STARGATE TRADING CARD GAME

CURRENT RULINGS

September 14, 2007

The Current Rulings document (or CRD) is an official supplement to the Stargate TCG rulebook. It is updated periodically, and should be used by tournament directors in making tournament rulings.

This CRD contains all rulings issued since the System Lords rulebook (August 2007). These rulings are effective immediately. Entries that are new or revised since the previous edition of the CRD (August 14, 2007) are marked with an asterisk (*).

* Aldwin, Tok'ra Agent

Erratum:

His Combat skill is decreased from 2 to 1.

* Canopic Jar

Erratum (first paragraph of game text only):

Stop an assigned adversary — Place this gear on him. You can do this only if this gear isn't on an adversary.

(The other paragraphs of this card's game text are unchanged.)

* Frank Simmons, Government Adversary

Erratum:

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

* Ishta, Leader of the Hak'tyl Resistance

Erratum:

Each time Ishta earns a glyph she already has, you may destroy an adversary.

* Jack O'Neill, Dynamic Leader

Erratum (second paragraph of game text only):

⊐ and ⚔: Each assigned character gets 🔵 +1 while Jack O'Neill is assigned.

(The first paragraph of this card's game text is unchanged.)

Jack O'Neill, Team Leader

Erratum:

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.

resolving the current mission

A mission with no characters assigned to it is a failure, even if the mission's difficulty has been reduced to 0.

* SGC Emblem

Erratum:

Its cost is increased from 3 to 4.

skills

If a card modifies a character's skills "until the end of the current mission," the modification stays in effect even if the card leaves play or becomes incapacitated.

Harold Maybourne's game text reads: "🎵, Stop Harold Maybourne – All other team characters get skills +1 until the end of the current mission." *If he is incapacitated after using this game text, the other team characters still have skills +1.*

Hathor's game text reads: "Each time you assign Hathor, each character already assigned gets skills -1 until the end of the current mission." *If you assign Hathor, and she is later destroyed, the character who were assigned before her still have skills -1.*

Team Compromised

If more than one copy of this obstacle is played during the same mission, the hero player may choose to block the same character each time.