

Mikuru, Taking a Break
 [A] When this is placed from hand or Memory to the Stage, you may put the top 2 cards of your LB in the WR.
 [A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a "Mikuru, Taking a Break" in your Memory and put it in any Slot on the Stage.

Time - SOS Brigade | SY/WP02-01 T: None

L0
C0

Mikuru, Taking a Break
 [A] When this is placed from hand or Memory to the Stage, you may put the top 2 cards of your LB in the WR.
 [A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a "Mikuru, Taking a Break" in your Memory and put it in any Slot on the Stage.

Time - SOS Brigade | SY/WP02-01S T: None

L0
C0

Mikuru, Reindeer
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] During battles involving this, your Opp. cannot play BACKUP from hand.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Time - SOS Brigade | SY/WP02-02 T: Soul

L3
C2

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Mikuru, Reindeer
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] During battles involving this, your Opp. cannot play BACKUP from hand.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Time - SOS Brigade | SY/WP02-02S T: Soul

L3
C2

Haruhi, Taking a Break
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow.
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in your WR. For each Climax card revealed this way, choose up to 1 Chara in your WR with either ::Brigade Chief:: or ::SOS Brigade:: and return it to your hand.

Brigade Chief - SOS Brigade | SY/WP02-03 T: None

L0
C0

Haruhi, Taking a Break
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow.
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in your WR. For each Climax card revealed this way, choose up to 1 Chara in your WR with either ::Brigade Chief:: or ::SOS Brigade:: and return it to your hand.

Brigade Chief - SOS Brigade | SY/WP02-03S T: None

L0
C0

Haruhi Power Up Set

Haruhi, Supercilious
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, if "Club Room on a Certain Day" is your CZ, choose up to 1 Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR, and choose up to 1 Chara in your WR with either ::Brigade Chief:: or ::SOS Brigade:: and return it to your hand.

Brigade Chief - SOS Brigade | SY/WP02-04 T: None

L1
C0

Haruhi, Supercilious
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, if "Club Room on a Certain Day" is your CZ, choose up to 1 Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR, and choose up to 1 Chara in your WR with either ::Brigade Chief:: or ::SOS Brigade:: and return it to your hand.

Brigade Chief - SOS Brigade | SY/WP02-04S T: None

L1
C0

"10th Anniversary" Haruhi
 [A] When this is placed from hand to the Stage, you may choose a Chara in your WR with either ::Brigade Chief:: or ::SOS Brigade:: and return it to your hand.
 [A] When "Someday in the Rain" is placed in your CZ, if this is in the Front Row, this gains the following ability for the turn. [A] [Put 1 of your other Charas from the Stage in the WR] This ability activates up to once per turn. When this attacks, may pay. If so, reveal the top card of your LB. If it's a Level 1 or higher Chara with either ::Brigade Chief:: or ::SOS Brigade::, put that Chara in any Slot on the Stage, and that Chara gains +1000 Pow for the turn. (Otherwise put it back where it was)

Brigade Chief - SOS Brigade | SY/WP02-05 T: Soul

L3
C2

"10th Anniversary" Haruhi
 [A] When this is placed from hand to the Stage, you may choose a Chara in your WR with either ::Brigade Chief:: or ::SOS Brigade:: and return it to your hand.
 [A] When "Someday in the Rain" is placed in your CZ, if this is in the Front Row, this gains the following ability for the turn. [A] [Put 1 of your other Charas from the Stage in the WR] This ability activates up to once per turn. When this attacks, may pay. If so, reveal the top card of your LB. If it's a Level 1 or higher Chara with either ::Brigade Chief:: or ::SOS Brigade::, put that Chara in any Slot on the Stage, and that Chara gains +1000 Pow for the turn. (Otherwise put it back where it was)

Brigade Chief - SOS Brigade | SY/WP02-05S T: Soul

L3
C2

Club Room on a Certain Day
 [A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

SY/WP02-06 T: 2 Soul

Club Room on a Certain Day
 [A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

SY/WP02-06S T: 2 Soul

Nagato, Tree-colored Dress
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] When this attacks, choose 1 of your other Charas with either ::Alien:: or ::SOS Brigade::, and that Chara gains +1000 Pow for the turn.

Alien - SOS Brigade | SY/WP02-07 T: None

L0
C0

Nagato, Tree-colored Dress
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] When this attacks, choose 1 of your other Charas with either ::Alien:: or ::SOS Brigade::, and that Chara gains +1000 Pow for the turn.

Alien - SOS Brigade | SY/WP02-07S T: None

L0
C0

Nagato, Taking a Break
 [C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.
 [A] [Discard a card from your hand to the WR, put this in the WR] When your other Chara with either ::Alien:: or ::SOS Brigade:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Alien - SOS Brigade | SY/WP02-08 T: None

L1
C0

Nagato, Taking a Break
 [C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.
 [A] [Discard a card from your hand to the WR, put this in the WR] When your other Chara with either ::Alien:: or ::SOS Brigade:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Alien - SOS Brigade | SY/WP02-08S T: None

L1
C0

Nagato, Taking a Break
 [C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.
 [A] [Discard a card from your hand to the WR, put this in the WR] When your other Chara with either ::Alien:: or ::SOS Brigade:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Nagato, Taking a Break
 [C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.
 [A] [Discard a card from your hand to the WR, put this in the WR] When your other Chara with either ::Alien:: or ::SOS Brigade:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.