










## TURN SEQUENCE

- 1) Power Phase
- 2) Mission Phase
  - a) Performing Actions
  - b) Resolving the Current Mission
    - i) Determine Success or Failure
    - ii) Use Success and Failure Game Text
    - iii) Revive or Score Adversaries
    - iv) Earn a Glyph
  - c) Deciding to Continue
- 3) Debrief Phase

## SKILLS

-  Culture
-  Science
-  Combat
-  Ingenuity

## GLYPHS

-  Gemini
-  Libra
-  Orion
-  Pisces
-  Scorpius
-  Triangulum



COMIC  
IMAGES



# STARGATE™

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## TRADING CARD GAME



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## Introduction

Prepare to step through the Gate! In *Stargate TCG*, you'll guide a team of characters on journeys to other worlds, overcoming obstacles, defeating adversaries, and completing missions along the way. All the fun and adventure of the hit television series is here to enjoy!

As a trading card game, *Stargate TCG* isn't limited to a single deck of cards that never changes. Hundreds of different available cards make for a huge variety of strategies, as you build your own decks from your personal collection.

## CARD TYPES

There are six types of cards in the game. Four are **hero cards**, used only during your own turn: character, mission, gear, and event. Two are **villain cards**, used only during your opponent's turn: obstacle and adversary.



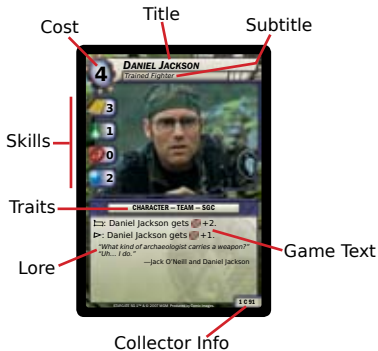
Hero cards have a Stargate icon in the upper left corner, while villain



cards have a pyramid icon.

## Character

Character cards represent people who work for or with Stargate Command, including people from other planets you encounter on your journeys through the Stargate. There are two subtypes of characters: team and support.



**Team** characters are your primary explorers. You begin each game with exactly four team characters in play in front of you. Each one has a rating in all four of the different skills in the game:



**Support** characters assist your team in overcoming obstacles and completing missions. They are played from your hand during the game. A support character usually has a rating in only one or two skills.

Many characters are portrayed in multiple versions, each one a different character card.

Though each version shares the same title, they have different subtitles.



## Mission

Mission cards represent the places your characters travel to through the Stargate. They will need to use one of the four skills to complete each mission. You'll often need two or more characters, working together, to succeed in meeting a mission's requirements.

In each game, you will have exactly 12 missions.



The experience on a mission is one of the ways you can win the game. The glyph is earned by one of the characters who successfully completes it, sometimes increasing his abilities. There are six different glyphs:



## Gear

Gear cards represent the equipment used by your characters. Some are conventional military items such as weapons, while others are special devices used by the SGC, such as the MALP. Still other gear represents alien technology.



## Event

Event cards represent critical moments in your adventures. When you play an event, you carry out its effects and then place it in your discard pile.

(The different aspects of an event card are the same as those of a gear.)



## Obstacle

Obstacle cards represent the unexpected trials and challenges a team faces as it travels through the galaxy. An obstacle could be anything from a strange disease to hostile natives to governmental red tape back on Earth.



## Adversary

Adversary cards represent individuals that oppose a team, such as Goa'uld System Lords, Priors of the Ori, and other major enemies.



Some adversaries are portrayed in multiple versions, each one a different adversary card. Though each version shares the same title, they have different subtitles.

Note that while adversaries have some apparent similarities to characters, they are *not* characters.

## STARTING A GAME

Each player places his four team characters face up in a row in front of him. He takes his 12 missions, shuffles them, and sets them to one side as his *mission pile*. He then shuffles his remaining cards to form his *deck*.

Each player totals the point values of his four team characters. This number becomes his *opponent's victory total*.

If you have the highest victory total, you become the first player. (In case of a tie, determine the first player randomly.) Your opponent chooses one of your team characters and stops it. (You will be unable to make use of that character during your first turn. Stopping is described in full later; see **Hero Player Actions**.)

*Paul's four team characters have point values of 2, 3, 4, and 5, making Jason's victory total 14. Jason's team characters have point values of 3, 3, 3, and 4, making Paul's victory total 13. Jason's victory total is higher, so he becomes the first player. Paul then stops one of Jason's team characters.*

Each player then draws eight cards from his deck to create his opening hand. After looking at your opening hand, you may decide to shuffle it back into your deck, then draw

the same number of cards for a new opening hand. You may do this only once. (The first player decides whether to do this before the second player.)

As you play the game, you may encounter cards that contradict rules described in this rulebook. The game text of cards always supersedes the rules.

## TURN SEQUENCE

Players alternate taking turns. One player's turn consists of each of the following phases, in order.

- 1) **Power Phase**
- 2) **Mission Phase**
  - a) **Performing Actions**
  - b) **Resolving the Current Mission**
  - c) **Deciding to Continue**
- 3) **Debrief Phase**

When it is your turn, you are the **hero player**; all villain cards you have in play are ignored by both players. During your opponent's turn, you are the **villain player**; all hero cards you have in play are ignored by both players.

## POWER PHASE

In this first phase of each turn, players receive an amount of power they will have available during the turn. Each player receives 3 power, plus 1 power for each glyph beneath the hero player's characters.

*It's Jason's turn, and there are two glyphs beneath his characters (from completing two missions on previous turns). Jason and his opponent Paul each receive 5 power to spend during this turn.*

Power can't be saved from one turn to the next; anything you don't spend by the end of the turn is lost.

You may find it helpful to use glass beads, dice, a pencil and paper, or some other means to track the power you receive, and how you spend it as the turn unfolds.

## MISSION PHASE

When you are the hero player, you take the top card of your mission pile and play it face up between you and your opponent. This is the *current mission*, the first destination for your characters during this turn. (They may later travel to other destinations, so you should leave space to the right of the mission.)

*Jason turns over the top card of his mission pile, Supply Raid, and plays it face up in front of him.*

The mission phase is separated into three steps: **Performing Actions**, **Resolving the Current Mission**, and **Deciding to Continue**.

### Performing Actions

In this step, players alternate back and forth, each having the chance to perform an action, beginning with the hero player. Each player may perform any number of actions during the mission phase (even none), but must perform them one at a time, allowing his opponent a chance to perform an action in between.

You may "pass" when it is your chance to perform an action. Passing once does not prevent you from performing an action later on. If both players pass consecutively, proceed to "Resolving the Current Mission."

### Hero Player Actions

When you are the *hero player*, there are three kinds of actions you can perform: play a card, assign a character, and boost a character.

**Play a card.** You may play an event, support character, or gear card from your hand. You must pay the power cost listed on the card, subtracting it from your total available power for the turn. If you don't have enough power to pay this cost, you can't play the card.

When you play an *event*, carry out its game text immediately, then place the card in your discard pile.

When you play a *support character* or a *gear*, place the card face up in front of you, in a row behind your team characters.



You can't play a character if you already have a character (team or support) that has the same title in play, even if the two have different subtitles. There is no such restriction for gear.

By default, all your characters and gear are *ready*, available for you to use in performing other actions described later.

As a result of a player's actions, a ready card can become *stopped*. A stopped card is no longer ready, and is unavailable for use through the rest of the turn. As your cards become stopped, place them in a column to the left of the current mission. A card that is already stopped can't be stopped again.

If one of your support characters or gear is *destroyed*, place it in your discard pile.

**Assign a character.** You may assign a *ready* character to the current mission. Pick up the character and place him in a column below your side the mission. (He is then no longer *ready*, he becomes *assigned* instead.)

You can assign a *team* character to the current mission even if his rating in the skill it requires is 0; you can assign a *support* character to the mission only if he has some rating in the required skill.





To complete the current mission during the next step, the total skills contributed by your assigned characters must be equal to or greater than its difficulty. Assigning characters is your means to ensure success.

**Boost a character.** If you have a character card in your hand that has the same title as a character you have assigned to the current mission (even if it has a different subtitle), you may discard it from your hand. The assigned character gets skills +1 until the end of the current mission.

You may boost the same character more than once during the same mission.

### Villain Player Actions

When you are the *villain player*, there are five kinds of actions you can perform: play an obstacle, play an adversary, assign an adversary, boost an adversary, and play a complication.

**Play an obstacle.** You may play an obstacle card from your hand. You must pay the power cost listed on the card, subtracting it from your total available power for the turn. If you don't have enough power to pay this cost, you can't play the card.

Each obstacle has a *difficulty* rating in one or more of the four skills. (Sometimes, this rating is 0.) You can't play an obstacle unless one of these matches the current mission's required skill.

When you play an obstacle, place it in a column below your side of the mission. Each obstacle adds its difficulty to that of the current mission. If an obstacle has a rating for more than one skill, pay attention only to the difficulty for the skill matching the current mission.

**Play an adversary.** You may play an adversary card from your hand. As with obstacles, you must pay the power cost listed on the card. It is not necessary for you to match one of the adversary's difficulty ratings to the one required by the current mission.

When you play an adversary, place him face up in front of you, in a row separate from your hero cards. You can't play an adversary if you already have an adversary that has the same title in play, even if the two have different subtitles.



Like the hero player's characters and gear, adversaries are *ready* by default, and may become *stopped* as players perform actions. Place any stopped adversaries in a column to the side of the current mission (opposite the hero player's stopped cards).

If one of your adversaries is *destroyed*, place him in your discard pile.

**Assign an adversary.** You may assign a *ready* adversary to the current mission. (He is then no longer *ready*, he becomes *assigned* instead.) You can do this only if he has some rating in the skill required by the current mission. He adds that difficulty rating to the mission's difficulty.

You can't assign an adversary to a mission if you already have another assigned there.

**Boost an adversary.** If you have an adversary card in your hand that has the same title as an adversary you have assigned to the current mission (even if it has a different subtitle), you may discard it from your hand. The assigned adversary gets difficulty +1 until the end of the current mission.

You may boost the same adversary more than once during the same mission.

**Play a complication.** You may pay power to take *any* card from your hand (hero or

villain) and place it *face down* at the current mission. The card becomes a complication, and adds 1 to the difficulty of the mission.

The cost to play a complication is 1 power, plus 1 power for each other complication already at the current mission. If you don't have enough power to pay this cost, you can't play the complication.

*The first complication you play at a mission costs 1 power. A second would cost 2 power, a third 3 power, and so forth.*

If a complication is somehow destroyed after it is played, it no longer affects the cost of subsequent complications.

## Activated Abilities

As the hero player or villain player, you may also use an activated ability on one of your cards in play when it is your turn to perform an action. An activated ability is any paragraph of game text that contains a "—" symbol.

The part before that symbol is the cost to use that activated ability. If you are unable to pay this cost, you can't use the activated ability. The cost isn't necessarily an amount of power. It may include one or more glyphs (described later; see **Earn a Glyph**).

The part after that symbol is the effects you carry out after paying the cost.

You may use the same activated ability more than once, as separate actions, provided you can pay its cost each time.

### Example of Performing Actions

*Jason is now attempting his Supply Raid mission. It requires 4 Combat, so he assigns Teal'c (who has 3 Combat) to it.*

*Paul passes.*

*Jason plays Olaf from his hand, costing 3 of the 5 power he can spend this turn.*

*Paul passes again.*

*Jason assigns Olaf, who has 2 Combat, to the mission. His assigned characters now have a total Combat rating of 5, enough to succeed.*

*Paul now plays an obstacle from his hand, Salish Spirits, costing 2 of the 5 power he can spend this turn. It adds 2 Combat to the mission difficulty, raising it to 6.*

*Jason boosts Olaf's skills, discarding a copy of Olaf. Olaf now has 3 Combat, and Jason has a total Combat of 6.*

*Paul plays a complication, taking a card from hand and placing it face down at the mission. This costs 1 power (leaving him 2 for the rest of the turn), and raises the mission's difficulty by 1. It now requires 7 Combat.*

*Jason assigns Rak'nor, who has 2 Combat. He now has more than enough to succeed.*

*Paul passes, and Jason then passes behind him. It is time to resolve the mission.*

## Resolving the Current Mission

Once both players pass consecutively in the previous step, resolve the current mission.

### Determine Success or Failure

If the total skills contributed by the assigned characters are equal to or greater than the difficulty of the mission (as increased by the obstacles, adversary, and complications there), the hero player succeeds at the mission. If not, he fails.

*Jason has a total of 8 Combat assigned to Supply Raid. The mission's difficulty, including the obstacle and the complication Paul played there, is 7. Jason succeeds at the mission.*

### Use Success and Failure Game Text

Next, players use any game text that is triggered by the resolving of a mission. Such text is labeled either with the **Success** or **Failure** keyword, and is used depending on whether the mission was a success or a failure. This game text is *not* optional unless specified (using the word "may"). Players use only the game text on the current mission and on the cards assigned there.

The hero player first uses any game text on his hero cards (in the order of his choice), then



Ready adversary

## VILLAIN PLAYER

Hero cards  
(not used this turn)



Discard pile and deck



Mission pile



Obstacles and adversaries at the current mission



Current mission



Failed mission

Stopped adversaries



## HERO PLAYER

Villain score pile  
(not in play)



Mission pile



Discard pile and deck

Assigned characters



Ready cards  
(Team characters in the front row)

Villain card  
(not used this turn)



Stopped characters



the villain player uses any game text on his villain cards (in the order of his choice).

*The Supply Raid mission was a success, so Jason now uses its game text: "Success: Your opponent loses 2 power." Had he failed, Paul would have used the game text on Salish Spirits: "Failure: Destroy a support character." Paul would have destroyed Olaf.*

Whether the mission was a success or a failure, all characters assigned there now become stopped.

## Revive or Score Adversaries

Once all appropriate game text has been used, if the villain player assigned an adversary to the current mission, he must decide if he wants to **revive** or **score** that adversary.

**Revive.** Each adversary has a revive cost (separate from his power cost). To revive one of your adversaries, you must take a number of cards equal to that revive cost from the top of your deck, then place those cards in your discard pile. Remove the adversary from the current mission. He becomes stopped. You may revive an adversary whether the mission was a success or a failure. If you don't have enough cards remaining in your deck to pay the revive cost, you can't revive the adversary.

**Score.** To score one of your adversaries, remove him from the current mission and place him in your villain score pile. He is no longer in play. You may later play another copy of that same adversary (and you may score that copy as well). You can *only* score an adversary when the hero player failed the current mission.

If you decide to neither revive nor score an assigned adversary, destroy him.

You don't revive, score, or destroy any adversaries you didn't assign to the current mission.

Once the villain player has chosen to revive or score (or neither), he destroys all obstacles and complications at the current mission.

## Earn a Glyph

If the mission was a failure, proceed to the next step.

However, if the mission was a success, it becomes a glyph which one of the hero player's characters now earns. The hero player takes the glyph and places it beneath one of the characters that was assigned there at the resolving of the mission. It is placed so the right side of the card, showing



the experience, is visible to both players. You should then check to see if hero player has won the game (as described later).

*Jason takes the completed Supply Raid mission and places it underneath Teal'c, one of the characters he assigned there.*

Some characters have game text that is triggered each time they earn a glyph, and this would be used now. (There are also cards that can *move* a glyph from one character to another; in those cases, the second character is not *earning* the glyph.)

Glyphs may be earned either by team or support characters, as you choose. However, when a support character who has any glyphs is destroyed, you must place those glyphs face down on the bottom of your mission pile (in the order of your choice).

Team characters may have activated abilities that include glyphs as part of their cost. You pay the cost to use these (during the Performing Actions step) by simply having that glyph beneath the character; you do not lose the glyph in doing so.

*Harold Maybourne's game text reads: "P, Stop Harold Maybourne – All other team characters get skills +1 until the end of the current mission." To pay the cost, you stop him when he has a P glyph beneath him.*

Remember that an activated ability always contains the “—” symbol. Other characters have game text that instead uses a glyph followed by a colon. This kind of game text is not used by you as an action, but is continuous as long as the character has the specified glyph beneath him. The game text applies only once, even if the character has more than one of the specified glyph.

*Part of Svetlana Markov's game text reads: "▷: Svetlana Markov gets +1." As long as she has a ▷ glyph beneath her, she has 1 more Ingenuity. She doesn't get 2 more Ingenuity if she has two ▷ glyphs beneath her.*

## Deciding to Continue

The current mission has now ended. Its game text is now ignored. The hero player must then decide if he wants to continue to another mission this turn.

As the hero player, you may now play a new mission. To do this, you must pay 1 power for each failed mission this turn. The villain player *gains* power equal to this amount.

*If you have failed no missions this turn, it costs you no power to play a new mission. But if you have failed two missions this turn, you must pay 2 power to play another. Your opponent would also gain 2 power.*

If you decide to play a new mission, take the top card of your mission pile and play it face up between you and your opponent (to the right of any failed missions from earlier in the turn). It is now the current mission. Return to the first step of the mission phase, Performing Actions.

Any power already spent by players is not recovered. Any characters already stopped remain stopped. Players must deal with the new mission using only the resources they have remaining.

*Jason decides to attempt another mission after Supply Raid. Teal'c, Olaf, and Rak'nor remain stopped from resolving that mission, and can't be used to assist with subsequent missions. Jason now turns over the top card of his mission pile and plays it.*

*Jason and Paul now repeat the same process of attempting this new mission. Jason has spent 3 power, and has only 2 remaining. Paul also has 2 power.*

The hero player may decide to play a new mission even if he has no ready characters he could assign there later during the Performing Actions step.

If the hero player decides not to play a new mission (or is unable to pay the costs to do so), proceed to the Debrief Phase.

## DEBRIEF PHASE

This phase occurs after all missions have been resolved and the hero player has chosen not to continue.

If you are the hero player, all your stopped cards become ready; return them to the appropriate rows of your play area. The villain player also readies all his stopped adversaries.

Then, you take all the failed missions left behind this turn and place them face down on the bottom of your mission pile (in the order of your choice).

*Jason failed in his second mission attempt, and decided not to continue. He now readies all his characters, then puts that failed mission face down on the bottom of his mission pile.*

After this, each player “refills” his hand to its regular, eight card size. If you have fewer than eight cards, draw until you have reached eight. If you have more, you must choose and discard cards until you have only eight. If you have exactly eight, do nothing.

The current hero player’s turn is now over. The next player then takes his turn, becoming the hero player.

*Jason played no other cards during his second mission attempt, so he now draws two cards to return his hand to eight cards.*

*Paul played three cards (the obstacle and the complication, plus another obstacle at the second mission Jason attempted), and now draws three cards to return his hand to its full size. Jason's turn is now over, and Paul begins his.*

If at any time a player draws the last card remaining in his deck, the game does not end. Instead, that player continues to play using the cards he has in play and in his hand.

## WINNING THE GAME

There are three ways to win the game, two as the hero player and one as the villain player. A game ends immediately, when a player meets any victory condition:

You win when your characters have a total of seven glyphs beneath them.

You win when your total experience (on the glyphs beneath your characters, and on any of your other cards) is equal to or greater than your victory total.

You win when the total cost of the adversaries in your villain score pile is equal to or greater than your victory total.

*Paul began the game with four team characters whose point values were 5, 4, 3, and 3, setting Jason's victory total at 15. Jason can win the game as the hero player*

*either by having seven glyphs, or 15 or more experience. He may win as the villain player by having a total cost of 15 or more in adversaries in his villain score pile.*

## BUILDING A DECK

In a trading card game, much of the fun comes from creating your own strategy by choosing the cards you'll use in your deck. The *Stargate* TCG decks you build must follow these rules:

You must include exactly 4 different team characters to play at the start of the game.

You must include exactly 12 missions for your mission pile. Your required skill mix must consist of exactly 3 🟡 missions, 3 🟢 missions, 3 🟠 missions, and 3 🔵 missions. You may use any mix of difficulties, experience, and glyphs.

The rest of your deck must include *at least* 20 hero cards and *at least* 20 villain cards. Any cards you include in excess of these 40 may be any mix of hero or villain cards. There is no maximum size to this portion of your deck.

You can't include more than three copies of the same card title in your deck (even if they have different subtitles).

You may include in your deck one or two copies of any team character you start the



game with. There is no way to play a team character from your hand during the game, but you will be able to use these copies to perform the “boost a character” action, or as complications when you are the villain player.

## THREE OR MORE PLAYERS

*Stargate* TCG is primarily intended for two players, but you may play a version with more players using a few simple adjustments.

Each player receives his victory total from the total point value of the team characters used by the player on his left. The player with the highest victory total becomes the first player. (In case of a tie, determine the first player randomly from all players tied for highest victory total.)

The first player has one team character stopped at the start of the game, chosen by the player on his left. The second player also has one team character stopped at the start of the game, but one he chooses *himself*. All other players begin the game normally (as the second player in a two-player game does).

During the game, when a player is the hero player, the player to his left is the villain player. All other players are *inactive* players during that turn. None of an inactive player's

cards, hero or villain, are in play. An inactive player receives no power to use during a turn.

## GLOSSARY

This glossary provides further clarification of some concepts introduced earlier in these rules. It also explains some new concepts.

### assigned

Assigned characters and adversaries can become stopped. (Assigned characters can also become incapacitated.) If this happens, the card is no longer assigned, and no longer contributes skills to the current mission.

### block

Some game text can cause a character or adversary to become blocked from one or more missions. A character or adversary who is blocked can't become assigned, even if he is ready. (However, if he is *already* assigned when he becomes blocked, he remains assigned.)

Blocked characters and adversaries who are still ready can be used in other ways; they just can't be assigned to a mission.

*Antarctic Rescue's* game text reads: “When you play this mission, your opponent chooses

a team character. He is blocked." *He blocks your Samantha Carter, whose game text reads: "▶, Stop Samantha Carter — Turn an obstacle at the current mission face down." You can't assign Samantha Carter to the mission, but you could still use her activated ability to affect an obstacle there.*

If a card in play that blocked a character or adversary is placed in a discard pile, that character or adversary immediately becomes unblocked. (Events are never in play.)

Blocking a card is sometimes a cost of using an activated ability. To pay such a cost, the card must be ready and not already blocked.

*P90's game text reads: "Stop this gear, block a team character from the current mission — Obstacles cost power +1 to play until the end of the current mission." The team character you block to pay this cost must be ready and not already blocked.*

## can't

If one piece of game text says you "can't" do something that a different piece of game text would normally allow, the "can't" takes precedence.

*Part of Harlan's game text reads: "Stop Harlan — Play a support character at normal cost, even if you already control a character who has the same title." Fall of Earth's*

*game text reads: "You can't play support characters." While Fall of Earth is the current mission, you can't use Harlan's game text to play a support character.*

## complication

Some game text allows you to turn an obstacle face down, changing it into a complication. Any ongoing effects of that obstacle's game text immediately end.

*Samantha Carter's game text reads: "▶, Stop Samantha Carter — Turn an obstacle at the current mission face down." If you use this to turn an obstacle face down that was blocking one of your characters, that character becomes unblocked.*

## discard pile

You may look through any player's discard pile at any time. The order of your discard pile is irrelevant. Whenever you take a card from your discard pile, you must show that card to your opponent.

## incapacitated

A ready, stopped, or assigned character can become *incapacitated* instead. When this happens, turn that character face down.

You do *not* ready an incapacitated character during the debrief phase. Instead, ready

and then immediately stop each of your incapacitated characters at the *start of your turn*. No card can ready an incapacitated character (unless the card specifically says it works on an incapacitated character).

*Jason has just failed a mission, and Paul played an obstacle there with this game text: "Failure: Incapacitate a team character." Paul chooses to turn Jason's Daniel Jackson character face down.*

*Later, in Jason's debrief phase, he does not ready Daniel Jackson. Instead, at the start of Jason's next turn, he readies and immediately stops Daniel Jackson. During that turn's debrief phase, Daniel Jackson would finally be ready.*

An incapacitated character's game text is ignored. You may still refer to his title and traits. The glyphs and experience beneath him still count towards winning the game, and can still be moved.

A character that is already incapacitated can't be incapacitated again.

## keyword

A keyword is a boldfaced word that appears in the game text of a card, and has special rules associated with it. Examples of keywords include **success** and **failure** (explained

earlier, under Resolving the Current Mission) and **withdraw** (explained elsewhere in this glossary).

## lore

Most cards have lore, italicized text that appears in a separate paragraph following the game text. Lore *never* affects the game in any way; it's there to provide information about the Stargate universe.

## negative numbers

There are no negative numbers in the game. When multiple modifications apply to the same number (such as amounts of a skill being taken away), if the final result is less than 0, that number becomes 0. If *another* modification is then applied, recalculate the result from the beginning.

## obstacle

Some game text refers to obstacles by skill type. It works as long as the obstacle has some rating in the skill, even if that is not the skill required by the current mission.

*Part of Zat Gun's game text reads: "Choose a 🎯 obstacle." You can choose an obstacle played at a 🍀 mission, as long as that obstacle has a 🎯 rating.*



## ready

While cards are readied normally during the debrief phase, some game text can ready an assigned, stopped, or incapacitated card at other times. Return the readied card to the appropriate row of your play area. If it was assigned to the current mission, it is no longer assigned, and no longer contributes skills to the current mission.

## skills

If a card affects the “skills” of a character or adversary without specifically naming any of the four skills, it affects only those skills that character or adversary already has.

*Part of Bra'tac's game text reads:*

“ or : While Bra'tac is ready, each Jaffa support character gets skills +1.” *Artok is a Jaffa support character who has 2 Combat, and no ratings in any other skill. Bra'tac would give Artok +1 Combat, but no Culture, Science, or Ingenuity.*

A rating of 0 is not the same as having no rating; a 0 can be modified by cards that affect “skills.”

*Seasoned Travelers' game text reads:*

“Choose a team character to get skills +1 until the end of the current mission for each

glyph he has.” *This card could give 1 Science to Teal'c, who normally has 0 Science.*

## states

Most cards in play exist in one of four states: ready, assigned, stopped, or incapacitated. A card can only be in one of these states at a time.

Characters can exist in any of the four states. Adversaries can be ready, assigned, or stopped. Gear can be ready or stopped. Events (which are never in play) and missions don't exist in any of the four states.

A card can become blocked while in any one of the four states.

## stopped

You may use a card's game text even while it is stopped, unless it says otherwise.

*Martouf's game text reads:* “Each other character who has at least one glyph matching one of Martouf's gets skills +1.” *Other characters can still get skills +1 even while Martouf is stopped.*

*Transport Rings' game text reads:* “Stop this gear, pay 3 power — Ready a character.” *This is an activated ability, and stopping the gear is part of its cost. You can't stop a*

*stopped card, so you can't use this while the Transport Rings is stopped.*

## traits

All cards (other than missions) list one or more traits in an area separate from their game text. Card type is one such trait. Every character has a trait of either *team* or *support*. Other traits include SGC, Goa'uld, Jaffa, and so on.

Effects in the game are often applied selectively only to cards that have a specific trait.

*Imhotep's game text reads: "When you play Imhotep, choose one: Stop a Jaffa team character; or stop all Jaffa support characters." When you play him, you may stop a card that has the Jaffa, team, and character traits, or stop all cards that have the Jaffa, support, and character traits.*

## triggered effects

Some cards have game text that is triggered by specific things happening in the game. The trigger is always described first, followed by an explanation of the effects that occur. Triggered effects always begin with the words "when," "each time," or "at."

*Brief Candle's game text reads: "When you play this mission, stop a character." Its effect triggers once, when you play the mission.*

*Ishta's game text reads: "Each time Ishta earns a different glyph, you may destroy an adversary." Her effect triggers whenever she earns a glyph she does not already have.*

*Part of Henry Hayes' game text reads: "At the end of your power phase, gain 1 power." His effect triggers during each of your power phases.*

Multiple triggered effects on different cards can sometimes be triggered by the same thing. In these cases, resolve the effects one at a time, in an order chosen by the hero player.

## withdraw

This keyword appears on some obstacles. It is always followed by a number. An obstacle with withdraw has the activated ability: "Destroy this obstacle – Gain X power," with X defined by the number.

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