Star Trek Card Review

151 cards from the prerelease guide, in guide order, grouped by where they fall in the power structure. Dirt cards are left out. Click a card to enlarge it.

Bombs 5

Wins the game alone, costs 5 or less, and works in nearly any deck of its color. Pick first.



Captain Jean-Luc Picard

M #7 White {2}{W}

Others get +1/+1. Each creature or Spacecraft you cast makes an Officer.

Open on Scryfall



Mr. Spock, Science Officer

M #74 Blue

{2}{U}{U}

2/4 that turns every draw into two draws.

Open on Scryfall



Captain Kathryn Janeway

M #187 Green

{3}{G}

Extra land drop. Each creature you play explores, herself included.

Open on Scryfall



U.S.S. Enterprise-A, Free Spirit

M #43 White

{3}{W}{W}

Ward 2, three Officers on entry, flying lifelinker once stationed.

Open on Scryfall



Holo-Engineer

R #201 Green

{2}{G}{G}

3/3 plus a 3/3 token. Every token you make afterward becomes a 3/3.

Open on Scryfall

Premium Rares and Mythics 8

Strong, but each has a cost, a condition, or a narrow home. Take early, then check the deck fits.



Excalbian Gamemaster

M #16 White

{5}{W}

6 mana. Officers equal to your differently named lands, about 3 to 5.

Open on Scryfall



Khan, Vengeful Heart

M #119 Black

{2}{B}{B}

5/3 for 4. Recast from exile. The sacrifice and draw is optional.

Open on Scryfall



Kira Nerys, Firebrand

R #242 Gold RW

{1}{R}{W}

4/3 trample for 3. Best in aggressive RW.

Open on Scryfall



Captain James T. Kirk

M #142 Red {2}{R}

Looter, Officer maker or team pump when he enters or attacks.

Open on Scryfall



Dr. Joseph M'Benga

M #196 Green

{2}{G}{G}

3/3 that doubles counters. Strong in GW counters, plain elsewhere.

Open on Scryfall



Lieutenant Commander Data

M #69 Blue {2}{U}

Grows on every noncreature spell. Fine in UR and UB.

Open on Scryfall



Dr. Beverly Crusher

M #13 White

{2}{W}

Needs lifegain to matter.

Open on Scryfall



Scotty, Miracle Worker

M #79 Blue

{1}{U}{U}

Replays instants and sorceries. Needs cheap spells and creatures to bounce.

Open on Scryfall

Strong Removal 22

Play almost all of it. Save the best answers for threats that matter.



Khaaaaaaaaaaaannn!

U #154 Red {X}{R}

X instant, twice X damage.

Open on Scryfall



Plasma Cascade

C #164 Red {2}{R}

3 damage and a loot, instant.

Open on Scryfall



Transporter Malfunction

U #178 Red {1}{R}

3 damage, sorcery.

Open on Scryfall



Planetary Bombardment

C #162 Red {R}

1 mana, 2 damage, or 4 if a creature died.

Open on Scryfall



Genesis Effect

C #151 Red {4}{R}

6 damage, but you destroy one of your own lands.

Open on Scryfall



He's Dead, Jim

C #114 Black {3}{B}

Destroy target creature at instant speed.

Open on Scryfall



Resistance Is Futile

U #125 Black {1}{B}

Destroy a nonartifact creature, 2 mana.

Open on Scryfall



Eject the Warp Core

C #105 Black {1}{B}

-2/-2, or -6/-6 with kicker.

Open on Scryfall



Bat'leth

U #94 Black {2}{B}

Removal on a stick: -2/-2 when it enters.

Open on Scryfall



Impossible Choice

U #116 Black {2}{B}

Modal destroy or draw.

Open on Scryfall



D'Ghor Bloodletter

U #101 Black {2}{B}

Modal sweep or edict.

Open on Scryfall



Malfunctioning Holodeck

C #22 White {2}{W}

Exile any nonland permanent, ward 2.

Open on Scryfall



Set Phasers to . . .

C #34 White {W}

1 mana, stun or damage an attacker.

Open on Scryfall



70,000 Light-Years from Home

U #1 White {1}{W}

Exile a creature or Spacecraft.

Open on Scryfall



U.S.S. Excelsior, Cutting Edge

U #44 White {3}{W}

Destroys a tapped creature.

Open on Scryfall



Command Decision

C #8 White {1}{W}

Destroy a creature with power 4 or more.

Open on Scryfall



Common Goal

C #190 Green {1}{G}

Bite effect, 2 mana.

Open on Scryfall



Marooned

C #72 Blue {U}

Keeps one creature tapped.

Open on Scryfall



Guidance Failure

C #60 Blue {3}{U}

Tempo, not a permanent answer.

Open on Scryfall



Energize

U #56 Blue {1}{U}

Tempo, not a permanent answer.

Open on Scryfall



Type-2 Phaser

U #271 Colorless

{2}

Stuns a blocker, then gives +3/+0.

Open on Scryfall



Spatial Anomaly

U #296 Land

Land that kills a creature late.

Open on Scryfall

High-Value White 9

Usually make the 40 if white is one of your two colors.



Free Borg Revolutionaries

C #19 White

{3}{W}{W}

Open on Scryfall



DOT-7 Repair Squad

C #12 White

{3}{W}

Open on Scryfall



Shuttle Ace

C #36 White

{4}{W}

Open on Scryfall



Oberth-Class Starship

C #26 White

{1}{W}

Open on Scryfall



Hologram Janeway

U #21 White

{2}{W}

Open on Scryfall



Picard, Leading by Example

U #29 White {1}{W}

Open on Scryfall



Brad Boimler, Eager Ensign

U #5 White {1}{W}

Open on Scryfall



Deanna Troi, Psychic Counsel

R #11 White {1}{W}

Open on Scryfall



Ghost of Illyria

U #20 White {3}{W}

3/3 flier. Blink resets an enters trigger.

Open on Scryfall

High-Value Blue 13

Usually make the 40 if blue is one of your two colors.



Humpback Whales

C #65 Blue {4}{U}{U}

Open on Scryfall



Cetacean Ops

C #48 Blue {3}{U}

Open on Scryfall



Cloistered Telepath

C #50 Blue {1}{U}

Open on Scryfall



Interstellar Effigy

C #66 Blue {4}{U}

Open on Scryfall



Suurok-Class Science Vessel

C #83 Blue {2}{U}

Open on Scryfall



Consider the Prime Directive

C #51 Blue {2}{U}

Open on Scryfall



Subcommander T'Pol

R #82 Blue {2}{U}

Open on Scryfall



Enterprise NX-01

U #58 Blue {3}{U}

Open on Scryfall



V'Ger, the Intruder

U #87 Blue {6}{U}

Open on Scryfall



Zefram Cochrane, Warp Pioneer

U #90 Blue {2}{U}

Open on Scryfall



Wesley Crusher, Starfleet Cadet

R #89 Blue {2}{U}{U}

Open on Scryfall



Emergency Holographic Crew

C #55 Blue {3}{U}

3/4 body. Returns a Spacecraft or surveils 2.

Open on Scryfall



Melkotian Adjudicator

C #73 Blue {2}{U}

Flying, vigilance. Grows each time you face a dilemma.

Open on Scryfall

High-Value Black 10

Usually make the 40 if black is one of your two colors.



Cha'DIch Investigator

C #97 Black {4}{B}

Open on Scryfall



Rogue Artificial Intelligence

C #126 Black {4}{B}{B}

Open on Scryfall



Automated Warfare System

C #93 Black {2}{B}

Open on Scryfall



Assault Drone

C #92 Black {3}{B}

Open on Scryfall



Salt Vampire

R #127 Black {1}{B}

Open on Scryfall



Gabriel Lorca, Mirror Menace

U #108 Black {4}{B}

Open on Scryfall



Tal Shiar Operative

C #131 Black {1}{B}

Open on Scryfall



Tenacious Drone

C #133 Black {1}{B}

Open on Scryfall



Collation Trimatrix

R #98 Black {B}

Needs three artifact creatures. Borg tokens count.

Open on Scryfall



Stray from History

C #130 Black {2}{B}

Raise one or two creatures or Spacecraft, or take their best nonland card.

Open on Scryfall

High-Value Red 11

Usually make the 40 if red is one of your two colors.



Horta

C #152 Red {4}{R}{R}

Open on Scryfall



Dahar Master

C #146 Red {3}{R}

Open on Scryfall



Silicate Surveyor

C #172 Red {4}{R}

Open on Scryfall



Munitions Enthusiast

U #158 Red {1}{R}

Open on Scryfall



Captain Michael Burnham

U #143 Red {2}{R}

Open on Scryfall



Khan, Despot by Design

U #155 Red {4}{R}

Open on Scryfall



Targ Wrangler

U #175 Red {2}{R}

Open on Scryfall



Boarding Action

C #139 Red {1}{R}

Open on Scryfall



Savvy Profiteer

C #171 Red {1}{R}

Taps for red. Makes Treasure late.

Open on Scryfall



Starfleet Security

C #173 Red {R}

One-drop for aggressive decks.

Open on Scryfall



The Naked Time

U #159 Red {1}{R}

Landfall decks only. Fetches a Mountain, pumps new creatures one turn, then costs a land.

Open on Scryfall

High-Value Green 13

Usually make the 40 if green is one of your two colors.



Cold-Blooded Crew

C #189 Green {4}{G}{G}

Open on Scryfall



Xenobotanist

C #224 Green {1}{G}

Open on Scryfall



Moopsy

C #207 Green {G}

Open on Scryfall



Saurian Explorer

C #213 Green {3}{G}

Open on Scryfall



Syndicate Liquidators

U #218 Green {4}{G}

Open on Scryfall



Xindi Surveyors

C #225 Green {2}{G}

Open on Scryfall



Mugato

U #208 Green {3}{G}{G}

Open on Scryfall



Species 8472

U #214 Green {4}{G}{G}

Open on Scryfall



Saru, Unthreatened

U #212 Green {2}{G}

Open on Scryfall



U.S.S. Voyager, Lone Wanderer

U #222 Green {3}{G}

Open on Scryfall



Photosynthetic Physician

C #210 Green

{4}{G}

Open on Scryfall



Dominion Assault Force

C #194 Green

{3}{G}

4/4 vigilance for 4 with a graveyard or surveil mode.

Open on Scryfall



Neelix, Moral Support

U #209 Green

{1}{G}

Makes Food and grows with each life gain.

Open on Scryfall

High-Value Gold and Hybrid 12

Hybrid cards cost either color of their pair, so they fit a deck in one of those colors.



Constable Odo

U #230 Gold WU

{3}{W/U}{W/U}

Open on Scryfall



The Duras Sisters

U #235 Gold BR

{B/R}{B/R}

Open on Scryfall



L'Rell, Fierce Visionary

U #247 Gold BR

{1}{B}{R}

Open on Scryfall



Hemmer, Fixing What Is Broken

U #239 Gold WU

{W}{U}

Open on Scryfall



Locutus, the One Who Speaks

U #245 Gold WB

{W}{B}

Open on Scryfall



Phlox, Unorthodox Doctor

U #250 Gold GW

{2}{G}{W}

Open on Scryfall



The Doctor, EMH

U #234 Gold GW

{3}{G/W}{G/W}

Open on Scryfall



Worf, Honor-Bound Warrior

U #256 Gold RW

{R/W}{R/W}

Open on Scryfall



Kirk, Commanding Officer

U #243 Gold RW

{1}{R}{W}

Open on Scryfall



Gowron, Eager for Battle

R #237 Gold BR

{2}{B}{R}

Open on Scryfall



Seven of Nine

U #252 Gold UB

{2}{U}{B}

Open on Scryfall



Spock, Always Your Friend

U #253 Gold UR

{U}{R}

Open on Scryfall

High-Value Colorless 7

Fit any deck.



Class-F Shuttlecraft

C #259 Colorless

{3}

Open on Scryfall



U.S.S. Enterprise-D, Galaxy-Class

R #273 Colorless

{3}

Open on Scryfall



U.S.S. Cerritos, Following Up

U #272 Colorless

{5}

Open on Scryfall



Tricorder

C #270 Colorless

{1}

Open on Scryfall



Warp Core

C #274 Colorless

{2}

Open on Scryfall



Tea, Earl Grey, Hot

C #269 Colorless

{2}

Open on Scryfall



Sickbay

U #268 Colorless

{5}

Needs a deck that already gains life.

Open on Scryfall

High-Value Lands 30

Ten tapped Planet duals, five Outposts (one per color, modal on entry), ten shocklands and the Anomalies. Anomalies tap for colorless. Anomalies trade themselves for value late.



Andoria

C #275 Land

Open on Scryfall



Bajor

C #277 Land

Open on Scryfall



Cardassia Prime

C #280 Land

Open on Scryfall



Earth, Sector 001

C #281 Land

Open on Scryfall



Ferenginar

C #283 Land

Open on Scryfall



Orion

C #288 Land

Open on Scryfall



Qo'noS

C #291 Land

Open on Scryfall



Risa

C #293 Land

Open on Scryfall



Romulus

C #294 Land

Open on Scryfall



Vulcan

C #305 Land

Open on Scryfall



Federation Outpost

R #282 Land

Open on Scryfall



Ni'Var Science Academy

R #287 Land

Open on Scryfall



Quark's Bar

R #292 Land

Open on Scryfall



Q Continuum

R #290 Land

Green Outpost.
Modal on entry.

Open on Scryfall



The Unicomplex

R #304 Land

Black Outpost.
Modal on entry.

Open on Scryfall



Unexplored Territory

C #303 Land

Colorless. Pays 1 and sacrifices to fetch a basic.

Open on Scryfall



Blood Crypt

R #278 Land

Open on Scryfall



Breeding Pool

R #279 Land

Open on Scryfall



Godless Shrine

R #285 Land

Open on Scryfall



Hallowed Fountain

R #286 Land

Open on Scryfall



Overgrown Tomb

R #289 Land

Open on Scryfall



Sacred Foundry

R #295 Land

Open on Scryfall



Steam Vents

R #298 Land

Open on Scryfall



Stomping Ground

R #299 Land

Open on Scryfall



Temple Garden

R #301 Land

Open on Scryfall



Watery Grave

R #306 Land

Open on Scryfall



Artificial Anomaly

U #276 Land

Open on Scryfall



Gaseous Anomaly

U #284 Land

Open on Scryfall



Subspace Anomaly

U #300 Land

Open on Scryfall



Temporal Anomaly

U #302 Land

Colorless. Sacrifice for mill and a permanent, plus a New Planet.

Open on Scryfall

+ Traps (study, do not pick on rarity) 11

Card images load from Scryfall, so open this file while online. Tiers are my own read of the card text and Reid Duke's Level One lessons.