacle**

When you play this obstacle, choose a character. He is blocked.

Failure: Stop the chosen character.

The crystal skull of P7X-377 teleports subjects to the native dimension of its creators. When the process was interrupted, Dr. Jackson was left invisible and able to pass through matter.

1U257

**1 Out of Your Depth**



2

**Obstacle**

Failure: You may take a  obstacle card from your discard pile into hand.

A layman's view of technology is sometimes enough to get the job done. However, a droll remark alone will rarely make a real problem go away.

1C258

**1 Overrun**



2

**Obstacle - Replicator**

To assign a character, your opponent pays 1 power for each other Replicator card at the current mission.

From a single survivor of an Asgard ship's crash in the Pacific Ocean, hundreds of Replicators were spawned aboard a Russian submarine. Getting a team deep enough inside the sub to destroy it presented a tremendous challenge.

1C259

**1 Parasitic Insects**



1  
2

**Obstacle - Disease**

Failure: Stop a team character.

The deadly insects on BP6-3Q1 can trigger a complete cellular transformation in their victims. Quick medical attention is required to prevent the loss of anyone who is stung.

1C260

**2 Philosophical Differences**



0  
0  
0  
0

**Obstacle**

This obstacle's difficulty is equal to the number of different traits (other than "character," "team," and "support") on all assigned characters.

"You insult our ways, O'Neill. He is challenging you."  
"Yeah, just... easy, stick boy. Alright? I'm just here to help."  
--Teal'c and Jack O'Neill

1U261



**3 Power Surge**



2  
2

**Obstacle**

**Withdraw 2.**  
Failure: Destroy a gear.  
When an alien device is damaged, the energy used to power it can become self-destructive...

1U262

**4 Prior Outbreak**



2  
3

**Obstacle - Ori, Disease**

Failure: Destroy all stopped support and assigned support characters.  
A Prior of the Ori can manipulate his own DNA to create a virus that specifically targets the population of one planet. It is an effective means of either coercion or punishment.

1R263

**4 Prolonged Torture**



1  
2

**Obstacle - Goa'uld**

When you play this obstacle, incapacitate a stopped team character.  
"Death will only offer a temporary escape. I can revive you again and again, a thousand times if need be. Only once you have told me everything I ask, will you be allowed to die... one... last... time."  
-Baal

1R264

**2 Red Sky**



2  
3

**Obstacle**

This obstacle gets difficulty +1 for each failed mission this turn.  
SG-1's arrival at K'Tau triggered a solar reaction that threatened the entire planet. Doubting they alone could reverse the damage, the team asked the Asgard to intervene.

1C265

**1 Renewal**



0  
0  
0  
0

**Obstacle - Goa'uld**

When you play this obstacle, you may ready an adversary.  
With their long life span, resourcefulness, and use of the sarcophagus, the Goa'uld embody the old adage "live to fight another day."

1C266

**5 Repeating Time**



2  
1  
2

**Obstacle**

Each assigned character gets skills -1. Failure: Each character gets skills -1 until the end of the turn.  
A scientist's experiments caused a dozen worlds to repeat the same 10 hours for over three months. It was most trying for O'Neill and Teal'c, the only two aware of the loop.

1R267

**2 Rid Yourself of Burdens**



2

**Obstacle**

Each time your opponent assigns a character, he discards a random card.  
Before he could learn of the Harcesis, Daniel was guided on a journey of enlightenment by the Kheb monk. Jack was somewhat less patient: "You know me, I'm a huge fan of subtlety, but that's downright encrypted."

1U268

**2 Sabotage**



2  
2

**Obstacle**

Failure: Destroy a gear.  
A small number of zealots on K'Tau rejected aid from Earth in favor of divine intervention, sabotaging efforts to repair the damage to their sun.

1C269

**2 Salish Spirits**



1  
2

**Obstacle**

Failure: Destroy a support character.  
When explorers from Earth failed to show proper respect to the simple people of PXY-887, the advanced aliens posing as their "spirits" retaliated on their behalf.

1C270



**4 Senate Expense Review**



**Obstacle - Political**

Failure: Your opponent chooses a glyph and puts it on the bottom of his mission pile.

*"I have found several examples where you have averted tragedy on a global scale by the skin of your teeth, and virtually none where you have brought back anything of worth."*  
 --Robert Kinsey

1C271

**1 Serpent Guards**



**Obstacle - Jaffa**

This obstacle costs power -1 to play while a team character who has no glyph is assigned.

The warriors of Apophis are skilled fighters, although the training of SGC soldiers is often their match.

1C272

**4 Shock Grenade**



**Obstacle - Jaffa**

Failure: Stop all characters.

Able to instantly render a group of enemies unconscious, this is the weapon of choice when a System Lord requires prisoners for interrogation or entertainment.

1C273

**4 Stonewalled**



**Obstacle - Political**

This obstacle costs power -1 to play while a Political adversary is assigned. When you play this obstacle, stop a character.

*"No! I need to talk to him now. Son, do you know what color this phone is? Yes, I'll hold."*  
 --George Hammond

1C274

**1 System Overload**



**Obstacle**

Failure: Destroy a gear.

A massive power surge in the Prometheus' hyperdrive forced the crew to jettison its reactor module to save the ship.

1U275

**1 Team Compromised**



**Obstacle**

When you play this obstacle, your opponent chooses a ready team character. He is blocked.

*"Sir, there is nothing wrong with us!"*  
*"We'll leave that up to Doctor Fraiser...."*  
*Sergeant, escort them to the infirmary."*  
 --Samantha Carter and George Hammond

1C276

**4 Telekinetic Mutants**



**Obstacle - Goa'uld**

When you play this obstacle, your opponent stops a character.

Disfigured by Nirrti's genetic experiments, the people of P3X-367 nevertheless continued to do her bidding. Some developed powerful telekinetic abilities that made them formidable bodyguards for the Goa'uld.

1C277

**4 Tight Rein**



**Obstacle**

To assign a character, your opponent stops another character.

The Tagrean military was very suspicious of the strange visitors from the ship called Prometheus. Despite the diplomatic openness of Tagrea's political leader, the people of Earth were kept under close scrutiny.

1C278

**2 Too Close Encounter**



**Obstacle - Replicator**

Failure: For each other Replicator card at the current mission, stop a character.

*"It won't attack unless you threaten it."*  
*"Yeah. Still maybe we should, um..."*  
 --Samantha Carter and Daniel Jackson

1C279



**4 Touch of Corruption**

3

3

2

**Obstacle**

When you play this obstacle, stop a character, then ready a stopped character.

*Repeated use of a Goa'uld sarcophagus on P3R-636 made Daniel Jackson increasingly unconcerned with rescuing the rest of SG-1, who had been forced into slave labor in the planet's naqudah mines.*

1U280

**2 Troop Landing**

2

2

2

**Obstacle - Jaffa**

Failure: Destroy a stopped support or assigned support character.

*Despite the power of ships like the Al'kesh and the death glider, Jaffa warriors often prefer to engage enemies on the ground – or are ordered to do so by their Goa'uld masters.*

1C281

**2 Under Fire**

2

2

**Obstacle - Jaffa**

This obstacle costs power -2 to play while a Jaffa adversary is assigned.

Failure: Destroy a support character.

*It's not the most glamorous part of exploring alien worlds, but unfortunately it seems to be very common.*

1C282

**2 Under Suspicion**

1

2

**Obstacle - Goa'uld**

Failure: Place this obstacle on a character. To assign him, your opponent pays 2 power. When your opponent succeeds at a mission, destroy this obstacle.

*When O'Neill and Carter were thought to have been brainwashed by z't'aric programming, they were relieved of duty.*

1R283

**3 Unlikely Friends**

2

2

**Obstacle**

When you play this obstacle, ready an assigned character. He is blocked.

*When a young Unas captured Dr. Jackson as part of a rite of passage, Daniel saw more than a savage creature. He built a rapport with his captor using his gift for language and a fireside game of "toss the symbiote head."*

1R284

**3 Urgo's Influence**

2

2

**Obstacle**

**Withdraw 2.**

This obstacle gets difficulty +1 for each assigned character who has a glyph.

*An implanted artificial intelligence exerted limited control over the minds of SG-1. More annoying than hostile, it wanted to share in their experiences and sensations.*

1C285

**3 Water-Based Life Forms**

2

2

**Obstacle**

Failure: Choose one: Stop a team character; or destroy a support character.

*During the brief existence of the Russian Stargate program, alien life forms possessed a team and inadvertently came to Earth. The Russians finally accepted help from the SGC, but not before most of their personnel were killed.*

1C286

**3 Cameron Mitchell**

Keen Strategist

1

0

3

3

**Character - Team - SGC**

Each time you play a mission that has a glyph matching one of Cameron Mitchell's, you may pay 3 power and discard a card. If you do, ready him.

*"Winning shows strength. Winning without fighting shows true skill..." General Landry said it to me. I think he was quoting Sun Tzu. Or it could have been Dr. Phil."*

1UR287

**5 Daniel Jackson**

Linguistics Expert

3

1

0

2

**Character - Team - SGC**

**X and D:** At the end of your power phase, you may search your mission pile for a mission. If you do, shuffle the rest of the pile, then put that mission on top of it.

*"Well, that figures. Room full of gold and jewels, and Dr. Daniel Jackson finds the one book."*  
—Cameron Mitchell

1UR288



**2** **JACK O'NEILL**  
Team Leader

0  
1  
3  
3

**CHARACTER - TEAM - SGC**

Each time Jack O'Neill earns a glyph he already has, you may look at the top two cards of your mission pile, then place them in any order on the top and/or bottom of that pile.

*"It's O'Neill, with two L's. There's another Colonel O'Neil with only one L, and he has no sense of humor at all."*

1UR289

**3** **Samantha Carter**  
Invaluable Asset

1  
3  
2  
1

**Character - Team - SGC**

Each time you assign Samantha Carter to a mission that has a glyph matching one of hers, you may pay 1 power. If you do, destroy an obstacle at the current mission.

*"Carter, you're one of this country's natural resources, if not national treasures."*  
—Jack O'Neill

1UR290

**3** **Teal'c**  
Staunch Defender

2  
0  
3  
1

**Character - Team - SGC**

✓, Stop and incapacitate Teal'c -- Ready all other SGC team and Jaffa team characters.

*"If you once again try to physically harm myself or any of my companions, my patience with you will expire."*

1UR291

**5** **Vala Mal Doran**  
Con Artist

2  
0  
1  
3

**Character - Team**

Stop Vala Mal Doran, put a  or  glyph from beneath her on the bottom of your mission pile -- Place the top card of your mission pile beneath Vala Mal Doran.

*"I know how things work out there. I'm physically capable. I'm good with weapons. Not to mention, seductively attractive."*

1UR292