

# **Artifact**

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**COLLABORATORS**

	<i>TITLE :</i> Artifact		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## Artifact

### 1.1 Artifact.guide

Artifact.guide

Artifacts

Q Artifacts

Main                      back to Main Node of STCCG

### 1.2 STCCG.guide/Universe/Card List/Artifacts

Artifacts

Rarity	Name	Card Type	Description
P	TFC		
	1962 Roger Maris	Baseball Card	
	immediately		trade for another artifact
R	FC		
	Antique Machine Gun	Equipment	A Use at start of battle to mortally wound two random choosed opponent's (or Rogue Borg ) (Androids only stunned)
R	OS		
	Betazoid Gift Box		look for and pull 3 cards from draw deck
R	QC		
	Blade of Tkon		immediately relocate any one planet location on the spaceline with all its cards
R	QC		
	Canar		immediately play on female and identify male, if ever together discard both

R	AU	Cryosatellite	container	seed at space location, seed	↔
				there up to one artifact and up to three AU	↔
				icon personnel	
R	AU	Data's Head	Equipment	Head has CUNNING=19, Computer	↔
				Skill. On a ship, RANGE, WEAPONS and	↔
				SHIELDS are +2.	
R	OS	Horga'hn	Event	Take double turns for	↔
				remainder of game	
R	AU	Iconian Gateway	Event	Play on planet. While in play,	↔
				any personnel/equipment can move from Gateway	↔
				to any other planet	
R	OS	Interphase Generator	Equipment	Nullifies Chalthos, Archers, Rebels,	↔
				Impassable Doors, Phased Matter, Crystalline Entity,	↔
				Armus and Nausicaans	
R	OS	Kurlan Naikos	Event	Ship Range, Weapons and Shields	↔
				tripled if 7 personnel types aboard	
R	FC	Magic Carpet Ride OCD	immediately	May seed at space location, owner	↔
				mayrelocate ship and away team to planet location	
R	QC	Mona Lisa	Equipment	player destroying equipment	↔
				directly loses 25 points	
R	AU	Ophidian Cane	Interrupt	Allow 3 through Devidian Door	↔
				OR double Devidian Foragers OR double	↔
				Empathic Touch	
R	Ant	Orb of Prophecy and Change	Equipment	look top card in draw deck and reinsert at	↔
				will	
P	TFC	Persistence of Memory	play anytime	reverses Horga'hn, Thought Maker, Mona	↔
				Lisa, Static Warp Bubble, Kivas Fajo-Collector, The	↔
				Traveller: Transcendence, Devidian Door, Supernova,	↔
				Black Hole, Anti-Time Anomaly	
R	AU	Receptacle Stones	Event	Play on opponent's ship, all space	↔
				Dilemmas encountered this turn are applied to	↔
				that ship/crew too	
R	AU				

	Ressikan Flute	immediately	get X=5 points for each Music personnel in play, destroyed with The Devil	↔
R	AU			
	Samuel Clemens' Pocketwatch	Interrupt	One action that MUST happen next on your turn happens now instead	↔
R	OS			
	Thought Maker	Interrupt	Rearrange opponent's draw deck	
R	OS			
	Time Travel Pod	Interrupt	Ship disappears for up to 5 turns	
R	OS			
	Tox Uthat	Event/Interrupt	Enable Supernova/Prevent Supernova	↔
R	OS			
	Varon-T Disruptor	Equipment	Doubles personnel STRENGTH	
R	OS			
	Vulcan Stone of Gol	Event	Kills everyone on Away Team without Youth or CUNNING>7	↔
R	FC			
	Zefram Cochrane's Telescope	Equipment	A Once each turn, if on planet with personnel allows to glance at all cards at one adjacent non-planet location	↔

For a description of terms used see  
Legend

.

### 1.3 STCCG.guide/Cards/Artifacts/1962 Roger Maris Baseball Card

Main Universe  
Artifacts  
FAQ Picture

1962 Roger Maris Baseball Card

Artifact  
Premium Fajo Collection

Play on table Fajo Collection icon

"One-of-a-kind trading card. Collectible icon of an ancient professional sport once played on Earth. Owned by Kivas Fajo. Still retains its original bubble gum aroma."

Immediately play on table. During you turn, you may trade

this artifact for any opponent's artifact in play. Players must immediately play traded cards as their own. (Not duplicatable.)

View the Picture of the card?

Any questions? See the FAQ.

See also the Fajo Collection Rules

Picture idea taken from 'The Most Toys'

For a description of terms used see  
Legend

.

Behind the scenes:

Because the image of the baseball card seen in "The Most Toys" was too small to achieve the desired level of detail, we purchased an original copy of the actual 35-year-old Roger Maris card and then made high-resolution digital scans.

Main Universe

Artifacts

FAQ Picture

## 1.4 STCCG.guide/Cards/Artifacts/Antique Machine Gun

Main Universe

Artifacts

FAQ Picture

Antique Machine Gun

Artifact

Rare

First Contact

Equipment

AU icon, First Contact icon

"21st century automatic weapon. Developed for faction wars against ECON in World War III. No stun setting. Rapid-fires small-caliber bullets. Owned and often used by Lily Sloane."

Use as Equipment card. At start of personnel battle, may target two opposing personnel or Rogue Borg (random selection). Mortally wounds targets (only stuns androids).

View the Picture of the card?

Any questions? See the FAQ.  
See also the First Contact Rules

Picture taken from 'First Contact'.

For a description of terms used see  
Legend  
.

Main Universe  
Artifacts  
FAQ Picture

## 1.5 STCCG.guide/Cards/Artifacts/Betazoid Gift Box

Main Universe  
Artifacts  
FAQ COTD#9 COTD#264 Picture

Betazoid Gift Box

Artifact  
rare Original Set

play immediately

"Traditional device for presenting important gifts. Its sculpted face comes to life boisterously presenting its contents for the recipient."

Immediately look through your draw deck for up to thirty seconds and choose three cards to place in your hand. Reshuffle draw deck and discard artifact.

View the Picture of the card?

What tells Habib in his COTD us about the card?  
What tells Wesley in a new COTD us about the card?

Any questions? See the FAQ.

Detailed info:  
From the FAQ:  
- neither Kevin nor Amanda can nullify this card

For a description of terms used see  
Legend  
.

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Picture taken from the episode 'Haven'

Main Universe

Artifacts

FAQ COTD#9 COTD#264 Picture

## 1.6 STCCG.guide/Cards/Artifacts/Blade of Tkon

Main Universe

Artifacts

COTD#321 Picture

Blade of Tkon

Artifact

rare

Q-Continuum

play immediately

"The Tkon Empire was so advanced that it possessed the ability to move planets at will. The empire became extinct some 600,000 years ago during the age of Makto."

Immediately relocate any one planet location, and all cards there, to a different place on the spaceline. Discard artifact.

Picture taken from the episode 'The Last Outpost'

View the Picture of the card?

What tells us Wesley in his COTD about the card?

Any questions? None currently in the FAQ!

For a description of terms used see

Legend

.

Main Universe

Artifacts

COTD#321 Picture

## 1.7 STCCG.guide/Cards/Artifacts/Canar

Main Universe

Artifacts

Picture

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Canar

Artifact  
rare Q-Continuum

play immediately

"A glowing device used by the Haliians to focus thoughts in a limited empathic form. Especially used to strengthen an emotional link during love."

Immediately play on one female personnel. Specify one male personnel at a different location. If those two personnel are ever present together, discard both.

Easter Egg Hunt:

Looks like something you'd buy from the Franklin Mint, doesn't it? The most exclusive of the "found" Easter Eggs, this one was found only a day before this phase of the contest closed. Amazingly enough, two people found the egg within hours of each other.

Picture taken from the episode 'Aquiél'

Any questions? See the FAQ

View the Picture of the card?

For a description of terms used see  
Legend

.

Main Universe

Artifacts  
Picture

## 1.8 STCCG.guide/Cards/Artifacts/Cryosatellite

Main Universe  
Artifacts  
FAQ COTD#169 Picture

Cryosatellite

Artifact  
rare AU

Seed card AU icon

"An ancient sublight vessel. Designed to carry and store cryogenically frozen humanoids until a cure for their death could be found and used to regenerate them."

Seed at a space location. May seed one additional artifact and up to 3 AU icon personnel here. Those personnel come aboard your ship when mission completed.

View the Picture of the card?

What tells us Wesley in his COTD about the card?

Any questions? See the FAQ

Detailed info:

From the FAQ:

- Personnel from an opponent's Cryosatellite is discarded.

Picture taken from 'The Neutral Zone'

For a description of terms used see  
Legend

.

Main Universe

Artifacts

FAQ COTD#169 Picture

## 1.9 STCCG.guide/Cards/Artifacts/Data's Head

Main Universe

Artifacts

FAQ Picture

Data's Head

Artifact

rare AU

Equipment

AU icon

"An excavation under the Earth city of San Francisco in 2369 discovered that the head of Lt. Commander Data had been lying there undisturbed for centuries."

Use as an equipment card. head has CUNNING=10 and Computer Skill. While on a ship, RANGE, WEAPONS and SHIELDS are +2. (Not cumulative.)

View the Picture of the card?

Any questions? See the FAQ

Picture taken from 'Time's Arrow'

For a description of terms used see  
Legend

.

Main Universe

Artifacts

FAQ Picture

## 1.10 STCCG.guide/Cards/Artifacts/Horga'hn

Main Universe

Artifacts

FAQ COTD#10 COTD#269 Picture

Horga'hn

Artifact

rare

Original Set

Event

"Mysterious symbol of sexuality from the pleasure planet Risa. To own one is to call forth its powers. To display one is to announce that the owner is seeking jamaharon."

Immediately plays on table. Artifact allows you to take double turns from now on. (Not cumulative)

Picture taken from 'Captain's Holiday'

View the Picture of the card?

What tells Habib in his COTD us about the card?

What tells Wesley in a new COTD us about the card?

Any questions? See the FAQ

For a description of terms used see  
Legend

.

Main Universe

Artifacts

FAQ COTD#10 COTD#269 Picture

## 1.11 STCCG.guide/Cards/Artifacts/Iconian Gateway

Main Universe  
Artifacts  
FAQ COTD#180 Picture

Iconian Gateway

Artifact  
rare AU

Event

"The now-extinct Iconians were "Demons of Air and Darkness" due to their advanced technology such as this instant transport portal to farflung planets."

Place in hand until played on a planet locations as an Event card. While in play, anyone's personnel and equipment can move instantly from Iconian Gateway to any other planet(s).

Picture taken from 'Contagion'

View the Picture of the card?

What tells Wesley in his COTD us about the card?

Any questions? See the FAQ

For a description of terms used see  
Legend  
.

Main Universe  
Artifacts  
FAQ COTD#180 Picture

## 1.12 STCCG.guide/Cards/Artifacts/Interphase Generator

Main Universe  
Artifacts  
FAQ COTD#15 COTD#284 Picture

Interphase Generator

Artifact  
rare Original Set

---

Equipment

"Experimental Romulan device that both cloaks and phases matter, allowing it to pass through normal matter."

use as Equipment card. Nullifies: Chalnoths, Archers, Rebels, Impassable Doors, Phased Matter, Crystalline Entities, Armus, and Nausicaans.

Picture taken from 'The Next Phase'. It is not from "Pegasus" as stated in COTD #15!

View the Picture of the card?

What tells Habib in his COTD us about the card?  
What tells Wesley in a new COTD us about the card?

Any questions? See the FAQ

For a description of terms used see  
Legend

.

Main Universe

Artifacts  
FAQ COTD#15 COTD#284 Picture

## 1.13 STCCG.guide/Cards/Artifacts/Kurlan Naikos

Main Universe  
Artifacts  
FAQ COTD#13 COTD#278 Picture

Kurlan Naikos

Artifact  
rare Original Set

Event

"Statues which open to reveal a multitude of similar but smaller figurines inside, representing the belief that each person is a community of individual voices and desires."

Place in hand until played on any ship as an Event card.  
If ship has all 7 personnel types aboard, its RANGE, WEAPONS and SHIELDS are all tripled. (Not cumulative.)

Picture taken from 'The Chase'

View the Picture of the card?

What tells Habib in his COTD us about the card?

What tells Wesley in a new COTD us about the card?

Any questions? See the FAQ

For a description of terms used see

Legend

.

Main Universe

Artifacts

FAQ COTD#15 COTD#284 Picture

## 1.14 STCCG.guide/Cards/Artifacts/Magic Carpet Ride OCD

Main Universe

Artifacts

FAQ Picture

Magic Carpet Ride OCD

Artifact

Rare

First Contact

Seed at space location

AU icon, First Contact icon

"High-res encoding of 20th century rock'n'roll, known for its enervating rhythms and unbearable volume. 'You don't know what we can find... on a Magic Carpet Ride.'"

May seed at a space location. Owner may relocate any ship at this location (and ship's Away Teams, if any) to any planet location on spaceline. Discard artifact.

View the Picture of the card?

Any questions? See the FAQ.

See also the First Contact Rules

For a description of terms used see

Legend

.

Picture taken from 'First Contact'.

Main Universe

Artifacts  
FAQ Picture

## 1.15 STCCG.guide/Cards/Artifacts/Mona Lisa

Main Universe  
Artifacts  
Picture

Mona Lisa

Artifact  
rare Q-Continuum

Equipment -25 points

"Priceless original oil painting by ancient Earth scientist Da Vinci. Stolen from the Louvre in 2243. Recovered from the collection of Kivas Fajo in 2366."

Use as Equipment card. If destroyed, the player directly causing the destruction (if any) loses points. (Not duplicatable.)

Easter Egg Hunt:

One entrant responded that the shuttlecraft in this picture was "very easy to see." Apparently, he was right!

Picture taken from 'The Most Toys'

View the Picture of the card?

Any questions? See the FAQ

For a description of terms used see  
Legend

.

Main Universe  
Artifacts  
Picture

## 1.16 STCCG.guide/Cards/Artifacts/Ophidian Cane

Main Universe  
Artifacts  
FAQ COTD#154 Picture

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Ophidian Cane

Artifact  
rare AU

Interrupt AU icon

"Disguised serpentine alien device used by the Devidians. When irradiated with the correct energy, the head comes alive and allows Devidians to control their time travel."

Place in hand until played as an Interrupt card to allow 3 through Devidian Door OR double Devidian Foragers to (four personnel) OR double Empathic Touch.

Picture taken from 'Time's Arrow, Part I'

View the Picture of the card?

What tells us Wesley in his COTD about the card?

Any questions? See the FAQ

For a description of terms used see  
Legend

.

Main Universe  
Artifacts  
FAQ COTD#154 Picture

## 1.17 STCCG.guide/Cards/Artifacts/Orb of Prophecy and Change

Main Universe  
Artifacts  
FAQ Picture

Orb of Prophecy and Change

Artifact  
rare Anthology

Equipment

"Third of the nine mysterious energy vortices called Tears of the Prophets by the Bajorans. Grants visions of the future. Only Orb not stolen by Cardassians during the occupation."

Use as Equipment card. Once each turn, you may glance at the top card of your draw deck. Insert it anywhere within your draw deck if you wish. (Not duplicatable.)

View the Picture of the card?

Any questions? See the FAQ.

Picture taken from an unknown Deep Space 9 episode.

For a description of terms used see  
Legend

.

Main Universe

Artifacts

FAQ Picture

## 1.18 STCCG.guide/Cards/Artifacts/Persistence of Memory

Main Universe

Artifacts

FAQ Picture

Persistence of Memory

Artifact

Premium

Fajo Collection

Play Immediately

Fajo Collection icon

"Surreal 1931 Salvador Dali painting stolen by Kivas Fajo."

Place in hand until played at any time on Horga'hn OR  
Thought Maker OR Mona Lisa OR Static Warp Bubble OR  
Kivas Fajo - Collector OR The Traveller: Transcendence  
OR "Devidian Door" OR Supernova OR Black Hole OR  
Anti-Time Anomaly. Reverse that card. (Not duplicatable.)

View the Picture of the card?

Any questions? See the FAQ.

See also the Fajo Collection Rules

Picture idea taken from 'The Most Toys'

For a description of terms used see  
Legend

.

Behind the scenes:

What can we say... it's surreal. Decipher creative director Dan Burns challenged the product development team to create a game effect worthy of this painting nefariously acquired by Kivas Fajo. Simulating the distorted time depicted in the Dali masterpiece, this artifact "warps" a number of prominent cards in many powerful and entertaining ways. We're sure you'll have a great time playing with it.

Speaking of time... While Decipher's been in business since 1983, it's amazing that in just three short years of making customizable card games, we've made more than 1,200,000,000 (yes, 1.2 billion!) cards. To put that in perspective, imagine that you are walking around the Earth at the equator. (Better get some good waterproof sneakers for this trek.) As you go, you're laying our cards end to end. By the time you're done, you've walked all the way around the world -- over two and a half times.

Main Universe

Artifacts

FAQ Picture

## 1.19 STCCG.guide/Cards/Artifacts/Receptacle Stones

Main Universe

Artifacts

FAQ COTD#163 Picture

Receptacle Stones

Artifact

rare AU

Event

"Ves Alkar, a Lumerian, used these mysterious objects in a ritual that would turn another person into a 'receptacle' for all negative thoughts, causing rapid aging and death."

Place in hand until played as an Event card on the crew of an opponent's ship. Any space Dilemmas you encounter this turn also apply to that ship and crew. Discard event.

Picture taken from 'Man of the People'

View the Picture of the card?

What tells Wesley in his COTD us about the card?

Any questions? See the FAQ

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For a description of terms used see  
Legend

.

Main Universe

Artifacts

FAQ COTD#163 Picture

## 1.20 STCCG.guide/Cards/Artifacts/Ressikan Flute

Main Universe

Artifacts

FAQ COTD#177 Picture

Ressikan Flute

Artifact

rare AU

Immediately Play AU icon X points

"Artifact from Kataan, a now-dead planet. 1,000 years after Kataan's demisa, a space probe gave Jean-Luc Picard this flute and a lifetime of memories in less than an hour."

Immediately play on table. X varies constantly, where X=5 points for each of your Music personnel in play. Destroy with The Devil. (Not duplicable.)

Picture taken from 'The Inner Light'

View the Picture of the card?

What tells Wesley in his COTD us about the card?

Any questions? See the FAQ

For a description of terms used see  
Legend

.

Main Universe

Artifacts

FAQ COTD#177 Picture

## 1.21 STCCG.guide/Cards/Artifacts/Samuel Clemens' Pocketwatch

Main Universe  
 Artifacts  
 FAQ Picture

Samuel Clemens' Pocketwatch

Artifact  
 rare AU

Interrupt AU icon

"This 19th century watch was discovered in a cave along with Data's head in 2369. After returning to the past, Clemens left the watch again to maintain the timeline."

Place in hand until played as an Interrupt card. One action that must happen on your next turn (such as your card draw), happens now instead.

Picture taken from 'Time's Arrow, Part II'

View the Picture of the card?

Any questions? See the FAQ

For a description of terms used see  
 Legend

.

Main Universe  
 Artifacts  
 FAQ Picture

## 1.22 STCCG.guide/Cards/Artifacts/Thought Maker

Main Universe  
 Artifacts  
 FAQ COTD#12 COTD#275 Picture

Thought Maker

Artifact  
 rare Original Set

Interrupt

"Outlawed Ferengi mind control device. Transmits signals

---

that implant sensory experiences and triggers emotions and memories."

Place in hand until played as an Interrupt card. Look at opponent's draw deck for ten seconds and rearrange as desired.

Picture taken from 'The Battle'

View the Picture of the card?

What tells Habib in his COTD us about the card?  
What tells Wesley in a new COTD us about the card?

Any questions? See the FAQ

For a description of terms used see  
Legend

.

Main Universe

Artifacts

FAQ COTD#12 COTD#275 Picture

## 1.23 STCCG.guide/Cards/Artifacts/Time Travel Pod

Main Universe

Artifacts

FAQ COTD#14 COTD#284 Picture

Time Travel Pod

Artifact

rare

Original Set

Interrupt

"Craft from the future, stolen in the past by Berlinghoff Rasmussen for his own gain."

Place in hand until played once as an Interrupt card on any ship. That ship travels into the future (disappears for up to 5 turns). Pre-announce the return time.

Picture taken from 'A Matter of Time'

View the Picture of the card?

What tells Habib in his COTD us about the card?  
What tells Wesley in a new COTD us about the card?

Any questions? See the FAQ

For a description of terms used see  
Legend

.

Main Universe

Artifacts

FAQ COTD#14 COTD#284 Picture

## 1.24 STCCG.guide/Cards/Artifacts/Tox Uthat

Main Universe

Artifacts

FAQ COTD#11 COTD#272 Picture

Tox Uthat

Artifact

rare

Original Set

Event/Interrupt

"Dangerous quantum phase inhibitor invented in the future  
by Kal Dano who hid it in the 22nd century for safekeeping."

Place in hand until played on table as an event  
(supernova can be played on later turn) OR as an  
interrupt (prevents supernova). Discard after use.

Picture taken from 'Captain's Holiday'

View the Picture of the card?

What tells Habib in his COTD us about the card?

What tells Wesley in a new COTD us about the card?

Any questions? See the FAQ

For a description of terms used see  
Legend

.

Main Universe

Artifacts

FAQ COTD#11 COTD#272 Picture

## 1.25 STCCG.guide/Cards/Artifacts/Varon-T Disruptor

Main Universe  
Artifacts  
FAQ COTD#17 COTD#291 Picture

Varon-T Disruptor

Artifact  
rare Original Set

Equipment

"Only five of these pistols weremade before being banned by the Federation. These vicious weapons disrupt the body from the inside out, causing a slow and painful death."

Use as Equipment card. Doubles all of your personnel's STRENGTH where present. (Not cumulative.)

Picture taken from 'The Most Toys'

View the Picture of the card?

What tells Habib in his COTD us about the card?

What tells Wesley in a new COTD us about the card?

Any questions? See the FAQ

For a description of terms used see  
Legend  
.

Main Universe  
Artifacts  
FAQ COTD#17 COTD#291 Picture

## 1.26 STCCG.guide/Cards/Artifacts/Vulcan Stone of Gol

Main Universe  
Artifacts  
FAQ COTD#16 COTD#288 Picture

Vulcan Stone of Gol

Artifact  
rare Original Set

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Event

"Ancient Vulcan telepathic weapon. Kills by magnifying aggressive and violent thoughts, bu can be blocked by peaceful thoughts."

Place in hand until played as an Event card. Kills everyone in an away team without Youth or CUNNING>7. Discard artifact.

Picture taken from 'Gambit, Part II'

View the Picture of the card?

What tells Habib in his COTD us about the card?

What tells Wesley in a new COTD us about the card?

Any questions? See the FAQ

For a description of terms used see  
Legend

.

Main Universe

Artifacts

FAQ COTD#16 COTD#288 Picture

## 1.27 STCCG.guide/Cards/Artifacts/Zefram Cochrane's Telescope

Main Universe

Artifacts

FAQ Picture

Zefram Cochrane's Telescope

Artifact

Rare

First Contact

Play on table

First Contact icon

Equipment

AU icon, First Contact icon

"Gazing at the celestial harmony, Zefram Cochrane escaped the squalor of his time and dreamed of the conquest of space. And how much money he could make."

Usea as Equipment card. Once each turn, if on a planet with your personnel, allows you to glance at all cards (seeded and in play) at one adjacent non-planet location.

View the Picture of the card?

Any questions? See the FAQ.  
See also the First Contact Rules

For a description of terms used see  
Legend

.

Picture taken from 'First Contact'.

Main Universe

Artifacts  
FAQ Picture

## 1.28 STCCG.guide/Universe/Card List/Q Artifacts

Q Artifacts

Rarity	Name	Card Type	Description
Set			
P	TFC		
	Picards Artificial Heart		
	Interrupt	play on personnel,	which dies when STRENGTH of ↔
		personnel is used	

For a description of terms used see  
Legend

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## 1.29 STCCG.guide/Cards/Q Artifacts/Picard's Artificial Heart

Main Universe  
Q Artifacts  
FAQ COTD#397 Picture

Picard's Artificial Heart

Q Artifact  
Premium Fajo Collection

Interrupt Fajo Collection icon

"You might have lived if you'd had a real one,  
instead of this unreliable piece of technology."

Immediately seed under this mission (even if a space mission). When mission completed (or scouted), owner places in hand until played as an Interrupt card, once

per game, on any personnel in play. That personnel dies whenever that personnel's STRENGTH is used. (May be nullified only by Katherine Pulaski, if present.)

View the Picture of the card?

Any questions? See the FAQ.  
See also the Fajo Collection Rules

Wesley tells us in COTD#397 about this card.

Picture taken from 'Tapestry'.

For a description of terms used see  
Legend  
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Behind the scenes:

The only existing Q artifact! Creating cards like this one is a labor of love for Decipher artists. We've always employed a proprietary software system to obtain state-of-the-art "fram pulls" from Paramount's digital masters. (This process is over fifty times more expensive than other systems typically used to obtain card images.) Although these digital pulls are of extraordinary quality, our artists further enhance them, using talent and computing power rivaling that used to make today's best motion picture special effects. Also, in the Fajo Collection, special printing techniques are used to elevate card images to levels never before achieved in any collectible card game. In the case of Picard's Artificial Heart, the surface of the heart is printed with a fifth color of metallic blue ink and a sixth color of metallic gold.

Main Universe  
Q Artifacts  
FAQ COTD#397 Picture

## 1.30 STCCG.guide/Universe/Legend

Legend

Here a short description of the different fields:

Rarity:

C common  
U uncommon  
R rare  
UR ultrarare  
P Premium/Promotional

Set

OS Original Set  
AU Alternate Universe Set, abbreviated to AU

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QC Q-Continuum Set, abbreviated to QC  
ANT Anthology  
WP Warp Pack  
TFC Fajo Collection  
FC First Contact  
PR Promotional

#### Affiliation

F Federation  
K Klingon  
R Romulan  
B Borg  
C Cardassian  
Fr Ferengi  
U Un-Aligned

#### Icon

A Alternate Universe card, Alternate Universe Door must be open  
Q Q-Continuum card, Q-Flash must be open

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