Star Trek (TRK) Prerelease Reference Guide

Sealed Deck Building Companion
November 2026 notes, built from the full set of 306 cards

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0. Before You Read

- **Card pool.** This guide covers all 306 main-set cards (collector numbers 1 to 306): 91 common, 110 uncommon, 80 rare and 25 mythic, matching the counts Wizards published, plus basic lands. The full set is now public.
- **Not covered.** Showcase and Stardate reprints, the Commander precons (TRC), and Special Guests are left out.
- **Ratings.** No 17lands or pro rating data exists yet. The tiers below are my own read of the card text, checked against Reid Duke's Level One lessons on Sealed Deck, Building a Mana Base, and Mulligans. Treat them as a starting point and adjust after your first match.
- **Dates.** Prerelease events run November 6 to 12, 2026. The set releases November 13, 2026 (Wizards' event dates page). Check your store for its own schedule.
- **Card names.** Four card names contain exclamation points (Shields Up!, Red Alert!, Hit It!, Khaaaaaaaaaaaannn!). They are part of the printed names.

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1. Quick Deckbuilding Process

1. **Open & Sort**
   Open all 6 Play Boosters + promo.
   Make piles: White / Blue / Black / Red / Green + Gold (including hybrid) / Artifacts / Lands.
   Each Play Booster also holds a double-sided token. Keep the Officer, Klingon Warrior, Borg, Romulan, Clue and Treasure tokens you pulled where you can reach them.
   Pull Spacecraft into their own row. They count as artifacts, and several need a creature to tap, so they work best in decks with bodies.

2. **Identify Power**
   Pull every bomb and every piece of removal. Reid Duke's rule: bombs and answers to opposing bombs rank first, then efficient removal, then evasion, then card advantage.
   Note which colors hold the most strong cards.
   Set aside the cards that do little, then compare color pairs by counting real playables.

3. **Choose Two Colors**
   Prefer one of the ten supported archetypes (see below).
   Hybrid gold cards (Constable Odo, The Duras Sisters, Worf Honor-Bound Warrior, and others) cost either color of their pair, so they fit a deck in only one of those colors. They are good glue.

Only splash a third color for a bomb or a cheap removal spell with one colored pip, and only with real fixing (a Planet dual, a shockland, Xenobotanist, New Planet tokens, or a basic landcycler).

4. **Build the 40**
    - **17 lands**
    - **23 spells**
      Target curve:
        - 1-mana: 1 to 2
        - 2-mana: 7 to 8
        - 3-mana: 5 to 6
        - 4-mana: 3 to 4
        - 5-mana: 2 to 3
        - 6+: 0 to 1

    Reid Duke's mana guide for 40 cards: about 9 sources for a main color and 6 to 7 for a secondary color, or a split of 9 and 8 with 17 lands in an even two-color deck. A color you cannot cast anything without needs 11 to 12. Count Planet duals and shocklands for both colors. The five Outposts (one per color) tap for a single color, so count each as a source for that color only. The five Anomalies tap for colorless, so they do not count as colored sources at all. Play at most one or two of them, and only when your deck has few colored costs.
    Basic landcyclers (Free Borg Revolutionaries, Humpback Whales, Rogue Artificial Intelligence, Horta, Cold-Blooded Crew) help you hit land drops, so a deck with two or three of them can run 16 lands and keep the top end.

5. **Final Checks**
    - 14 to 17 creatures is ideal. Aim for 5 to 6 creatures that cost one or two mana.
    - Play almost every decent removal spell.
    - Count Spacecraft as half creature, half artifact. Two is plenty unless your deck is full of small creatures.
    - Check your top end: you want two or three plays that win a long game, not five.
    - Sideboard = everything left over.

Remember: Two solid colors usually beat a greedy three-color pile.

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2. The Ten Archetypes

Names and signposts come from Draftsim's preview-based Limited review. Treat them as guides for deckbuilding, since the final pool may reward other builds.

Colors	Name	What to do	Key Signposts
WU	Spacecraft	Play Spacecraft, tap creatures to station them, protect them	Hemmer Fixing What Is Broken, Constable Odo, Oberth-Class Starship, U.S.S. Excelsior, Emergency Holographic Crew
UB	Dilemmas	Cast modal spells, draw a card each time you face a dilemma	Seven of Nine, Lore Positronic Provocateur, Consider the Prime Directive, Impossible Choice, Melkotian Adjudicator
BR	Klingon Sacrifice	Make Klingon Warrior tokens, sacrifice for value	L'Rell Fierce Visionary, The Duras Sisters, Gowron Eager for Battle, D-7 Battle Cruiser
RG	Landfall	Play lands, make Worms, grow creatures	Dal R'El, Cleveland Booker, Captain Michael Burnham, Syndicate Liquidators
GW	Counters	Spread +1/+1 counters and pay off creatures with counters	Phlox, The Doctor EMH, Dr. Joseph M'Benga, Deanna Troi, Neelix Moral Support
WB	Artifact Creatures	Play many artifact creatures, add Borg tokens, assimilate	Locutus, Zero Incorporeal Sensate, Primary Unimatrix Adjunct, Assault Drone, Collation Trimatrix
UR	Noncreature Spells	Cast cheap instants and sorceries, copy and recast with beam me up	Spock Always Your Friend, Gray and Adira, Khaaaaaaaaaaaannn!, Energize
BG	Graveyard Recursion	Cards that leave your graveyard draw and grow your board	Vash Freelance Archaeologist, Daniels Temporal Agent, Nog, Hologram Stalker
RW	Power 8	Keep total power at 8 or more when you attack	Kirk Commanding Officer, Worf Honor-Bound Warrior, Kira Nerys, Planetary Patrol
GU	Strange New Worlds	Play many differently named lands (Planets, duals, Anomalies)	The Traveler, D'Vana Tendi, Species 8472, Humpback Whales

Sealed default order if the pool is close: RW Power 8, WB Artifact Creatures and BR Klingons tend to give the most simple, aggressive decks. GU Strange New Worlds and UB Dilemmas ask for specific payoffs, so build them only if you hold the payoffs. The full set helps both a little: ten Planet duals, ten shocklands and five Anomalies give GU more land names, and the five Outposts plus several cheap modal commons give UB more enablers. Neither moves ahead of the three simple decks.

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3. Cards to Prioritize

Bombs

A bomb here means a card that wins the game by itself, costs 5 or less, and works in nearly any deck of its color. Five cards meet that bar.

- Captain Jean-Luc Picard (3 mana: your other creatures get +1/+1, and each creature or Spacecraft you cast makes an Officer)
- Mr. Spock, Science Officer (4 mana 2/4: you draw two cards in place of each draw)
- Captain Kathryn Janeway (4 mana: extra land drop, and each creature you play explores, herself included)
- U.S.S. Enterprise-A, Free Spirit (5 mana, ward 2, three Officers on entry, and a flying lifelinker once stationed)
- Holo-Engineer (4 mana: a 3/3 plus a 3/3 token, and every token you make afterward becomes a 3/3, Officers included)

Premium Rares and Mythics (take them early, but they need a deck)

These cards are strong but fall short of a bomb. Each one has a cost, a condition, or a narrow home.

- Excalbian Gamemaster (6 mana: Officers equal to your differently named lands, so about 3 to 5 in a normal two-color deck)
- Khan, Vengeful Heart (5/3 for 4 that you can recast from exile; the sacrifice-and-draw is optional)
- Kira Nerys, Firebrand (4/3 trample for 3; best in an aggressive RW deck)
- Captain James T. Kirk (a looter, Officer maker or team pump each time he enters or attacks)
- Dr. Joseph M'Benga (a 3/3 that doubles counters; strong in GW counters, plain elsewhere)
- Lieutenant Commander Data (grows on every noncreature spell; fine in UR and UB)
- Dr. Beverly Crusher (needs lifegain to matter)
- Scotty, Miracle Worker (replays instants and sorceries from the graveyard; only worth it with many cheap spells and creatures to bounce)

Looks Like a Bomb, Plays Like a Trap

Do not pull these cards on rarity alone. I checked each one against its full text.

- Kobayashi Maru Scenario: three good upkeep modes, then the fourth upkeep forces you to lose the game. You must win or remove it within four turns.
- Borg Cube: 7 mana and 12 charge counters before it becomes a creature. The entry trigger is the real value.
- Crystalline Entity: 8 mana. A fine one-sided sweeper in a heavy artifact deck, and a dead card in most others.

- Death Is Irrelevant (8 mana) and Deep Space 9 (9 mana, plus station): the game is over or lost before they matter.
- Troubling Tribbles: a 0/1 that cannot block. The copies need a team boost (Picard, counters) to threaten anyone.
- Georgiou, Terran Emperor: you lose 3 life each turn. That is a real cost against any aggressive deck.
- Quark Humble Proprietor: your opponent gets a Treasure each upkeep too.
- Q, Stacking the Deck: a random spell from your library, copied once at a cost of a card from hand.
- Seven of Nine, Unassimilated: a 2-mana looter that needs five different land names to loot without discarding.
- Gul Dukat, Colonial Prefect: a 6/6 menace for 7 mana (BBB). Each end step your opponents lose the life they already lost that turn, and you gain it. It wins a race you are already winning, and it does little from behind. Cast it as a finisher, not as a plan.
- Peace in Our Time, Live Long and Prosper, Infinite Diversity: see Cards to Avoid.

Strong Removal

- Khaaaaaaaaaaannn! (X instant, twice X damage)
- Plasma Cascade (3 damage and a loot, instant)
- Transporter Malfunction (3 damage, sorcery)
- Planetary Bombardment (1 mana, 2 damage, or 4 if a creature died)
- Genesis Effect (6 damage, but you destroy one of your own lands)
- He's Dead, Jim (destroy target creature at instant speed)
- Resistance Is Futile (destroy a nonartifact creature, 2 mana)
- Eject the Warp Core (-2/-2, or -6/-6 with kicker)
- Bat'leth (removal on a stick: -2/-2 when it enters)
- Impossible Choice and D'Ghor Bloodletter (modal destroy or sweep)
- Malfunctioning Holodeck (exile any nonland permanent, ward 2)
- Set Phasers to . . . (1 mana, stun or damage an attacker)
- 70,000 Light-Years from Home (exile a creature or Spacecraft)
- U.S.S. Excelsior (destroys a tapped creature)
- Command Decision (destroy a creature with power 4 or more)
- Common Goal (bite effect, 2 mana)
- Marooned (keeps one creature tapped)
- Guidance Failure and Energize (tempo, not permanent answers)
- Type-2 Phaser (stuns a blocker, then gives +3/+0)
- Spatial Anomaly (land that kills a creature late)

High-Value Commons & Uncommons

If it sits in your two colors, these usually make the 40:

- **White:** Set Phasers to . . . , Malfunctioning Holodeck, Free Borg Revolutionaries, DOT-7 Repair Squad, Shuttle Ace, Oberth-Class Starship, Hologram Janeway, Picard Leading by Example, Brad Boimler, Deanna Troi (rare), 70,000 Light-Years from Home, U.S.S. Excelsior, Ghost of Illyria (a 3/3 flier for 4; its blink can reset an enters trigger or save a permanent)
- **Blue:** Humpback Whales, Cetacean Ops, Cloistered Telepath, Interstellar Effigy, Suurok-Class Science Vessel, Consider the Prime Directive, Marooned, Subcommander T'Pol, Enterprise NX-01, V'Ger the Intruder, Zefram Cochrane, Wesley Crusher, Emergency Holographic Crew, Melkotian Adjudicator (a 3-mana 2/1 flier with vigilance that grows each time you face a dilemma)
- **Black:** He's Dead, Jim; Resistance Is Futile; Eject the Warp Core; Cha'DIch Investigator; Rogue Artificial Intelligence; Automated Warfare System; Assault Drone; Bat'leth; Impossible Choice; Salt Vampire; Gabriel Lorca; Tal Shiar Operative; Tenacious Drone; Collation Trimatrix (only with three artifact creatures; Borg tokens count); Stray from History (3 mana: raise one or two creatures or Spacecraft from the graveyard, or take the best nonland card from their hand)
- **Red:** Plasma Cascade, Transporter Malfunction, Planetary Bombardment, Horta, Dahar Master, Silicate Surveyor, Munitions Enthusiast, Captain Michael Burnham, Khan Despot by Design, Targ Wrangler, Boarding Action, Savvy Profiteer (a 2-mana mana creature that makes Treasure late), Starfleet Security (a one-drop for aggressive decks), The Naked Time (landfall decks only: it fetches a Mountain, pumps new creatures one turn, then costs you a land)
- **Green:** Common Goal, Cold-Blooded Crew, Xenobotanist, Moopsy, Saurian Explorer, Syndicate Liquidators, Xindi Surveyors, Mugato, Species 8472, Saru Unthreatened, U.S.S. Voyager, Photosynthetic Physician, Dominion Assault Force (a 4/4 vigilance body for 4 with a graveyard or surveil mode), Neelix Moral Support (a 2-mana body that makes Food and grows with each life gain)
- **Gold / hybrid:** Constable Odo, The Duras Sisters, L'Rell, Hemmer, Locutus, Phlox, The Doctor EMH, Worf Honor-Bound Warrior, Kirk Commanding Officer, Gowron, Seven of Nine, Spock Always Your Friend
- **Colorless:** Class-F Shuttlecraft (a mana rock that becomes a flier), U.S.S. Enterprise-D, U.S.S. Cerritos, Type-2 Phaser, Tricorder, Warp Core, Tea Earl Grey Hot, Sickbay (5 mana; gains life for each creature and adds counters each combat, so it needs a deck that already gains life)
- **Lands:** Ten tapped Planet duals (each gains 1 life, including Vulcan). Five Outposts, one per color (Federation Outpost, Ni'Var Science Academy, Quark's Bar, Q Continuum, The Unicomplex): each enters tapped unless you control two other lands, taps for its color, and has a choose-one trigger when it enters untapped. They also count as modal cards for dilemma payoffs. Ten shocklands (Watery Grave and Temple Garden are in the set). Unexplored Territory (colorless, pays 1 and sacrifices to fetch a basic) works as a late fixer. The five Anomalies tap for colorless and trade themselves for value late, leaving a New Planet token behind.

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4. Cards to Avoid (Dirt / Usually Unplayable)

Put these in the sideboard pile unless your pool is thin in your colors. This is my own judgment from the card text.

Clear Dirt (Rarely Maindeck):

- Peace in Our Time (a joke win condition that costs 4)
- Live Long and Prosper (7 mana, slow and symmetrical in the wrong deck)
- Infinite Diversity (9 mana)
- Branching Timeline (8 mana)
- Cloak and Phaser (9 mana before reductions)
- Dominion Infiltration (XRRR)
- The Holodeck (7 mana that does not affect the board)
- Engineered Explosives (needs counters to line up with the board)
- Year of Hell (hurts both players; fine only in a deliberate racing deck)
- Hit It! (a land and haste, not a play on its own)

Usually Cut / Very Low Priority:

- Cheap modal "Test of ..." cards (Test of Conviction, Test of Priorities, Test of Loyalty, Test of Courage, Test of Identity). They may come in from the sideboard against a deck that fits their narrow modes.
- Warp Speed and Support Mission (slow enchantments with small payoffs)
- Deep Space Scan, Open Communications, Vulcan Mind-Meld (low-impact blue spells)
- Pattern Buffer Preservation and Tell Me What You See
- Three-color legends such as Dathon His Heart Open and Sarek, unless you have the exact fixing
- Pet Sehlat when your deck needs blockers (it cannot attack alone)
- Combadge (3 mana makes two copies, but each equip costs 2 and the unblockable bonus needs two equipped creatures; only in a creature-heavy aggressive deck)

Tip: In sealed, most of the real dirt sits at rare and mythic. A powerful-looking legend that does nothing the turn it lands loses to a clean curve. Leave it in the sideboard and move on.

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5. Key Synergies & Combos to Look For

Mechanics in one line

- **Station / Spacecraft:** Tap a creature, add charge counters equal to its power. It turns into an artifact creature at its threshold (6 to 8 for most, 12 for Borg Cube). Sorcery speed only. Big-power creatures station fastest.

- **Face a dilemma:** You face a dilemma any time you pick one or more modes. Payoffs trigger on modal spells and modal creatures.
- **Assimilate:** Return a creature card from a graveyard to the battlefield with a +1/+1 counter. It becomes a Borg artifact creature and loses other creature types.
- **Federation:** Counts creature types among non-Borg creatures you control. Assimilated creatures lose their types, so Federation and Assimilate pull apart.
- **Strange new worlds:** Counts differently named lands you control. Planet duals, shocklands and Anomalies all help. Basics count as one name each.
- **Beam me up:** Cast from your graveyard for the stated cost if you also return a creature you control to its owner's hand. Then exile it. A creature with an enters trigger plays well with it.
- **Stun counters:** A tapped creature with a stun counter loses its next untap. Good tempo and good with stations.
- **Power 8:** Add up the power of creatures you control before you attack.

Token cheat sheet

- Officer: 1/1 red.
- Klingon Warrior: 2/1 red with haste.
- Romulan: 2/2 black.
- Borg: 1/1 colorless artifact creature.
- Planet land token ("New Planet"): taps for any color, adds a differently named land.

White-Blue (Spacecraft)

- Oberth-Class Starship and U.S.S. Excelsior are cheap Spacecraft. Hemmer loots each time a creature taps to station and keeps your Spacecraft safe on your turn.
- Constable Odo stuns a blocker or draws cards (Clue tokens).
- Emergency Holographic Crew returns a Spacecraft from the graveyard or surveils 2, and Stray from History can raise a dead Spacecraft too.
- Large-power creatures station faster. Do not tap your only blocker if you are behind.

Blue-Black (Dilemmas)

- Seven of Nine and Lore turn modal spells into card draw.
- Consider the Prime Directive, Impossible Choice, D'Ghor Bloodletter and Constable Odo all choose modes.
- Melkotian Adjudicator grows each time you face a dilemma. Emergency Holographic Crew, Stray from History, Tal Shiar Operative and the five Outposts all choose modes.
- Play at least six modal cards before you commit. The Outposts count, so a UB deck with a Ni'Var Science Academy or The Unicomplex in place of a basic loses almost nothing.

Black-Red (Klingon Sacrifice)

- L'Rell makes a free Klingon Warrior each combat. Sacrifice it to her ability (2 mana: surveil) or to Gowron.
- The Duras Sisters leave a body behind.
- D-7 Battle Cruiser adds more Klingon tokens. Tenacious Drone is cheap sacrifice fodder that leaves a Borg token behind.

Red-Green (Landfall)

- Cleveland Booker makes a 2/2 Worm each land.
- The Naked Time fetches a Mountain (a landfall trigger), pumps creatures you cast on chapter II, then takes a land on chapter III. Unexplored Territory and the Anomalies also move lands around.
- Dal R'El adds mana on landfall.
- Final Frontier, Genesis Device, Stable Wormhole and Warp Speed feed land drops.
- Rogue Artificial Intelligence, Horta and Cold-Blooded Crew bring land cycling for smoother draws.

Green-White (Counters)

- Dr. Joseph M'Benga doubles counters. The Doctor EMH puts counters on your team.
- Neelix grows each time you gain life, and his Food gains 3. Sickbay adds counters at combat, scaled by life gained, so Neelix, Sickbay, Federation Outpost and Planet duals (each gains 1 life) form a small lifegain package.
- Phlox draws when counters hit a player. Deanna Troi adds an extra counter on entry.
- I'm a Doctor, Not a . . . is a cheap trick that puts a counter on a creature.

White-Black (Artifact Creatures)

- Locutus gives artifact creatures +1/+1. Assault Drone adds +1/+0.
- Primary Unimatrix Adjunct gives double strike to artifact creatures.
- Tenacious Drone leaves a Borg token when it dies, and Collation Trimatrix turns three artifact creatures (tokens count) into a card.
- Free Borg Revolutionaries, Andromedan Automatons, DOT-7 Repair Squad and Vexing Drone fill the curve.

Blue-Red (Noncreature Spells)

- Gray and Adira copy a creature after you cast a noncreature spell.
- Test of Identity (I Am Starfleet: discard, draw two) and Stray from History are cheap spells that also work in UR with Melkotian Adjudicator as a payoff.
- Spock Always Your Friend finds your next spell.
- Beam me up cards (Energize, Boarding Action) can be cast twice.

Black-Green (Graveyard Recursion)

- Vash draws when cards leave your graveyard. Daniels returns a creature and later leaves for life.
- Hologram Stalker and Temporal Conqueror feed the engine. Stray from History, Emergency Holographic Crew and The Unicomplex put creatures or Spacecraft back from the graveyard.
- Nog is a cheap menace body that grows if you invest mana.

Red-White (Power 8)

- Kirk and Worf pay off the threshold. Kira Nerys enters new creatures attacking.
- Planetary Patrol and Munitions Enthusiast add early power.
- Team boosts (Captain Jean-Luc Picard, Deanna Troi) help you reach 8 faster.

Green-Blue (Strange New Worlds)

- The Traveler, D'Vana Tendi, Species 8472 and Starfleet Academy care about land names.
- Humpback Whales cycle for a basic land early or arrive as a 5/6 later.
- Ten Planet duals, ten shocklands, five Outposts and five Anomalies are all differently named lands. Anomalies tap for colorless, so run only one or two with this deck's colored costs.
- This deck wants every Planet dual and shockland you open.

General

- Hybrid gold cards fit one-color or two-color decks. Count them as playables in both colors when you compare pairs.
- Stations take tempo. Station when it saves a card, not only because you can.
- Ghost of Illyria blinks one of your nonland permanents at the next end step, which re-triggers an enters effect (Emergency Holographic Crew, Dominion Assault Force) or saves a creature from removal.
- Genesis Effect destroys one of your own lands. Cast it only when you can spare the land.

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6. Quick Reminders at the Table

- Start with the two colors that hold the most playable cards, the best bombs and the most removal.
- Curve matters more than raw power.
- Removal is premium. Save it for threats that matter and use cheap removal early when you are the beatdown.
- Evasion (fliers, menace, unblockable) breaks stalls. Spacecraft that become fliers often decide long games.
- Keep most hands with 2 to 5 lands. A one-lander is a mulligan in most cases, and a six-lander is a mulligan unless the spells are cheap and strong. Be pickier with a fast deck and looser with a

deck that has landcyclers.

- Play or draw: most players choose to play first. Consider drawing only if your deck is slow and built on card advantage.
- Plan for flood: pick up mana sinks and card advantage (Clue tokens, Tea Earl Grey Hot, landcycling).
- Sideboard between games: Test of Courage against artifacts, enchantments or graveyard decks, and Malfunctioning Holodeck against a bomb.
- Read the card before you assume. Many cards in this set have modes, thresholds and hidden triggers.

Good luck at the event. Tap your crew, play your removal, and keep the curve honest.