

Ricca, Confident Proposal

[A] [(1)] When this becomes Reversed in battle, may pay. If so, Send this to Memory.
 [S] [Rest 1 of your ::Student Council:: Charas] This gains +1000 Pow for the turn.

Newspaper - Student Council | DC3/WE16-01 T:

L0
C0

Charles, Full of Love

[A] [(1)] When this attacks, reveal the top card of your LB. If it's a Level 0 or lower Chara, may pay. If so, choose 1 ::Student Council:: Chara in your WR and return it to your hand.

Newspaper - Student Council | DC3/WE16-02 T:

L0
C0

Ricca, Red Thread of Fate

[C] For each of your other ::Newspaper:: Charas, this gains +500 Pow.

Newspaper - Student Council | DC3/WE16-03 T:

L1
C0

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Himeno, From Now on Always

[C] For each of your other Charas with **ASSIST**, this gains +1000 Pow.

Newspaper | DC3/WE16-04 T: None

L1
C0

Ricca, Suddenly Closing in!

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

Newspaper - Student Council | DC3/WE16-05 T:

L2
C1

Himeno, Unchanged Time

[A] [Discard a card from hand to the WR] When "The Place I Want to Always Be at" is placed in the CZ, if you have 1 or fewer other Charas in the Front Row, may pay. If so, deal 5 Damage to your Opp., and all your Charas gain +1500 Pow for the turn. (DC can occur)

Newspaper | DC3/WE16-06 T: Soul

L2
C1

Da Capo III Anime Extra Pack**Charles, Together Is Happiness**

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] [(3)] When "Warm Place" is placed in your CZ, may pay. If so, choose 1 of your other Charas and this card. They gain "[A] When this attacks, deal 1 Damage to your Opp." for the turn. (DC can occur)

Newspaper - Student Council | DC3/WE16-07 T:

L3
C2

Minatsu, An Adult Brain?

[C] If there are 4 or fewer cards in your Stock, your other Chara in the Front Row Center Slot gain +500 Pow.

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Mecha - Banana | DC3/WE16-08 T: None

L0
C0

Kiyotaka, Considerate Feelings

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.

[C] If you have 1 or fewer other Charas, all your other Charas gain +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

Newspaper - Sports | DC3/WE16-09 T: None

L0
C0

Himeno, Good at Cooking

[S] [(1)] Discard a Climax card from hand to the WR] Choose a Chara in your WR and return it to your hand.

Newspaper | DC3/WE16-10 T: None

L0
C0

Yuuhi, Assistant to the Head of Agency

[C] For each of your other Charas with **ASSIST**, this gains +1000 Pow.

Detective - Simple Example | DC3/WE16-11 T: None

L0
C0

Ricca, Full of Motivation!

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.

Newspaper - Student Council | DC3/WE16-12 T:

L0
C0

Eri, Student Council President of Kazami Academy

--No Text--

Student Council | DC3/WE16-13 T: None

L0
C0

Himeno, The Path Home with the Two of Us

[S] [Rest 1 of your other ::Newspaper:: Charas, put this in the WR] Choose a "Himeno, Unchanged Time" in your WR and return it to your hand.

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Newspaper | DC3/WE16-14 T: None

L1
C0

Shiki, Sharp-Tongued

[S] **BRAINSTORM** [(1)] Flip over the top 3 cards of your LB and put them in the WR. This gains "[A] When this becomes Reversed, if its Battle Opp. is Cost X or lower, you may Reverse that Chara" for the turn, where X = number of Climax cards revealed this way.

Student Council - Judgment | DC3/WE16-15 T: None

L1
C0

Charles, Working Hard

--No Text--

Newspaper - Student Council | DC3/WE16-16 T:

L1
C0

Mikoto, Single-Minded about Love

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, choose 1 of your Opp.'s Front Row Level 1 or lower Chara and put it in the WR. If it's not, this gets -1500 Pow for the turn. (Put the revealed card back)

Newspaper - Love | DC3/WE16-17 T: None

L1
C0

Tomoe, Battle Type

[A] **ENCORE** [Put the top card of your LB in your Clock]

Student Council - Sports | DC3/WE16-18 T: None

L1
C1

Charles, Straightforward Invitation
 [C] **ASSIST** All your Charas in front of this gain +1000 Pow.
 [A] When another Chara of yours becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Newspaper - Student Council | DC3/WE16-19 T:

L2
C1

Yuzu, Assistant to the Heard of Agency
 [A] When this becomes Reversed, if the Level of its Battle Opp. is higher than the Level of your Opp., you may Reverse that Chara.

Detective | DC3/WE16-20 T: Soul

L2
C1

Ricca, Special Existence
 [A] At the start of your Attack Phase, if you have 1 or fewer other Front Row Charas, choose up to 1 ::Newspaper:: Chara in your WR and put it in your Stock, and this gains +3000 Pow until the next end of your Opp.'s turn.

Newspaper - Student Council | DC3/WE16-21 T:

L2
C2

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Warm Place
 [A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

DC3/WE16-22 T: 2 Soul

The Place I Want to Always Be at
 [C] All your Charas gain +1000 Pow and +1 Soul.

DC3/WE16-23 T: Salvage

Aoi, Like A Younger Sister
 [A] When your Climax is placed in the CZ, choose 1 of your ::Newspaper:: Charas, and that Chara gains +1500 Pow for the turn.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Newspaper - Waitress | DC3/WE16-24 T: None

L0
C0

Da Capo III Anime Extra Pack

Sakura, to the Place We Belong
 [A] [(1) Discard a card from hand to the WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, choose 1 "Sakura, at the Promised Place" in your WR and put it Rested in any Slot.

Magic | DC3/WE16-25 T: None

L0
C0

Aoi, Power Recharged!
 [A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Newspaper:: Chara, choose 1 of your Charas in battle. That Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Newspaper - Waitress | DC3/WE16-26 T: Soul

L2
C1

Sara, An Incredible Dream
 [C] If you have 2 or more other ::Newspaper:: Charas, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Newspaper - Sports | DC3/WE16-27 T: Soul

L2
C2

Sara, the Promise After School
 [C] If you have 2 or more other ::Newspaper:: Charas, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, search your LB for up to 1 ::Newspaper:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Newspaper - Sports | DC3/WE16-28 T: Soul

L3
C2

Sara, Heart-Racing Delusions?
 [C] Your other ::Newspaper:: Chara in your Front Row Center Slot gains +1500 Pow.

Newspaper - Sports | DC3/WE16-29 T: None

L0
C0

Suginami, Good Rival
 [A] When this attacks, choose 1 of your other ::Newspaper:: Charas, and that Chara gains +1000 Pow for the turn.

Newspaper - Occult | DC3/WE16-30 T: None

L0
C0

Sara, Practice Together
 [A] At the start of your Attack Phase, if you have 1 or fewer other Front Row Charas, this gains +2000 Pow and +1 Soul until the next end of your Opp.'s turn.

Newspaper - Sports | DC3/WE16-31 T: None

L1
C0

Aoi, Battle Preparation?
 [A] [(1) Put this in the WR] When "Being Spoiled" is placed in your CZ, if you have 1 or fewer other Charas in the Front Row, may pay. If so, choose 1 "Aoi, Battle Outfit!?" in your WR and put it in the Slot this was in.

Newspaper - Waitress | DC3/WE16-32 T: None

L1
C0

Sakura, at the Promised Place
 --No Text--

Magic | DC3/WE16-33 T: None

L1
C1

Aoi, Battle Outfit!?
 [C] Chara Opposite this gains +1 Soul.

Newspaper - Waitress | DC3/WE16-34 T: Soul

L2
C2

Under the Cherry Blossom Tree
 [Counter] If there are 2 or fewer Charas in your Front Row, all your Front Row ::Newspaper:: Charas gain +2500 Pow for the turn.

DC3/WE16-35 T: None

L1
C1

Being Spoiled
 [AUTO] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

DC3/WE16-36 T: 2 Soul