## Deep Space 9



**Legendary Artifact — Spacecraft**

When Deep Space 9 enters and at the beginning of your upkeep, exile the top four cards of your library. Put all permanent cards exiled this way onto the battlefield.

Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)*

9+ Creatures you control get +3/+3.

M 0263
TRK • EN Paolo Puggioni

© 2026 CBS.
™ & © 2026 Wizards of the Coast

Deep Space 9

Legendary Artifact — Spacecraft

When Deep Space 9 enters and at the beginning of your upkeep, exile the top four cards of your library. Put all permanent cards exiled this way onto the battlefield.

Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)*

9+ Creatures you control get +3/+3.

M 0263
TRK • EN Paolo Puggioni

© 2026 CBS.
™ & © 2026 Wizards of the Coast

Deep Space 9

Legendary Artifact — Spacecraft

When Deep Space 9 enters and at the beginning of your upkeep, exile the top four cards of your library. Put all permanent cards exiled this way onto the battlefield.

Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)*

9+ Creatures you control get +3/+3.

M 0263
TRK • EN Paolo Puggioni

© 2026 CBS.
™ & © 2026 Wizards of the Coast



Deep Space 9

Legendary Artifact — Spacecraft

When Deep Space 9 enters and at the beginning of your upkeep, exile the top four cards of your library. Put all permanent cards exiled this way onto the battlefield.

Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)*

9+ Creatures you control get +3/+3.

M 0263
TRK • EN Paolo Puggioni

© 2026 CBS.
™ & © 2026 Wizards of the Coast