

3 Aden Corso
[Convicted Criminal]

2
2

Adversary

Failure: You may play a villain ship at no cost.
Leader of the small group of criminals that seized control of the prison ship Seberus and held the ship from its rightful crew for years.

3U1

4 ADRIA
[The Ori]

2
2
3

ADVERSARY - ORI

Failure: Destroy a support character for each complication.
Ori who descended to human form, retaining the knowledge and powers of her kind. She became a mighty figurehead, inspiring or coercing world after world to convert to Origin as she led an army across the galaxy.

3S2

4 Anubis
[Warlord]

3
3

Adversary - Goa'uld

Each of your ships gets firepower +1 for each blockaded mission.
Failure: You may pay 2 power. If you do, **blockade** a mission.
"With a wave of my hand, I will bombard the surface."

3R3

3 Apophis
[Risen from the Fires]

2
2

Adversary - Goa'uld

Each time you assign Apophis, you may take a villain ship card from your discard pile into hand.
As Apophis seized control of first Sokar's forces, then Heru'ur's, the armada of ships at his disposal swelled to frightening numbers.

3C4

3 The Doci
[Voice of the Ori]

2
2

Adversary - Ori

Failure: Incapacitate a team character for each complication.
"The power and the greatness of the Ori cannot be denied. Those who reject the path to enlightenment must be destroyed."

3S5

3 Dutiful Prior
[Adria's Attendant]

1
1

Adversary - Ori

While this adversary card is in your villain score pile, obstacles that have failure text cost power -1 to play.
Prior who works closely with the Orici. He was present at her birth, and accompanied her to many planets in search of the Sangraal.

3U6

3 Enlightened Prior
[Teacher of Origin]

2
1

Adversary - Ori

When you score Enlightened Prior, you may play an adversary at no cost.
"I have come to spread the word to the unbelievers who have been sheltered and raised by evil."

3C7

3 First
[Leap in Evolution]

2
3
2

Adversary - Replicator

First costs power +1 to play for each assigned character.
While First is assigned, each of your Replicator obstacles gets **dominion**.
The first Human-form Replicator to emerge in the Milky Way, and a ruthless leader.

3R8

4 Heru'ur
[Shrewd Rival]

2
3

Adversary - Goa'uld

While Heru'ur is assigned, the failure text of each villain card occurs an additional time.
Child of Ra and Hathor, and a System Lord of some power in his own right. He has been a long time nemesis of Apophis, always seeking out hidden weaknesses to exploit.

3R9

5 **Kali**
The Destroyer

2
2

Adversary - Goa'uld

Kali costs power -X to play, where X is equal to the experience of the current mission.
Failure: Stop a character.
An ally of the System Lord Bastet, the two have plotted together against many rivals, Goa'uld and otherwise.

3R10

3 **Kefflin**
Loyal Second

2

Adversary

While Kefflin is ready, missions get difficulty +1.
Reclusive lieutenant of Netan. He works on the outskirts of the galaxy, rarely interacting with other leaders within the Lucian Alliance. The large kassa production operation he oversees is a key component of their power base.

3U11

4 **Moloc**
Great and Powerful

2
2

Adversary - Goa'uld

When you score Moloc, choose a glyph. Your opponent puts it and all other glyphs the same character has worth the same amount of experience on the bottom of his mission pile in any order.
Goa'uld who decreed that all female Jaffa children in his domain should be executed as too weak to strengthen his armies. This led to the formation of the Hak'tyl resistance.

3R12

4 **Netan**
Head of the Lucian Alliance

2
2
2

Adversary

Each time you pay Netan's revive cost, take each card you would discard into hand instead.
The Lucian Alliance is a syndicate of smugglers and mercenaries formed in the power vacuum left by the fallen Goa'uld. Netan's leadership of them is strong and ruthless, for any number of people would be quick to challenge him should anything slip through his grasp.

3R13

3 **Odal Ventrell**
Bounty Hunter

1
2
2

Adversary

Each time your opponent plays a support character, you may stop Odal Ventrell. If you do, stop that support character.
Notorious mercenary employed by the Lucian Alliance, among others. He is so vicious in pursuit of a bounty that he's been known to kill competing hunters that get in his way.

3R14

3 **Quartus**
Chief Negotiation Officer

0
0

Adversary - Political

Quartus' difficulty is equal to the experience of the current mission.
Operative of the Federal Security Council on P4M-328, brought in to deal with SG-1 when they were mistaken for rebel terrorists. He was an unyielding and difficult negotiator.

3U15

3 **Robert Kinsey**
Goa'uld Infiltrator

2
3

Adversary - Goa'uld, Political

Each time you revive Robert Kinsey, you may take a Goa'uld or Political obstacle at the current mission into hand.
Kinsey and key members of the Trust were secretly taken as hosts by System Lords desperate to resist Baal. They plotted to foment political discord on Earth and bring about a nuclear annihilation, leaving them free to seize the Ancient weapon in Antarctica.

3R16

2 **Ronan**
Betrayal

2
2

Adversary - Jaffa

Failure: Destroy a support character whose cost is equal to or less than the experience of the current mission.
Posing as a supporter of the Jaffa rebellion, this young warrior waited for the right opportunity to strike a blow for the one true god, Anubis.

3C17

3 **Ted**
Alien Deserter

2

Adversary

While Ted is ready, missions get difficulty +1.
Alien soldier who deserted from military service to hide on Earth. He maintains covert surveillance on fellow defector Martin Lloyd, watching for any signs that his group's true non-human identities have been discovered.

3U18

4 Tomin
Strong, Proud Warrior

2
1

Adversary - Ori

Tomin gets difficulty +1 for each assigned character who doesn't have a glyph.

Husband of Vala Mal Doran. When a Prior healed him of a crippling infirmity he'd possessed since childhood, he became a high-ranking soldier in the army of the Ori.

3R19

4 Vengeful Prior
Hand of the Ori

1
1
2

Adversary - Ori

Ori obstacles cost power -1 to play while Vengeful Prior is assigned. Disease obstacles cost power -1 to play while Vengeful Prior is assigned.

As a reward for faithful service, this former administrator of Ver Ager was transformed into a Prior. He quickly became one of the most ruthless and unyielding of the Ori's agents.

3R20

4 Adam Banks
Gunner

2

Character - Support - SGC

Success: Destroy a villain ship. F-302 pilot who shared a cockpit with Cameron Mitchell during the battle against Anubis over Antarctica.

3R21

4 Arlos
Alien Technology Expert

2
2

Character - Support

Each time you play a gear, you may stop Arlos. If you do, gain 1 power.

Lovesick research scientist once conned by Vala Mal Doran. He is a leading authority on his planet, familiar with most every conceivable form of alien technology.

3U22

3 Birra
Citizen of Kallana

1
1

Character - Support - Jaffa

Birra gets +1 for each obstacle at the current mission.
Birra gets +1 for each obstacle at the current mission.

Free Jaffa living on Kallana. Though she was no more willing than her brethren to bow down in worship of the Ori, she was more concerned about the threat posed by the Prior who had visited them.

3U23

4 Brooks
Computer Tech

2
1

Character - Support - NID

Brooks costs power -2 to play if there was a successful mission this turn.

Engineering specialist working for the Trust. She hacked into the computer of Osiris' abandoned ship, though she required the help of a translation coerced from Daniel Jackson.

3C24

4 Cameron Mitchell
Blue Leader

2
2

Character - Support - SGC

Stop Cameron Mitchell, pay 2 power -- Ready a hero ship.

As leader of the F-302 squadron that defended Anubis' attack on Earth, Cameron Mitchell bought SG-1 the time needed to activate the Ancient weapon in Antarctica.

3R25

2 Cicero
Archaeological Researcher

1

Character - Support

When you play Cicero, you may pay X power. If you do, stop him and destroy an obstacle that costs X.

Researcher at an historical museum on P4M-328, and first of his people to deduce the Stargate's true purpose. When SG-1 arrived on his world, proving his theories, he was quite eager to assist them.

3U26

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."

3R27

6 **DANIEL JACKSON**
Prior of the Ori



CHARACTER — SUPPORT — SGC

Success: Destroy all assigned adversaries.

During your opponent's turn, Daniel Jackson becomes an Ori adversary with revive cost 5. He can't be scored.

Daniel was transformed by Adria after winning her trust. This gave him the means to attack the Ori, though he had to preach as a Prior to ally suspicion until SG-1 captured him.

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3 **Devon**
Trust Operative



Character - Support - NID

Each time you assign Devon, you may discard a card. If you do, draw a card.

Agent for the Trust who served as personal aide to Athena. He abducted Vala Mal Doran so her memories could be probed.

3C29

2 **"Dr. Levant"**
X-cellent Hero



Character - Support

At the end of your power phase, gain 1 power for each different glyph "Dr. Levant" has.

*Major character on the science fiction TV series, "Wormhole X-treme!"
"Dammit, Colonel! Just because they're aliens and their skulls are transparent doesn't mean that they don't have rights!"*

3R30

5 **Elizabeth Weir**
Ancient Languages Expert



Character - Support - Atlantis

Success: Look at one card from the top of your mission pile for each glyph on each assigned character. Place one of those cards on the top of that pile and the rest on the bottom in any order.

During SG-1's visit to Atlantis, Dr. Weir assisted Daniel Jackson in his search for the location of the Sangraal.

3A31

3 **Emmett Bregman**
Documentary Filmmaker



Character - Support

Emmett Bregman costs power -1 to play for each assigned character who has a glyph.

Film journalist invited inside Cheyenne Mountain by the U.S. President, who had decided that after nearly seven years of operations, it was time someone documented the SGC for future generations.

3C32

3 **Fannis**
Ancestral Investigator



Character - Support

Destroy Fannis -- Choose a team character to get skills +1 until the end of the turn.

Villager of Ver Ager, and member of the underground resistance working against the worship of the Ori. He seeks out and hides artifacts of the distant past, a practice deemed sacrilegious by the Book of Origin.

3C33

3 **Francis Maynard**
Chairman of the Joint Chiefs



Character - Support

Victory: The next mission this turn gets difficulty -1.

Top general serving as Chairman of the Joint Chiefs of Staff. He informed incoming President Henry Hayes of the existence of the Stargate program, and counseled him during a climactic confrontation with Anubis.

3U34

2 **"Grell"**
X-cellent Hero



Character - Support

✓: Complications cost power +1 to play while "Grell" is assigned.

▷: Complications cost power +1 to play while "Grell" is assigned.

Taciturn character on the science-fiction TV series, "Wormhole X-treme!"

3R35

1 **Jacek**
Petty Thief



Character - Support

Jacek costs power +X to play, where X is equal to the experience of the current mission.

Con artist and father to Vala, though she found him deficient as both a parent and a human being in general. While at best a small time operator, he can always find a way to extract a bargain from any situation.

3U36

3 Jalen
Field Agent



Character - Support - Tok'ra

When you play Jalen, she gets  +2 until the end of the current mission. Tok'ra pilot and covert operative. She once responded to a distress signal from SG-1.

3C37

4 John Sheppard
Unconventional Leader



Character - Support - Atlantis

Stop John Sheppard -- Each time you play a support character this turn, that character gets skills +1 until the end of the turn.

Before releasing Rodney McKay to assist SG-1, Colonel Sheppard advised Cameron Mitchell on the ways to best motivate his persnickety team member. "Shoot him.... Also, he's mortally allergic to citrus."

3R38

5 Jonas Quinn
Special Advisor



Character - Support

Jonas Quinn gets skills +1 for each assigned character who has a glyph.

Ethical advisor to the High Minister of Kelowna, and consultant on the Naquadria research project. Disappointed by his government and inspired by the heroism of Daniel Jackson, he ultimately defected from his homeworld.

3R39

4 Lindsey Novak
Eccentric Engineer



Character - Support - SGC

Each time one of your ships would be incapacitated, you may stop Lindsay Novak. If you do, stop that ship instead.

Highly strung engineer full of strange idiosyncrasies. Though she doesn't cope well with stressful situations, she is a very skilled repair technician.

3U40

4 Linea
Destroyer of Worlds



Character - Support

 missions get difficulty +1.

During your opponent's turn, Linea becomes an adversary. She can't be revived or scored.

Brilliant scientist who worked with SG-1 to escape the prison world of Hadante. Only when it was too late did they learn the grisly scale of her crimes: she had murdered much of the population of an entire planet.

3R41

5 Ma'chello
Inventor



Character - Support

When you play Ma'chello, you may play a gear at no cost.

Brilliant scientist who devoted his entire life to fighting the Goa'uld through science. One of his many inventions successfully eliminated the tinvers, an allied faction of minor Goa'uld.

3U42

3 "Major Monroe"
X-cellent Hero



Character - Support

 Stop and Incapacitate "Major Monroe" -- Destroy all obstacles at the current mission.

Major character on the science fiction TV series, "Wormhole X-treme!"

"The positronic field emitters are offline, but I can compensate by generating a feedback loop."

3R43

2 Merlin
Dissenting Ancient



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.

3R44

3 Michael Ryan
U.S. Air Force Chief of Staff



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

3R45

3 Morgan le Fay
Dissident Ancient



Character - Support - Ancient

Each time you assign Morgan le Fay, reveal the top card of your deck. If it's a hero card, at the end of the current mission, destroy Morgan le Fay.

Ascended Ancient who stretched the rules forbidding interference with "lowers" to direct SG-1 toward Merlin's anti-Orl weapon. Her people punished her when she went too far, removing her from this plane of existence.

3U46

3 Mr. Parker
Leader of the Trust



Character - Support - NID

Mr. Parker gets  +1 for each NID character who has a glyph.

Senior member of the Trust. Using the organization's powers, he does whatever he can to protect Earth from alien attack.

3C47

3 Mr. Wayne
Leader of the Trust



Character - Support - NID

Mr. Wayne gets  +1 for each NID character who has a glyph.

Senior member of the Trust. Even after losing the resources of the legitimate NID, he and his group continued operating as vigilantes against the many threats throughout the galaxy.

3C48

4 Pete Shanahan
Inquisitive Detective



Character - Support

Stop Pete Shanahan, pay 4 power -- Ready another character, then gain 1 power for each assigned team character who has a glyph.

Detective from Denver, Colorado. He was introduced to Samantha Carter by her brother Mark. Curious about the nature of her Air Force job, he discovered the true work going on at Cheyenne Mountain.

3R49

5 RODNEY MCKAY
Munitions Yield Expert



CHARACTER - SUPPORT - ATLANTIS

Each time you assign Rodney McKay, you may destroy all complications.

Years after Dr. McKay's first rocky but productive collaborations with Samantha Carter, SG-1 traveled to Atlantis and enlisted his help in redirecting an Ori supergate.

3R50

4 Ryk'l
Freedom Fighter



Character - Support - Jaffa

Success: You may destroy Ryk'l. If you do, destroy an assigned adversary.

Jaffa rebel working against the Goa'uld Moloc. He made contact with Teal'c to try and secure aid from Earth in his struggle.

3C51

4 Se'tak
Leader of the Jaffa



Character - Support - Jaffa

Destroy another support character -- Se'tak gets skills +1 until the end of the current mission. You can do this only once each turn.

Ambitious Jaffa who took leadership of the Jaffa High Council after Gerak. He was extremely suspicious of humans, and withdrew from many existing agreements his predecessors had made with Earth.

3U52

3 Sha're
Beloved Wife and Daughter



Character - Support

When you play Sha're, the current mission gets:

"Success: Gain 2 power."

Native of Abydos and daughter of Kasuf. She was key in helping the first team from Earth make the return trip. Daniel Jackson remained behind to be with her, and the two eventually married.

3U53

4 Ta'Seem
Tok'ra Surgeon



Character - Support - Tok'ra

When you play Ta'Seem, you may destroy a stopped adversary.

Skilled surgeon who was brought in to attempt the removal of one of Baal's cloned symbiotes, and then reimplant the host with a Tok'ra.

3R54

3 Tass'an
Settler



Character - Support - Jaffa

Tass'an gets +1 while an adversary is assigned.
Tass'an gets +1 while assigned with another Jaffa character.

Resistance fighter who, after the fall of the Goa'uld, helped found a Free Jaffa settlement on the planet Sartarus.

3C55

3 Thoran
Tok'ra Intermediary



Character - Support - Tok'ra

Success: You may take a hero card from your discard pile into hand.

Tok'ra leader who had dealings with Earth on a few occasions, though each was marked with some tension. He was much more at ease among his own people.

3U56

4 Bo'rel
Free Jaffa



Character - Team - Jaffa

Each other Jaffa character who has at least one glyph matching one of Bo'rel's gets skills +1.

Jaffa warrior formerly in the service of Cronus. He pledged his loyalty to Setrak after his people's liberation. As a trusted lieutenant of the new leader, he was often sent on offworld missions to secure technology and resources.

3U57

5 Bra'tac
Honored Teacher



Character - Team - Jaffa

Each time Bra'tac earns a different glyph, you may pay 2 power. If you do, ready or stop another Jaffa card.

"Not bad for a man of a hundred and thirty-three."

3R58

2 Cameron Mitchell
"Mr. Shaft"



Character - Team - SGC

Each time you assign Cameron Mitchell, you may look at two cards from the top of your opponent's deck for each different glyph he has. Place them in any order on the top and/or bottom of that deck.

To learn more about the Lucian Alliance plot to distribute an addictive food crop, Cameron Mitchell posed as a potential buyer.

3S59

3 Chekov
Korolev Captain



Character - Team - Russian

Each time Chekov earns a or glyph, you may search your deck for a hero ship card. If you do, reveal it, take it into hand, and shuffle your deck.

Colonel Chekov wielded considerable political clout to force the SGC to give Russia its own interstellar spaceship. He then commanded the vessel himself on her maiden voyage.

3R60

4 Daniel Jackson
Ambassador of Earth



Character - Team - SGC

and : Support characters cost power -1 to play.
 and : Support characters cost power -1 to play.
 and : Support characters cost power -1 to play.

With his gift for languages and diplomacy, Daniel Jackson was often the key to befriending the natives of alien worlds.

3R61

4 Dave Dixon
SG-13 Commander



Character - Team - SGC

To assign an adversary while Dave Dixon is assigned, your opponent pays 1 power for each glyph he has.

Leader of SG-13, a duty he considers almost serene compared to the challenge of raising four kids. He maintains a casual rapport with his team.

3C62

6 Erin Gant
Bridge Officer



Character - Team - SGC

Victory: Gain 1 power for each different glyph Erin Gant has.

Officer aboard the Prometheus under William Ronson's command. She participated in the ship's early tests of a naquadria-fueled hyperdrive.

3C63

5 Hadden
SG-12 Commander

2
2
2
0

Character - Team - SGC

Hadden gets +1 for each different glyph he has.

Leader of SG-12. He and his team once accompanied Teal'c on a mission to the Soden homeworld of P9G-844 at a time when the rest of SG-1 was unavailable.

3564

4 Harold Maybourne
Helpful Informant

2
2
0
2

Character - Team - Russian, NID

Stop Harold Maybourne -- All other Russian team characters and NID team characters get skills +1 until the end of the current mission.

X: Each other Russian or NID character who has a X glyph gets skills +1.

After falling out of favor with the NID, Maybourne helped the Russians get their fledgling gate program off the ground.

3U65

5 Hoskins
Agent of the Trust

0
2
2
2

Character - Team - NID

or X, Destroy a support character -- Destroy an obstacle at the current mission that costs less than that character. You can do this only once each turn.

Field operative who oversaw the capture of Osiris' abandoned ship, and its subsequent use in launching chemical attacks on Goa'uld planets.

3U66

4 Jack O'Neill
Dynamic Leader

0
1
2
2

Character - Team - SGC

or X: Each assigned team character gets +1 while Jack O'Neill is assigned.

and X: Each assigned team character gets +1 while Jack O'Neill is assigned.

"Well, I suppose now is the time for me to say something profound.... Nothing comes to mind."

3U67

3 Jacob Carter
Tok'ra Ambassador

2
1
1
2

Character - Team - Tok'ra

1: Jacob Carter gets +1 and +1.

1: Jacob Carter gets +1 and +1.

1 and 1: Jacob Carter gets +1 and +1.

"So, you guys are the talk of the Tok'ra water cooler."

3U68

4 JONAS QUINN
Quick Study

2
2
1
1

CHARACTER - TEAM - SGC

Each time you assign Jonas Quinn, you may pay 2 power. If you do, destroy an obstacle with a cost equal to or less than the number of glyphs he has.

"Hammond is insisting SG-1 needs a sociopolitical nerd to offset our overwhelming coolness."

—Jack O'Neill

3 S 69

3 Lionel Pendergast
Prometheus Commander

2
1
2
2

Character - Team - SGC

1, Stop a hero ship -- Destroy an obstacle at the current mission whose cost is equal to or less than that ship's firepower. You can do this only once each turn.

Following the Antarctic battle with Anubis, Colonel Pendergast assumed command of the Prometheus, a more diplomatically minded choice for a more fractured galactic landscape. He is very protective of his crew.

3R70

3 Loki
Banished Scientist

1
3
0
2

Character - Team - Asgard

1, Stop a support character -- Choose an obstacle at the current mission that costs less than that character. Turn that obstacle face down. You can do this only once each turn.

Asgard genetichit who abducted humans for experiments, and kept doing so even after being ostracized by the Ruling Council.

3R71

4 Malek
Tok'ra Warrior

1
2
2
1

Character - Team - Tok'ra

X: Tok'ra support characters cost you power -1 to play.

1: Tok'ra events, Tok'ra gear, and Tok'ra ships cost you power -1 to play.

After the Tok'ra base in the Risa system was overrun, its former commander took a more hands-on approach in fighting the Goa'uld.

3R72

4 Marks
Bridge Officer

2
2
2
0

Character - Team - SGC

►: Marks gets skills +1 while a hero ship is assigned.
Officer who has served aboard the Prometheus and the Odyssey. Reliable and always prepared, he has risen quickly through the military ranks.

3C73

3 Neath
Hardened Warrior

1
0
2
2

Character - Team - Jaffa

►: Neath gets skills +1 while another Jaffa team character is assigned.
►: Neath gets skills +1 while a Jaffa support character is assigned.
Lieutenant of Ishta's in the Hak'tyl resistance. She was forced to kill her own father in order to save her younger sister from execution by Moloch's tyrannical decree.

3C74

3 Paul Emerson
Odyssey Commander

2
2
1
2

Character - Team - SGC

◻: Ships cost you power -1 to play.
►: Ships cost you power -1 to play.
The first commander of the Odyssey. Under his effective leadership, the ship moved quickly through its shakedown period and was soon fully operational.

3U75

3 Samantha Carter
Formidable Warrior

1
3
2
1

Character - Team - SGC

◻ and ◻: Obstacles cost power +1 to play.
X and X: Obstacles cost power +1 to play.
1 and 1: Obstacles cost power +1 to play.
Though usually called upon for scientific solutions to problems, Samantha Carter is more than capable in an armed conflict.

3R76

4 Sergei Evanov
Team Leader

2
1
1
2

Character - Team - Russian

Each time Sergei Evanov earns a different glyph, you may search your deck for a Russian card. If you do, reveal it, take it into hand, and shuffle your deck.
Leader of an all-Russian team operating out of the SGC. He is highly critical of the many mistakes made by his American counterparts, preferring to work with his own countrymen.

3U77

5 Simon Coombs
Scientist in the Field

1
3
0
1

Character - Team - SGC

Each time Simon Coombs earns a glyph, place a **promotion token** on a team character.
Yale math professor who works with Jay Felger on a variety of secret projects at Stargate Command. He's an avid Star Trek fan who worships at the altar of Roddenberry.

3U78

4 TEAL'C
Man of Action

2
0
3
1

CHARACTER - TEAM - SGC

1 and 1: Each time you play a mission, you may ready Teal'c.
► and ►: Each time you play a mission, you may ready Teal'c.
◻ and ◻: Each time you play a mission, you may ready Teal'c.
"Please remain calm as we attempt to rectify this most unfortunate circumstance."

3 R 79

4 Thor
Supreme Commander

2
2
0
1

Character - Team - Asgard

1 or ►: Each assigned team character gets 1 +1 while Thor is assigned.
1 and ►: Each assigned team character gets 1 +1 while Thor is assigned.
"SG-1, under the command of General Hammond, has saved my people and yours on many occasions. We are not only allies against the Goa'uld, we are true friends."

3U80

3 Vala Mal Doran
Practiced Thief

2
0
1
3

Character - Team

Each time Vala Mal Doran earns a glyph, your opponent discards a random card. You gain power equal to its cost.
"How dare you assume that I acquired those bracelets through anything but honest means? I may have a less than 'perfect' reputation, but you told me you stole them!"
-Vala Mal Doran and Daniel Jackson

3S81

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.

Though Vala had lived her life without settling down physically or emotionally, the arrival of the Ori changed her outlook. She soon threw in with the SGC to try to keep her daughter from laying waste to the galaxy.

3R82

6 **Weaver**
Trust Interrogator

2
2
0
1

Character - Team - NID

At the start of your debrief phase, you may discard up to one card for each different glyph Weaver has.

Trust agent who supervised a scan of Vala's mind, sifting through memories for specific information from her time as the Goa'uld Qetesh. He derived some enjoyment from the pain the procedure inflicted.

3R83

4 **William Ronson**
Prometheus Commander

0
1
3
2

Character - Team - SGC

While a hero ship is assigned, each other character who has at least one glyph matching one of William Ronson's gets skills +1.

The first commander assigned to the Prometheus. He runs a tight ship, with regular drills to test his crew's preparedness.

3U84

0 **Cheap Knockoff**

Event

To play this event, pay power equal to double the cost of an obstacle. Destroy that obstacle.

*"How am I supposed to do a movie without any actors?"
—Martin Lloyd*

3C85

5 **Conservation**

Event - Tok'ra

This event costs power -1 to play for each Tok'ra character who has a glyph. Take a hero card from your discard pile into hand.

With their sophisticated technology, the Tok'ra can not only extend their resources, but also their own naturally long life spans.

3C86

2 **Covert Strike**

Event

To play this event, stop any number of team characters. Destroy an obstacle with a cost equal to that number of characters.

Often outnumbered by Jaffa soldiers, SG teams must at times seek a more clever solution to a problem.

3U87

3 **Fend Off**

Event

Choose one: stop a villain ship; or destroy a stopped villain ship.

Surface-to-air missiles have been in use for decades, but the SGC has employed them against targets their inventors could never have imagined.

3C88

6 **Harsh Justice**

Event - Jaffa

This event costs power -1 to play for each Jaffa character who has a glyph. Destroy an adversary.

*"...I have implanted an explosive device within your symbiote pouch. It is set to detonate within a matter of moments."
—Teal'c*

3C89

1 **Indulgences**

Event

Discard any number of cards from your hand, then draw a card.

One can never know what equipment might prove useful during a mission, but there are limits to being "prepared."

3U90

3 Insight



Event - SGC

Place a **promotion token** on a team character. He gets skills +1 until the end of the current mission.

"I've got it! I figured it out. The answer you were looking for, to the... the... Clava The Thesaurussy thingamajigamy."
-Vala Mal Doran

3U91

0 Interference



Event - Ancient

To play this event, stop and destroy an Ancient support character. Destroy an adversary who costs less than that character.

"What are you going to do?"
"Something I should have done a long time ago."
-Anubis and Oma Desala

3U92

2 Nice Enough Couple



Event

Choose a character. He and each other character who has at least one glyph matching one of his get skills +1 until the end of the current mission.

The longer an SG team is together, the more comfortable each member becomes with how the others think. This experience proves quite handy in situations that call for quick improvisation.

3U93

2 Part of the Plan



Event

Ready an assigned adversary. He is blocked from the current mission.

"You didn't really think we'd invite you to a party and not disable your funky powers, did you?"
-Cameron Mitchell

3R94

4 Proactive Stance



Event - NID

This event costs power -1 to play for each NID character who has a glyph. Ready a gear.

"It's very simple, Colonel. Earth faces an imminent threat and we have a weapon that can eliminate that threat. We intend to use it."
-Hoskins

3C95

5 Proceeding with Caution



Event - Russian

This event costs power -1 to play for each Russian character who has a glyph. Each character gets skills +1 until the end of the current mission for each glyph he has.

"Not a lot of trust and goodwill to spare right now, I guess."
-Daniel Jackson

3C96

6 Protector of All



Event - Asgard

This event costs power -1 to play for each Asgard character who has a glyph. Destroy an obstacle.

"Thor sends his thanks. I'm to tell you he's a member of a species who have visited your world often. They are a friend to all, protector of all, except the Goa'uld, with whom they are at war."
-Gaiyrvi

3C97

2 Revisionist History



Event

To play this event, stop an assigned character. Choose up to four non-event cards in a player's discard pile. That player shuffles them into his deck.

"You weren't there!"
-Jack O'Neill

3U98

2 Scramble



Event

Ready a hero ship.

"We'll see if we can do some damage in close."
-Cameron Mitchell

3C99

0 Temptation



Event

Stop an adversary. Your opponent may stop a character.

"I could make you more powerful than you could imagine. The powers you have seen in Wodan and the others... only a fraction of what I could give you."
—Nirrti

3R100

3 Anti-Replicator Disruptor



Gear - Ancient

Stop this gear -- Reveal a random card from your opponent's hand. If it's a Replicator card, he discards it. Destroy this gear, pay 2 power -- Destroy a Replicator obstacle or assigned Replicator adversary.

"Who's your daddy?!"
—Jack O'Neill

3R101

1 HUD Headset



Gear - Tok'ra, Jaffa

While a Tok'ra character is assigned, you get total firepower +1 in each ship battle.

While a Jaffa character is assigned, you get total firepower +1 in each ship battle.

This supplemental instrument readout, used primarily in controlling Tok'ra vessels, increases the number of ship systems that a single pilot can effectively monitor.

3C102

2 Mind Transference Device



Gear

Stop this gear, stop a team character, pay 2 power -- Ready another character.

To prolong his life and conceal his identity from Goa'uld enemies, Ma'chello created this device capable of "swapping bodies" between two people.

3C103

2 Quantum Mirror Control



Gear

Pay 3 power, stop this gear -- Search your deck for a character card and reveal it. Then shuffle the rest of your deck and place that card on top of it.

This device, found with the quantum mirror on P3R-233, allows the user to select the alternate reality to which the mirror is connected.

3R104

2 Quarantine Container



Gear

Stop this gear -- Choose an obstacle. When it would be destroyed, place it face up beneath this gear instead. Your opponent discards any other card beneath this gear.

Your opponent can't play an obstacle that has the same title as a card beneath this gear.

Effective against a variety of hazards.

3R105

4 Russian-Controlled DHD



Gear - Russian, Ancient

Stop this gear, stop a Russian team character or two Russian support characters -- Search your mission pile for a mission, shuffle the rest of the pile, then place that mission on top of it.

Germany secretly discovered the DHD meant to accompany the Goa'uld Stargate. This is seized after World War II, ultimately starting their own Goa'uld program and, on one occasion, losing it to the U.S. -- for a price.

3R106

1 Terra-root



Gear

Destroy this gear -- Gain 1 power.

Among the many scientific discoveries of the criminal Linea was a blend of chemical activators that, when poured on Hadante's terra-root, generates power through organically-based cold fusion.

3U107

2 U.A.V.



Gear - SGC

Stop this gear, pay 1 power -- Reveal a random card from your opponent's hand. If it's a villain card, the current mission gets difficulty -1.

The "Unmanned Airborne Vehicle," which can be piloted remotely from the SGC control room, conducts aerial surveys of the terrain around a destination Stargate.

3R108

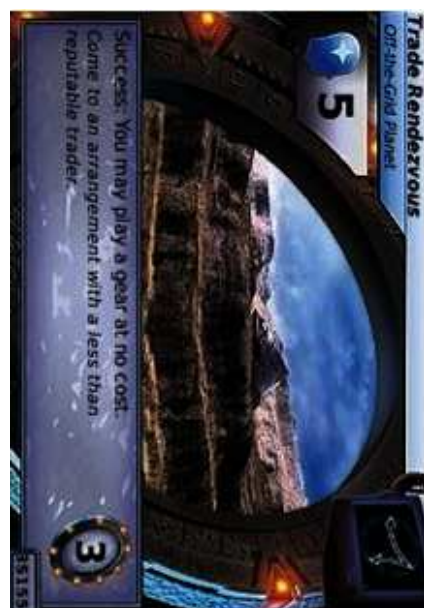












3 **Cornered**



2
1

Obstacle - Replicator

When you play this obstacle, your opponent stops a character for each other Replicator card at the current mission.

"It will be far less painful if you don't resist."
—First

3C163

3 **Corrupted Ally**



2
2

Obstacle - Ori

Failure: Destroy a support character. Then, if your opponent has more support characters than team characters, destroy another support character.

"Like you, my judgment was clouded by suspicion and distrust. But the Ori sensed my misgivings, forgave me my weaknesses, and showed me their power. I stand before you today, as proof of their divine might."
—Gerak

3U164

3 **Debilitated**



2
3

Obstacle - Disease

Failure: Place this obstacle on a team character. He is blocked, and his owner may perform this action:
"Pay power equal to the experience of the current mission – Destroy this obstacle."

No matter how strong and determined the patient, some injuries and diseases are healed only by time and great effort.

3R165

2 **Direct Hit**



0
0
0
0

Obstacle - Jaffa

When you play this obstacle, you may choose one: stop a hero ship; or destroy a stopped hero ship.

"Mayday! Mayday! We are going in! Repeat: we are going in!"
—Cameron Mitchell

3C166

1 **Execution Squad**



1
2

Obstacle - Ori

Failure: You may pay 2 power. If you do, destroy a support character.

There is only one way to deal with those who refuse to embrace Origin.

3R167

1 **Exploitation**



0
0
0
0

Obstacle - Political

Success or Failure: You may force the hero player to continue to another mission this turn. If you do, he pays no power to continue, though you still gain 1 power for each failed mission.

After aiding the people of an alternate reality and becoming a celebrity in the process, Samantha Carter was strong-armed into publicly supporting the fascist government.

3R168

3 **Final Challenge**



2
1

Obstacle - Jaffa, Goa'uld

When you play this obstacle, your opponent may stop a team character. If he doesn't, you may destroy a support character.

Isolated worshippers of Apophis continued to train in simulated wargames after his death. When SG-1 arrived at one such training camp, the training escalated to its final stage: the use of real weapons.

3R169

3 **Friends At Odds**



1
1
1
1

Obstacle

When you play this obstacle, choose an assigned team character. Team characters who don't have all his traits are blocked.

"I will avenge the deaths of the Jaffa at Dar Eshkalon. Arkad must die no matter what the consequences. I do not wish to harm any of you, but if you try to stop me, I will."
—Tealc

3U170

5 **The Game of Diplomacy**



2
2

Obstacle - Political

When you play this obstacle, choose a glyph. Stop each character who has that glyph.

"We can't give up on them yet. We still have the potential to save thousands of lives here."
"And yet, curiously, they don't seem to understand, nor care."
—Daniel Jackson and Jack O'Neill

3R171

3 GENETIC MANIPULATIONS



Obstacle - GOA'ULD

Failure: Your opponent incapacitates a team character for each card in your villain score pile.

"Once you have seen what has already happened to the others, perhaps you will change your mind."
—Nirrti

3 U 172

1 Goa'uld Probe



Obstacle - Goa'uld

Failure: The next mission this turn gets difficulty +1.

Inspired perhaps by the MALPs used by the SGC, the Goa'uld began to use robotic probes for reconnaissance of worlds outside their control.

3C173

4 Government Oversight



Obstacle - Political

This obstacle costs power -X to play, where X is equal to the experience of the current mission.

Though the International Oversight Advisory tends not to interfere with daily Stargate operations, they always take notice when the stakes of a mission are particularly high. Their demands are often at odds with the recommendations of SGC personnel.

3C174

2 Greed Exploited



Obstacle

This obstacle's difficulty is equal to the experience of the current mission.

Morgan le Fay created a series of tests for those who came in search of the Sangraal. One was a force field designed to entrap any victim blinded by greed.

3C175

1 Hathor's Interrogation



Obstacle - Goa'uld

When you play this obstacle, you may take a villain card from your discard pile and place it on top of your deck.

After her long imprisonment, Hathor's power base had eroded, and her knowledge of current events throughout the galaxy was even weaker. She probed the minds of SG-1 in an effort to bring herself up to date.

3U176

1 Hok'taur Experiments



Obstacle - Goa'uld, Disease

Failure: Destroy a support character for each card in your villain score pile.

Most of Nirrti's genetic experiments were attempts to create a hok'taur slave, an advanced human with powerful mental abilities. Unlocking such abilities proved less difficult than keeping a test subject alive afterward.

3C177

2 A Matter of Trust



Obstacle - Ori

Failure: Stop a character.

"I believe Daniel Jackson speaks the truth."
—Teal'c

3C178

2 Might of the Ori



Obstacle - Ori

When you play this obstacle, you may pay power equal to the experience of the current mission. If you do, destroy an assigned support character.

"Okay! We all know, darling, that you have telekinetic powers. You can stop showing off now."
—Vala Mal Doran

3C179

3 Mutated Creature



Obstacle

When you play this obstacle, for each stopped character who has a glyph, your opponent destroys a support character.

"The Soden were using these devices for hundreds of years. You'd think there'd at least be a label on the side in bold print that says 'beware, may cause deadly extradimensional radioactive monster-causing creature to appear.'"
—Vala Mal Doran

3U180

5 Nerve Gas Attack

2
2
2

Obstacle

This obstacle costs power -X to play, where X is equal to the experience of the current mission.
Failure: Destroy a support character.
"I think the Trust intends to launch a full scale chemical attack against the Goa'uld, without any regard for the millions of Jaffa lives that could be lost in the process."
-Samantha Carter

3C181

2 Nothing but Weakness

2
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.
"Well, maybe that is what happens when you abandon the strength of the Goa'uld inside of you. All that is left is this burning desire to die at the hands of your great and powerful God."
-Moloch

3C182

2 Orbital Bombardment

0
0
0
0

Obstacle - Goa'uld, Jaffa

This obstacle gets difficulty +1 for each assigned villain ship.
When complete annihilation is the objective, there is one way to ensure success.

3C183

2 Ori Ground Forces

2
2
2

Obstacle - Ori

Failure: Gain power equal to the experience of the current mission.
Though the Priors command powers given by their gods, they are few in number. A different kind of threat is posed by the countless worshippers of the Ori, many of whom would eagerly take up arms and lay down their lives to spread the truth of Origin.

3C184

3 Ori Satellite Attack

2
2
2

Obstacle - Ori

Failure: Destroy a hero ship.
"That blast cut through our shields at full strength!"
-Cameron Mitchell

3C185

2 Prelude to Invasion

1
1

Obstacle - Ori

When you play this obstacle, for each stopped character who has a glyph, your opponent stops a character.
"An Ori fighter has deposited a ring platform outside the village. There are ground forces headed your way."
-Teal'c

3R186

4 Prior Bugs

1
1
2

Obstacle - Ori

To assign a support character, your opponent destroys a support character.
After the SGC discovered a cure for the Prior plague, the servants of the Ori changed tactics. These carnivorous insects incubate inside a human host, and in a very short span of time can multiply to numbers sufficient to consume the population of an entire planet.

3R187

2 Prior Engagement

2
2

Obstacle - Ori

When you play this obstacle, you may pay power equal to the experience of the current mission. If you do, stop a character.
Fire is the central icon in the religion of Origin. Those chosen to become Priors are given control over this holy force.

3C188

5 Probing the Subconscious

2
2

Obstacle - Goa'uld

This obstacle costs power -X to play, where X is equal to the experience of the current mission.
Each character who has a glyph matching the current mission's is blocked.
"You're suggesting that Osiris is here on Earth manipulating Dr. Jackson's dreams?"
-George Hammond

3U189

5 Reanimated Dead

2

2

Obstacle - Goa'uld

This obstacle costs power -X to play, where X is equal to the experience of the current mission.

Failure: Destroy a support character.

The Ancient healing device discovered by Telchak was so potent, it could even revive the dead as brutal, zombie-like killers.

3U190

1 Relentless Pursuit

0

0

0

0

Obstacle - Ori

When you play this obstacle, ready a villain ship.

"...eventually, the Odyssey's gonna come up against more than she can handle."

-Samantha Carter

3C191

3 Replicator Ruse

2

2

Obstacle - Replicator

Failure: Look at one card from the top of your opponent's mission pile for each other Replicator card at the current mission. Place those cards in any order on the top and/or bottom of that pile.

"Humans can be unpredictable. Particularly when they're desperate."

"I know what I'm doing. I'm giving her just enough to keep her hopes up."

-Rita and Replicator Caches

3U192

3 Rerouted

2

2

Obstacle

Failure: Look at a number of cards from the top of your opponent's mission pile equal to the experience of the current mission. Place those cards on the top and/or bottom of that pile.

To protect Merlin's location, Morgan le Fay programmed a device to automatically dial the Stargate at regular intervals and beam him through to sanctuary on a new planet.

3U193

2 Senseless Slaughter

2

2

Obstacle - Jaffa

Failure: You may pay any amount of power. Your opponent destroys that many support characters.

A treacherous Jaffa bombed a peaceful summit to eliminate opposition to the Ori. Many innocent bystanders were also killed.

3R194

2 Set Up

1

1

Obstacle - Ori

Each time your opponent assigns a character who has no glyph, you gain 1 power.

"The greater the intensity of our weapons fire, the greater and more frequent their expansion phases. There is a direct correlation. They're using the energy of our own weapons to build their beachhead."

-Samantha Carter

3U195

2 Spies Everywhere

2

2

Obstacle - Goa'uld

This obstacle gets difficulty +1 for each card in your villain score pile.

The Goa'uld tend to struggle for supremacy even among one another. However, a particularly powerful System Lord can rally the support of others, which are often deployed as spies to undermine an enemy.

3C196

2 Super Pheromones

1

1

Obstacle - Disease, Goa'uld

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

"According to the stories, this woman had magical powers over men. She was supposed to be able to seduce them into doing anything for her. In almost every case, it describes them as 'drunk with her presence.'"

-Samantha Carter

3C197

3 Teachings of Origin

0

0

0

0

Obstacle - Ori

When you play this obstacle, you may discard an Ori card. You gain power equal to its cost.

"So it came to pass that Ver Onesh was gripped by a great famine. So Markon went to the Prophet Articus and asked to go to the forest for food. The prophet bade him be patient, for the Ori provide for all who have faith."

-The Book of Origin

3C198

2 TECHNOLOGY INTERFACE

0/0



OBSTACLE

This obstacle's difficulty is equal to the experience of the current mission.

SG teams must often find ways to make devices from different worlds work with equipment from Earth and with each other.

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2 Teeming Numbers

2/2



Obstacle - Replicator

When you play this obstacle, destroy an assigned hero ship whose cost is equal to or less than the number of other Replicator cards at the current mission.

"It's been... what? Ten, eleven hours since we picked up the cargo ship? The Replicators have had more than enough time to reach comparatively large numbers."

—Samantha Carter

3C200

3 Threat of Force

2/2



Obstacle

This obstacle costs power -1 to play for each card in your villain score pile.

"Our sensors detect your shields at minimum. If you do not capitulate immediately, we will open fire."

—Netan

3C201

1 Too Easy

2/2



Obstacle

Failure: Your opponent stops a number of characters equal to the experience of the current mission.

Security measures tend to scale in sophistication with the value of that being protected.

3C202

2 Transdimensional Bridge

2/2



Obstacle

When you play this obstacle, you may choose to have your opponent shuffle his mission pile.

Simultaneous experiments being conducted by the Samantha Carters of two parallel universes caused an accident that drew one Carter into the other's reality.

3U203

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."

3U204

2 Ultimatum

2/3



Obstacle - Jaffa

Failure: You may pay 2 power. If you do, incapacitate a team character.

"I grow tired of this. Surrender now, or your friends will be killed one by one."

—Trotsky

3R205

1 Archaic Death Glider

1/1



Ship - Jaffa

Each time you assign this ship, you may pay 3 power. If you do, block an adversary from the current mission.

"There is an old Jaffa saying, General Hammond; they do not build them as they once did."

—Teal'c

3C206

3 The Daniel Jackson

Supreme Commander's Ship

4/4



Ship - Asgard

Each time you assign the Daniel Jackson, you may pay 3 power. If you do, take a hero card from your discard pile into hand.

The Asgard stepped up ship production after their losses in the fight against the Replicators. This vessel became Thor's new command ship, and was named for a prominent human ally.

3U207

1 **F-302**



2

SHIP - SGC

Each time you assign this ship, you may pay 3 power. If you do, turn a  obstacle at the current mission face down. (It becomes a complication.)

The first successful fighter capable of space flight to be designed by the U.S. military. It was built using knowledge taken from Jaffa death gliders and the failed X-301 project.

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3 **Free Jaffa Ha'tak**



2

Ship - Jaffa

This ship gets firepower +1 for each assigned Jaffa character who has a glyph.

Victory: You may pay 2 power. If you do, search your deck for a Jaffa hero card, reveal it, take it into hand, and shuffle your deck.

When the Goa'uld were defeated, the System Lords' ships came under Jaffa command.

3 U 209

2 **Jacek's Tel'tak**

Cargo Ship



1

Ship

Success: Discard any number of cards, then draw the same number of cards.

Making the most of a deal that went south, the con artist Jacek escaped with a stolen cargo ship. With it, he continued to roam the galaxy, seeking opportunities for quick profit.

3 C 210

3 **Korolev**

Russian Flagship



4

Ship - Russian

Korolev gets firepower +1 for each failed mission.

Each time you assign Korolev, you may pay 3 power. If you do, ready a Russian character or a character who has a glyph.

As a concession to renew the agreement keeping Russia's Stargate at the SGC, the U.S. agreed to give up a Daedalus-class ship.

3 U 211

5 **The O'Neill**

Last Great Hope



4

Ship - Asgard

Each time you assign the O'Neill, you may destroy it. If you do, destroy a Replicator obstacle at the current mission.

Victory: You may pay X power. If you do, destroy an obstacle that costs X.

A pinnacle of Asgard technological achievement, this ship was specifically designed to fight against the Replicators.

3 R 212

4 **Odyssey**

Deep Space Carrier



3

Ship - SGC

Victory: You may pay 1 power. If you do, each assigned character who has a glyph gets skills +1 until the end of the current mission.

Though this was the second Daedalus-class ship to be completed, it was the first to be assigned primarily to missions in the Milky Way galaxy. It often provides transport and aid to SG Teams in the field.

3 R 213

4 **PROMETHEUS**

The X-303



3

SHIP - SGC

Each time you assign *Prometheus*, you may pay 3 power. If you do, ready a character who has a promotion token.

Victory: Place a **promotion token** on a team character. (He gets point value +1 for each such token, to a maximum point value of 6.)

"Sir, we can't call it the Enterprise."
—Samantha Carter

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1 **Seberus**

Racing Ship



1

Ship

Each time you assign Seberus you may pay 3 power. If you do, ready a support character.

With his determination and resourcefulness, the Serrakin pilot Warrick modified this prison transport to race in the Loop of Kon Garat.

3 C 215

3 **Selmak's Tel'tak**

Scout Ship



1

Ship - Tok'ra

While Selmak's Tel'tak is assigned, each character who has a promotion token gets skills +1.

Success: Place a **promotion token** on an assigned team character.

Small transport used by Selmak and his host Jacob Carter on stealth missions.

3 R 216

1 Tok'ra Tel'tak



Ship - Tok'ra

Success: Look at the top card of your mission pile. Place it on the top or bottom of that pile.

With limited resources available to them, the Tok'ra have only a small number of ships at their disposal. None are capable of standing toe-to-toe with a Goa'uld Ha'tak. They instead deploy their scout ships on precise, covert missions to further their cause.

3U217

2 Trust-Controlled Al'kesh
[Commandeered Vessel]



Ship - NID

Victory: You may pay 4 power. If you do, destroy an assigned adversary.

Operatives of the Trust located the cloaked ship abandoned in orbit by Osiris when he was removed from his human host. From it, they began launching biochemical attacks on enemies of Earth.

3U218

4 ADRIA'S MOTHERSHIP
[Light of Origin]



SHIP - ORI

Victory: You may pay 3 power. If you do, **blockade** a mission. (Place the top card of your opponent's mission pile face up beneath this card. Return any blockaded mission it already has.)

Failure: Destroy a support character for each blockaded mission.

Spreads truth throughout the galaxy.

3 R 219

2 Al'kesh Bomber



Ship - Goa'uld

Each time you assign this ship, you may choose a glyph on an assigned character and pay power equal to its experience. If you do, your opponent may choose to pay the same amount of power. If he doesn't, he puts that glyph on the bottom of his mission pile.

Heavily armed for its size, this type of ship is often used to put down slave rebellions.

3C220

3 Anubis' Mothership
[Seat of Power]



Ship - Goa'uld

Each time you assign Anubis' Mothership, you may pay 1 power. If you do, search your deck for a Goa'uld card, reveal it, take it into hand, and shuffle your deck.

Anubis traveled the galaxy on this ship, searching for the Goa'uld crystals known as 'the Eye' so he could assemble a weapon of mass destruction.

3R221

3 Apophis' Ha'tak
[The Serpent's Tooth]



Ship - Goa'uld

Apophis' Ha'tak gets firepower +X, where X is equal to the experience of the current mission.

Victory: Your opponent may stop two characters. If he doesn't, you may stop a character.

Flagship commanded by Apophis in his assault on Earth.

3U222

1 Archaic Tel'tak



Ship - Goa'uld

Each time you assign this ship, you may pay 2 power. If you do, ready or unblock an adversary.

The design of the Goa'uld Tel'tak has seen some changes over the centuries. A few of the old ships are still operable, including one hidden by Osiris in the desert near Cairo before he was imprisoned by Seth.

3C223

2 Aschen Harvester



Ship

Victory: Gain 1 power for each blockaded mission.

Failure: You may pay 2 power. If you do, **blockade** a mission.

This advanced ship is used to transport goods between planets under Aschen control.

3U224

3 Baal's Ha'tak
[Mighty Warship]



Ship - Goa'uld

Victory: You may pay 3 power. If you do, **blockade** a mission.

Failure: Stop a character for each blockaded mission.

When Baal rose to power after centuries in the shadows, he revealed in its rewards.

3R225

1 **Death Glider**



2

Ship - Jaffa

Victory: You may pay X power. If you do, destroy an assigned support character that costs X.

These nimble fighters have been a ubiquitous threat since the very first explorers from Earth set foot on Abydos.

3C226

2 **Gadmeer Ship**
Legacy of a Civilization



3

Ship

Failure: Look at the top card of your opponent's mission pile. Place it on the top or bottom of that pile.

This computer-controlled "ark" searches the galaxy for a planet on which to recreate life from the homeworld of its long-extinct creators.

3U227

3 **Goa'uld Ha'tak**



3

Ship - Goa'uld

Each Goa'uld card in your villain score pile gets cost +1.

Failure: Destroy a stopped hero ship.

Over time, the Goa'uld warship has incorporated a secondary superstructure. The core pyramid design, however, has stayed the same for millennia.

3C228

1 **Lucian Alliance Freighter**



1

Ship

Each time you assign this ship, you may choose one: pay X power and place X cards from your hand face down beneath this ship; or gain 1 power for each card beneath this ship and then place those cards in your discard pile.

These linked cargo containers are used mainly to transport the addictive crop kassa.

3U229

2 **Ori Fighter**



2

Ship - Ori

Failure: You may pay 2 power. If you do, **blockade** a mission. (Place the top card of your opponent's mission pile face up beneath this card. Return any blockaded mission it already has.)

The worshippers of the Ori seek to destroy only those who won't accept Origin. Their powerful fighters are used more to

3C230

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.

3U231

2 **Ra's Mothership**
Vessel of the Sun God



3

Ship - Goa'uld

Each time you assign Ra's Mothership, you may pay 3 power. If you do, place an assigned support character face down beneath it.

Victory: The current mission gets difficulty +1 for each card beneath Ra's Mothership.

With this mighty warship, the Goa'uld Ra enslaved the people of countless worlds.

3R232

2 **Replicator Lander**
Vanguard



1

Ship - Replicator

Replicator Lander gets firepower +1 for each other Replicator card at the current mission.

Each time you assign Replicator Lander, you may pay X power. If you do, take a Replicator card that costs X from your discard pile into hand.

This craft disengages from a mothership to transport Replicators to a planet surface.

3U233

3 **Replicator Mothership**
Symbol of Change



4

Ship - Replicator

While Replicator Mothership is assigned, each Replicator adversary gets difficulty +1.

Victory: You may pay 1 power. If you do, each Replicator obstacle at the current mission gets difficulty +1.

Most of the Replicator ships are taken from other species, but when Fifth took control of them, original designs began to appear.

3R234

5 Adria
Leader of Great Enlightenment

2
2
2

Adversary - Ori

Each time you assign Adria, ready an assigned character. He is blocked from the current mission.

"We thwarted all efforts against us. Crippled your fleet. Met with little if any resistance on the worlds that we redeemed. Opposition to the Ori is clearly hopeless, but you continue to struggle against the inevitable."

3UR235

4 Dr. Jackson
Spy for Apophis

3
2

Adversary - Goa'uld

Each time you assign Dr. Jackson, gain 1 power for each glyph on the assigned character who has the most glyphs. When you score Dr. Jackson, incapacitate an SGC team character.

In an alternate reality, Daniel Jackson was secretly implanted with a symbiote; then returned to his team to work undercover.

3UR236

2 Jack O'Neill
Jack of All Trades

0
1
3
3

Character - Team - SGC

☐ and ☐: Missions get difficulty -1.
☐ and ☐: Missions get difficulty -1.
"I can be as diplomatic and open-minded as anyone."

3UR237

4 Jonas Quinn
Adventurer

2
2
1
1

Character - Team - SGC

Each time you assign Jonas Quinn, reveal one card from the top of your deck for each different glyph he has. He gets skills +1 until the end of the current mission for each villain card revealed. Place the cards you revealed in any order on the bottom of your deck.

"I just want to be given the opportunity to prove that I can make a difference."

3UR238

5 Bellskner
Thor's Chariot

4

Ship - Asgard

Victory: Place a promotion token on a team character.
Success: If a character who has a promotion token is assigned, you may destroy an adversary.
Flagship of Supreme Commander Thor. With it, he removed the Goa'uld from Cimmeria.

3UR239

3 Apophis' Mothership
The Serpent's Venom

4

Ship - Goa'uld

While Apophis' Mothership is assigned, Goa'uld obstacles and Jaffa obstacles get difficulty +1.
When Apophis overthrew Sokar, he gained control of his fallen rival's vast resources. With them, he built the largest and most powerful ship ever to be commanded by a System Lord.

3UR240