

Clark Steel

[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Glasses - Army | KF/SE43-01 T: None

L0
C0

Clark Steel

[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Glasses - Army | KF/SE43-01MAX T: None

L0
C0

Nameless

[A] At the start of your Climax Phase, you may look at the top card of your Opp.'s LB. (Put the card back where it was)
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.*

Clone - Modification | KF/SE43-02 T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Nameless

[A] At the start of your Climax Phase, you may look at the top card of your Opp.'s LB. (Put the card back where it was)
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.*

Clone - Modification | KF/SE43-02MAX T: None

L0
C0

Ralf Jones

[A] When this is placed from hand to the Stage, if you have 3 or more other Charas, you may draw a card. If so, discard a card from your hand to the WR.
 [S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Army | KF/SE43-03 T: None

L0
C0

Ralf Jones

[A] When this is placed from hand to the Stage, if you have 3 or more other Charas, you may draw a card. If so, discard a card from your hand to the WR.
 [S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Army | KF/SE43-03MAX T: None

L0
C0

King of Fighters Premium Booster

Leona, Silent Soldier

[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] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Army - Orochi | KF/SE43-04 T: None

L0
C0

Leona, Silent Soldier

[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] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Army - Orochi | KF/SE43-04MAX T: None

L0
C0

Elizabeth Blanctorche

[C] You cannot play Events or BACKUP from hand.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Weapon - Animal | KF/SE43-05 T: None

L0
C0

Elizabeth Blanctorche

[C] You cannot play Events or BACKUP from hand.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Weapon - Animal | KF/SE43-05MAX T: None

L0
C0

Billy Kane

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.
 [A] ENCORE [Discard a Chara from your hand to the WR]

Weapon - South Town | KF/SE43-06 T: None

L1
C0

Billy Kane

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.
 [A] ENCORE [Discard a Chara from your hand to the WR]

Weapon - South Town | KF/SE43-06MAX T: None

L1
C0

Mature & Vice

[C] ASSIST All your Charas in front of this gain +500 Pow.
 [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, choose up to 1 Chara in your WR and return it to your hand.

Orochi - South Town | KF/SE43-07 T: None

L1
C0

Mature & Vice

[C] ASSIST All your Charas in front of this gain +500 Pow.
 [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, choose up to 1 Chara in your WR and return it to your hand.

Orochi - South Town | KF/SE43-07MAXa T: None

L1
C0

Mature & Vice

[C] ASSIST All your Charas in front of this gain +500 Pow.
 [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, choose up to 1 Chara in your WR and return it to your hand.

Orochi - South Town | KF/SE43-07MAXb T: None

L1
C0

Goro Daimon

[C] During your turn, this gains +4000 Pow.
 [A] During battles involving this, when Damage taken by you is Cancelled, you may put this in your Stock.

Hachimaki | KF/SE43-08 T: None

L1
C0

Goro Daimon

[C] During your turn, this gains +4000 Pow.
 [A] During battles involving this, when Damage taken by you is Cancelled, you may put this in your Stock.

Hachimaki | KF/SE43-08MAX T: None

L1
C0

Geese, Bad Charisma

[A] When this attacks, if you have 2 or more other Charas, this 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, choose up to 1 of your Opp.'s Level 0 or lower Charas and put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

South Town | KF/SE43-09 T: None

L1
C0

Geese, Bad Charisma
 [A] When this attacks, if you have 2 or more other Charas, this gains +1500 Pow for the turn.
 [A] **CX COMBO** When this attacks, if "Rashoumon" is in the CZ and you have 2 or more other Charas, choose up to 1 of your Opp.'s Level 0 or lower Charas and put it in the WR, and reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

South Town | KF/SE43-09SP T: None

L1
C0

Shen Woo
 [A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

No Traits | KF/SE43-10 T: Soul

L2
C1

Shen Woo
 [A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

No Traits | KF/SE43-10MAX T: Soul

L2
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Goenitz of the Wildly-Blowing Wind
 [C] During battles involving this, no player may play **BACKUP** from hand.
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory.

Orochi - God | KF/SE43-11 T: Soul

L2
C1

Goenitz of the Wildly-Blowing Wind
 [C] During battles involving this, no player may play **BACKUP** from hand.
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Orochi - God | KF/SE43-11MAX T: Soul

L2
C1

Ash, Plunderer
 [C] This gains all traits of all other Charas on the Stage. For each different trait this has, this gains +1000 Pow.
 [A] **CX COMBO** When "Germinal" is placed in your CZ, put up to 1 card from top of your Clock in your Stock, and your Opp. may not play Events or **BACKUP** from hand for the turn.
 [A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory.

No Traits | KF/SE43-12 T: Soul

L3
C2

King of Fighters Premium Booster

Ash, Plunderer
 [C] This gains all traits of all other Charas on the Stage. For each different trait this has, this gains +1000 Pow.
 [A] **CX COMBO** When "Germinal" is placed in your CZ, put up to 1 card from top of your Clock in your Stock, and your Opp. may not play Events or **BACKUP** from hand for the turn.
 [A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory.

No Traits | KF/SE43-12SP T: Soul

L3
C2

Hiedern, Cold Assassin
 [C] During your turn, this gains +2000 Pow.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Army - Eye Patch | KF/SE43-13 T: Soul

L3
C2

Hiedern, Cold Assassin
 [C] During your turn, this gains +2000 Pow.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Army - Eye Patch | KF/SE43-13MAX T: Soul

L3
C2

Rashoumon
 [C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-14 T: Treasure

Rashoumon
 [C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-14MAX T: Treasure

Germinal
 [C] All your Charas gain +2 Soul.

KF/SE43-15 T: 2 Soul

Germinal
 [C] All your Charas gain +2 Soul.

KF/SE43-15SP T: 2 Soul

Kyo, Successor of Powerful Flames
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
 [A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Relics - Sun | KF/SE43-16 T: None

L0
C0

Kyo, Successor of Powerful Flames
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
 [A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Relics - Sun | KF/SE43-16MAX T: None

L0
C0

Shermie
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow and the following ability. [A] When this attacks, look at the top card of your LB, and put it either on top of the LB or in the WR.
 [A] When your Climax card with a Comeback Trigger Icon is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Orochi - Music | KF/SE43-17 T: None

L0
C0

Shermie
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow and the following ability. [A] When this attacks, look at the top card of your LB, and put it either on top of the LB or in the WR.
 [A] When your Climax card with a Comeback Trigger Icon is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Orochi - Music | KF/SE43-17SP T: None

L0
C0

Andy Bogard
 [A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.
 [A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Ninja | KF/SE43-18 T: None

L0
C0

Andy Bogard

[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Ninja | KF/SE43-18SP T: None

L0
C0

Iori Yagami

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Orochi - Relics | KF/SE43-19 T: None

L0
C0

Iori Yagami

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Orochi - Relics | KF/SE43-19MAX T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Benimaru Nikaidou

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Narcisscist | KF/SE43-20 T: None

L0
C0

Benimaru Nikaidou

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Narcisscist | KF/SE43-20MAX T: None

L0
C0

Eiji Kisaragi

[A] When a Climax is placed to your CZ, choose 1 of your Charas and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
[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, choose up to 1 Chara in your WR and return it to your hand.

Ninja - Weapon | KF/SE43-21 T: None

L0
C0

King of Fighters Premium Booster

Eiji Kisaragi

[A] When a Climax is placed to your CZ, choose 1 of your Charas and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
[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, choose up to 1 Chara in your WR and return it to your hand.

Ninja - Weapon | KF/SE43-21MAX T: None

L0
C0

Joe Higashi

[C] During your turn, if you have 2 or more other Charas, this gains +3000 Pow.
[A] [(1) Put this in the WR] When your other Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Hachimaki | KF/SE43-22 T: None

L1
C0

Joe Higashi

[C] During your turn, if you have 2 or more other Charas, this gains +3000 Pow.
[A] [(1) Put this in the WR] When your other Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Hachimaki | KF/SE43-22MAX T: None

L1
C0

Yashiro Nanakase

[C] During battles involving this, your Opp. cannot play BACKUP from hand.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Orochi - Music | KF/SE43-23 T: None

L1
C0

Yashiro Nanakase

[C] During battles involving this, your Opp. cannot play BACKUP from hand.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Orochi - Music | KF/SE43-23SP T: None

L1
C0

Mai, Gorgeous Female Ninja

[C] If you have 3 or more other Charas, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "Hana Arashi" is in the CZ, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower Chara in your WR and return it to your hand, and this gains +1000 Pow for the turn. X = sum of Levels of cards put in the WR via this effect. (Climax cards are considered to be Level 0 for this effect)

Fan - Ninja | KF/SE43-24 T: None

L1
C0

Mai, Gorgeous Female Ninja

[C] If you have 3 or more other Charas, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "Hana Arashi" is in the CZ, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower Chara in your WR and return it to your hand, and this gains +1000 Pow for the turn. X = sum of Levels of cards put in the WR via this effect. (Climax cards are considered to be Level 0 for this effect)

Fan - Ninja | KF/SE43-24MAX T: None

L1
C0

Iori, Sealer

[C] If you have 3 or more other Charas, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "Trinity Two" is in the CZ and you have 3 or more other Charas, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow for the turn. (Climax cards are considered to be Level 0 for this effect)

Orochi - Relics | KF/SE43-25 T: None

L1
C0

Iori, Sealer

[C] If you have 3 or more other Charas, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "Trinity Two" is in the CZ and you have 3 or more other Charas, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow for the turn. (Climax cards are considered to be Level 0 for this effect)

Orochi - Relics | KF/SE43-25SP T: None

L1
C0

Mary, Free Agent

[A] When you use the BACKUP of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
[S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR]

Animal | KF/SE43-26 T: Soul

L1
C1

Mary, Free Agent

[A] When you use the BACKUP of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
[S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR]

Animal | KF/SE43-26MAX T: Soul

L1
C1

Omega Rugal

[C] During your turn, this gains +10000 Pow.

Orochi - South Town | KF/SE43-27 T: Soul

L2
C1

Omega Rugal
 [C] During your turn, this gains +10000 Pow.

Orochi - South Town | KF/SE43-27MAX T: Soul

L2
C1

Kyo, Prince of Flames
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] [(1) Send this to Memory] At the start of your Climax Phase, if you are Level 3 or higher, may pay. If so, choose an "Iori, Berserking" in your WR and put it in the Slot this was in.

Relics - Sun | KF/SE43-28 T: Soul

L2
C1

Kyo, Prince of Flames
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] [(1) Send this to Memory] At the start of your Climax Phase, if you are Level 3 or higher, may pay. If so, choose an "Iori, Berserking" in your WR and put it in the Slot this was in.

Relics - Sun | KF/SE43-28MAX T: Soul

L2
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Kyo Kusanagi
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Rest this] Choose 1 of your other Charas and put it in your Stock.

Relics - Sun | KF/SE43-29 T: Soul

L2
C1

Kyo Kusanagi
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Rest this] Choose 1 of your other Charas and put it in your Stock.

Relics - Sun | KF/SE43-29MAX T: Soul

L2
C1

Terry Bogard
 [C] If you have 3 or more other Charas, this gains +4000 Pow.
 [A] BJCX COMBO When this attacks, if "Bister Wolf" is in the CZ and you have 3 or more other Charas, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR.

Animal | KF/SE43-30 T: Soul

L2
C1

King of Fighters Premium Booster

Terry Bogard
 [C] If you have 3 or more other Charas, this gains +4000 Pow.
 [A] BJCX COMBO When this attacks, if "Bister Wolf" is in the CZ and you have 3 or more other Charas, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR.

Animal | KF/SE43-30SP T: Soul

L2
C1

Chris
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] If you have 3 or more other Charas, this gains +1500 Pow and the following ability. "[A] [Discard a card from your hand to the WR] When this is Front Attacked, may pay. If so, return this to your hand."
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Orochi - Music | KF/SE43-31 T: Soul

L3
C2

Chris
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] If you have 3 or more other Charas, this gains +1500 Pow and the following ability. "[A] [Discard a card from your hand to the WR] When this is Front Attacked, may pay. If so, return this to your hand."
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Orochi - Music | KF/SE43-31SP T: Soul

L3
C2

Iori, Berserking
 [A] When this is placed from hand to the Stage or via effect of [A] ability of your "Kyo, Prince of Flames" to the Stage, you may put the top card of your Clock in the WR.
 [A] [(4) Put 1 of your other Charas from the Stage in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Orochi - Relics | KF/SE43-32 T: Soul

L3
C2

Iori, Berserking
 [A] When this is placed from hand to the Stage or via effect of [A] ability of your "Kyo, Prince of Flames" to the Stage, you may put the top card of your Clock in the WR.
 [A] [(4) Put 1 of your other Charas from the Stage in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Orochi - Relics | KF/SE43-32MAX T: Soul

L3
C2

Kyo, Exorcist
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] CX COMBO [Discard a "Kyo, Successor of Powful Flames" from your hand to the WR] When this attacks, if "Fateful Flames" is in the CZ, may pay. If so, put the bottom 7 cards of your Opp.'s LB in their WR, and deal X Damage to your Opp.. X = # of Climax Cards amongst those cards. (DC can occur)

Relics - Sun | KF/SE43-33 T: Soul

L3
C2

Kyo, Exorcist
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] CX COMBO [Discard a "Kyo, Successor of Powful Flames" from your hand to the WR] When this attacks, if "Fateful Flames" is in the CZ, may pay. If so, put the bottom 7 cards of your Opp.'s LB in their WR, and deal X Damage to your Opp.. X = # of Climax Cards amongst those cards. (DC can occur)

Relics - Sun | KF/SE43-33SP T: Soul

L3
C2

Mai Shiranui
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. puts all of their Stock in the WR, and then puts the same number of cards from top of their LB in their Stock.
 [A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Fan - Ninja | KF/SE43-34 T: Soul

L3
C2

Mai Shiranui
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. puts all of their Stock in the WR, and then puts the same number of cards from top of their LB in their Stock.
 [A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Fan - Ninja | KF/SE43-34SP T: Soul

L3
C2

Purple Flame and Green Flame
 [Counter] Choose 1 of your Charas and return it to your hand. If so, your Opp. chooses 1 of his or her Charas and return it to hand.

KF/SE43-35 T: None

L1
C1

Purple Flame and Green Flame
 [Counter] Choose 1 of your Charas and return it to your hand. If so, your Opp. chooses 1 of his or her Charas and return it to hand.

KF/SE43-35MAX T: None

L1
C1

104 Shiki: Aragami
 Search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB.

KF/SE43-36 T: None

L1
C1

104 Shiki: Aragami
 Search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB.

KF/SE43-36MAX T: None

L1
C1

Japan Team
 If you don't have a Chara with either "Kyo", "Benimaru", or "Goro", you cannot play this from hand.
 Choose up to 2 Charas in your WR and return them to your hand.

KF/SE43-37 T: None

L1
C2

Japan Team
 If you don't have a Chara with either "Kyo", "Benimaru", or "Goro", you cannot play this from hand.
 Choose up to 2 Charas in your WR and return them to your hand.

KF/SE43-37MAX T: None

L1
C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Hana Arashi
 [C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-38 T: Salvage

Hana Arashi
 [C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-38MAX T: Salvage

Trinity Two
 [C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-39 T: Salvage

King of Fighters Premium Booster

Trinity Two
 [C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-39MAX T: Salvage

Buster Wolf
 [C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-40 T: Salvage

Buster Wolf
 [C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-40MAX T: Salvage

Fateful Flame
 [C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-41 T: Salvage

Fateful Flame
 [C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-41SP T: Salvage

Yuri Sakazaki
 [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.
 [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, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."
Sports - Chairman | KF/SE43-42 T: None

L0
C0

Yuri Sakazaki
 [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.
 [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, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."
Sports - Chairman | KF/SE43-42SP T: None

L0
C0

Robert Garcia
 [A] When this attacks, if there are 5 or more cards in your hand, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.
Animal | KF/SE43-43 T: None

L0
C0

Robert Garcia
 [A] When this attacks, if there are 5 or more cards in your hand, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.
Animal | KF/SE43-43MAX T: None

L0
C0

Gentsai Chin
 [C] If a ::Wine:: Chara in your WR, this gains +2000 Pow.
 [S] [Rest this] Search your LB for up to 1 ::ESP:: or ::Wine:: Chara or an Event, put it in the WR, and shuffle your LB.
Wine | KF/SE43-44 T: None

L0
C0

Gentsai Chin
 [C] If a ::Wine:: Chara in your WR, this gains +2000 Pow.
 [S] [Rest this] Search your LB for up to 1 ::ESP:: or ::Wine:: Chara or an Event, put it in the WR, and shuffle your LB.
Wine | KF/SE43-44MAX T: None

L0
C0

King
 [A] [(1) Put the top card of your LB in your Clock, return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas and return it to your hand.
Male Dressing - Rose | KF/SE43-45 T: None

L0
C0

King
 [A] [(1)] Put the top card of your LB in your Clock, return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas and return it to your hand.

Male Dressing - Rose | KF/SE43-45MAX T: None

L0
CO

Athena in Sailor Uniform
 [A] **CX COMBO** When "Super Phoenix Infinity" is placed in your CZ, if you have 3 or more other Charas, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)
 [S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. *Choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.*

ESP - Music | KF/SE43-46 T: None

L0
CO

Athena in Sailor Uniform
 [A] **CX COMBO** When "Super Phoenix Infinity" is placed in your CZ, if you have 3 or more other Charas, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)
 [S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. *Choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.*

ESP - Music | KF/SE43-46SP T: None

L0
CO

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Whip, Rookie of Ikari Team
 [A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.
 [A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. * [C] This cannot move to another Slot.

Army - Clone | KF/SE43-47 T: None

L0
CO

Whip, Rookie of Ikari Team
 [A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.
 [A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. * [C] This cannot move to another Slot.

Army - Clone | KF/SE43-47MAX T: None

L0
CO

Kensou Sei
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Athena in Sailor Uniform" whose Level is equal to or lower than your Level, put it in any Slot on the Stage, and shuffle your LB.

ESP - Dragon | KF/SE43-48 T: None

L0
CO

King of Fighters Premium Booster

Kensou Sei
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Athena in Sailor Uniform" whose Level is equal to or lower than your Level, put it in any Slot on the Stage, and shuffle your LB.

ESP - Dragon | KF/SE43-48MAX T: None

L0
CO

K'
 [C] During your turn, this gains +3000 Pow.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Modification | KF/SE43-49 T: None

L1
CO

K'
 [C] During your turn, this gains +3000 Pow.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Modification | KF/SE43-49MAX T: None

L1
CO

Athena Asamiya
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

ESP - Music | KF/SE43-50 T: None

L1
CO

Athena Asamiya
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

ESP - Music | KF/SE43-50MAX T: None

L1
CO

Kula, Ice Beauty
 [C] If you have 3 or more other Charas, this gains +1000 Pow.
 [A] **CX COMBO** When "Diamond Edge" is placed in your CZ, if you have 3 or more other Charas, this gains +2000 Pow for the turn, and this gains the following ability until the next end of your Opp.'s turn. * [A] When this is Front Attacked, you may return this to your hand.*

Modification - Doll | KF/SE43-51 T: None

L1
CO

Kula, Ice Beauty
 [C] If you have 3 or more other Charas, this gains +1000 Pow.
 [A] **CX COMBO** When "Diamond Edge" is placed in your CZ, if you have 3 or more other Charas, this gains +2000 Pow for the turn, and this gains the following ability until the next end of your Opp.'s turn. * [A] When this is Front Attacked, you may return this to your hand.*

Modification - Doll | KF/SE43-51MAX T: None

L1
CO

Kasumi Todoh
 [A] This ability activates up to once per turn. When you use an [S] ability, for the turn this gains +1500 Pow and the following ability. * [A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. * (Climax cards are considered to be Level 0 for this effect. Otherwise put the revealed card back where it was)

Hachimaki | KF/SE43-52 T: None

L1
CO

Kasumi Todoh
 [A] This ability activates up to once per turn. When you use an [S] ability, for the turn this gains +1500 Pow and the following ability. * [A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. * (Climax cards are considered to be Level 0 for this effect. Otherwise put the revealed card back where it was)

Hachimaki | KF/SE43-52MAX T: None

L1
CO

Kim, Treasure of the Tae Kwon Do World
 [A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Teacher | KF/SE43-53 T: Soul

L1
C1

Kim, Treasure of the Tae Kwon Do World
 [A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Teacher | KF/SE43-53MAX T: Soul

L1
C1

Yuri, Tomboy Girl
 [A] [(2)] Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp. and put it in the WR.
 [S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Sports - Chairman | KF/SE43-54 T: Soul

L2
C1

Yuri, Tomboy Girl

[A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Sports - Chairman | KF/SE43-54MAX T: Soul

L2
C1

One Who Exceeds K

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] **CX COMBO** When "Crow Bite" is placed in your CZ, you may choose a Level 0 or lower card in your WR and put it in your Stock. (Climax cards are considered to be Level 0 for this effect)

Modification | KF/SE43-55 T: Soul

L2
C1

One Who Exceeds K

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] **CX COMBO** When "Crow Bite" is placed in your CZ, you may choose a Level 0 or lower card in your WR and put it in your Stock. (Climax cards are considered to be Level 0 for this effect)

Modification | KF/SE43-55MAX T: Soul

L2
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Ryo Sakazaki

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, if you have 5 or fewer cards in your LB, return all cards in your WR to your LB. If so, shuffle that LB, you may choose 1 of your Opp.'s Charas and either (a) Stand that Chara and move it to another empty Slot on your Opp.'s Stage or (b) choose 1 of your Opp.'s other Charas, then Stand them and Swap them.

Dragon | KF/SE43-56 T: Soul

L2
C1

Ryo Sakazaki

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, if you have 5 or fewer cards in your LB, return all cards in your WR to your LB. If so, shuffle that LB, you may choose 1 of your Opp.'s Charas and either (a) Stand that Chara and move it to another empty Slot on your Opp.'s Stage or (b) choose 1 of your Opp.'s other Charas, then Stand them and Swap them.

Dragon | KF/SE43-56MAX T: Soul

L2
C1

Kula Diamond

[C] If you have 3 or more other Charas, this gains +2000 Pow.
[A] **CX COMBO** [(3) Discard a card from hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Crow Bite" is in the CZ and you have 3 or more other Charas, may pay. If so, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, and Stand this.

Modification - Doll | KF/SE43-57 T: Soul

L3
C2

King of Fighters Premium Booster

Kula Diamond

[C] If you have 3 or more other Charas, this gains +2000 Pow.
[A] **CX COMBO** [(3) Discard a card from hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Crow Bite" is in the CZ and you have 3 or more other Charas, may pay. If so, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, and Stand this.

Modification - Doll | KF/SE43-57SP T: Soul

L3
C2

Angel

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Modification | KF/SE43-58 T: Soul

L3
C2

Angel

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Modification | KF/SE43-58SP T: Soul

L3
C2

Psycho Soldier Team

If you don't have a Chara with either "Athena", "Kensou", or "Gentsai" in your WR, you cannot play this from hand.
Put up to 2 cards from top of your Clock in your WR. Send this to Memory.

KF/SE43-59 T: None

L1
C2

Psycho Soldier Team

If you don't have a Chara with either "Athena", "Kensou", or "Gentsai" in your WR, you cannot play this from hand.
Put up to 2 cards from top of your Clock in your WR. Send this to Memory.

KF/SE43-59MAX T: None

L1
C2

Continue

[Counter] Choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."
You may choose 1 of your Charas and return it to your hand.

KF/SE43-60 T: None

L3
C4

Continue

[Counter] Choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."
You may choose 1 of your Charas and return it to your hand.

KF/SE43-60MAX T: None

L3
C4

Super Phoenix Infinity

[C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-61 T: Soul Gate

Super Phoenix Infinity

[C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-61MAX T: Soul Gate

Diamond Edge

[C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-62 T: Soul Gate

Diamond Edge

[C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-62MAX T: Soul Gate

Crow Bite

[C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-63 T: Soul Gate

Crow Bite

[C] All your Charas gain +1000 Pow and +1 Soul.

KF/SE43-63SP T: Soul Gate



Downloaded from HeartOfTheCards.com. Do not distribute or repost.



King of Fighters Premium Booster

