

Don-Sama, Evil Army!

[C] This cannot Direct Attack.

Alien | AG/SPR-P01 T: Soul

L2
C2

Assault Lily Bouquet

[C] All your Charas gain +2 Soul.

ALL/S76-P01 T: 2 Soul

Lily & Yuyu, Endless Battle

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Lily - Hitotsuyanagi Corps | ALL/S76-P02 T: Soul

L3
C2

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

Lily & Yuyu, Endless Battle

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Lily - Hitotsuyanagi Corps | ALL/S76-P02S T: Soul

L3
C2

Lily, Beyond that Look

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Lily:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Lily | ALL/S76-P03 T: None

L0
C0

Lily - Gran Eple | ALL/S90-P07 T: Soul

L2
C1

Schwarz Promos

Lily - Gran Eple | ALL/S90-P07S T: Soul

L2
C1

Lily - Gran Eple | ALL/S90-P11 T: None

L0
C0

Lily - Gran Eple | ALL/S90-P11S T: None

L0
C0

Lily - Gran Eple | ALL/SE37-P03S T: Soul

L2
C1

Chibi Armin

[S] [Rest 2 of your ::Corps:: Charas] This gains +2500 Pow for the turn.

Corps - Weapon | AOT/S35-101 T: None

L0
C0

Chibi Conny

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Corps - Weapon | AOT/S35-102 T: None

L0
C0

Chibi Eren

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Corps - Weapon | AOT/S35-103 T: Soul

L1
C1

Chibi Annie

[C] This cannot Side Attack.

Corps - Weapon | AOT/S35-104 T: Soul

L2
C1

Chibi Hanji

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

Corps - Weapon | AOT/S35-105 T: None

L1
C0

Chibi Levi

[C] If you have 1 or fewer ::Corps:: Charas, you cannot play this from hand.

Corps - Weapon | AOT/S35-106 T: Soul

L2
C2

Chibi Sasha

[C] If you have no other Charas, this gains +2000 Pow.
[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 your LB or in the WR.

Corps - Weapon | AOT/S35-107 T: None

L0
C0

Chibi Krista

[S] [Discard a Climax card from your hand to the WR] Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Corps - Weapon | AOT/S35-108 T: None

L0
C0

Chibi Mikasa

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1 Level and +1000 Pow for the turn.

Corps - Weapon | AOT/S35-109 T: None

L1
C0

Chibi Jean

[A] When this is placed from hand to the Stage, if you have another Chara with "Mikasa" in name, this gains +2000 Pow for the turn.

Corps - Weapon | AOT/S35-110 T: None

L1
C0

Chibi Reiner

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Corps - Weapon | AOT/S35-111 T: Soul

L2
C1

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

Chibi Colossal Titan

[A] When this is placed from hand to the Stage, choose 1 of your ::Titan:: Charas, and that Chara gains +1500 Pow for the turn.

Titan | AOT/S35-112 T: None

L0
C0

Eren, Frontline of the Battle

[C] This gains +X Pow. X = 2000 times Level of the Chara Opposite this.

Corps - Weapon | AOT/S35-P01 T: None

L0
C0

Colossal Titan, Spreading Conflicts

[A] [Put a Level 0 or lower Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.

Titan | AOT/S35-P02 T: Soul

L2
C2

Schwarz Promos

"Summer Training" Mikasa & Krista

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

[A] When this is placed from hand to the Stage, choose 1 of your other Level 1 or lower Charas, and that Chara gains +1000 Pow for the turn.

Corps - Weapon | AOT/S35-P03 T: None

L0
C0

Watermelon Smashing in the Middle of Summer

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

AOT/S35-P04 T: None

L0
C0

Armored Titan

[A] When this becomes Reversed in battle, put the top card of your LB in your Clock.

Titan | AOT/S35-T21 T: None

L0
C0

Colossal Titan

[C] During your Opp.'s turn, this gains +5000 Pow.

[C] If there are 5 or more cards in your hand, this gains +1000 Pow.

Titan | AOT/S35-T22 T: Soul

L3
C2

"Unwavering Determination" Eren

[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 3000, Level 2** [(1) Discard this card from your hand to the WR]

Corps - Weapon | AOT/S50-P01 T: Soul

L2
C1

"Heroic Spirit of a Swordsman" Red Saber

[A] At the start of your Encore Step, put the top card of your LB in the WR. If it's Level 1 or higher, put this in the WR. (Climax cards are considered Level 0 for this effect)

Servant - Royalty | APO/S53-P01 T: None

L0
C0

"Holy Grail War" Ruler

[S] [Rest this] Choose 1 of your Charas with either ::Master::, ::Servant::, or ::Homunculus::, and that Chara gains +1500 Pow for the turn.

Servant - Flag | APO/S53-P02 T: None

L0
C0

Gravity Magic

[Counter] If you don't have a Chara with "Yue" in name, you cannot play this from your hand. This can be played from hand without meeting color requirement. Perform the following action twice. Look at the top card of your LB and put it either on top of the LB or in the WR.

ARI/S103-P01 T: None

L2
C0

Yue, Bathtime

[A] When you use the **BACKUP** of this, if there's a Climax card in your Opp.'s CZ, choose 1 of your ::Tortus:: Charas in battle, and that Chara gains +2000 Pow for the turn.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Tortus - Vampire | ARI/S103-P02 T: Soul

L2
C1

Yue, Bathtime

[A] When you use the **BACKUP** of this, if there's a Climax card in your Opp.'s CZ, choose 1 of your ::Tortus:: Charas in battle, and that Chara gains +2000 Pow for the turn.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Tortus - Vampire | ARI/S103-P02S T: Soul

L2
C1

Shea, Where You're Winning

[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 card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.

Tortus - Rabbitman | ARI/S103-P03 T: None

L0
C0

Shea, Where You're Winning

[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 card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.

Tortus - Rabbitman | ARI/S103-P03S T: None

L0
C0

Kuroyukihime, Condition for Reward --No Text-- <div>Student Council - Avatar AW/S18-106 T: None</div> <div>L0C0</div>	Kuroyukihime, Orally Acknowledging [C] All your other ::Student Council:: Charas gain +500 Pow. <div>Student Council - Net AW/S18-107 T: None</div> <div>L0C0</div>	Kuroyukihime, "Parent" of Haruyuki [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 Chara with "Haruyuki" in name, reveal it, and put it in your hand. Shuffle your LB. <div>Student Council - Net AW/S18-108 T: None</div> <div>L1C0</div>
---	---	---

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

Kuroyukihime, First Time Being Jealous [S] [(1)] This gains +1 Soul for the turn. <div>Student Council - Net AW/S18-110 T: Soul</div> <div>L2C2</div>	Kuroyukihime, First Time in Love [A] When this attacks, all your Charas gain +500 Pow for the turn. <div>Student Council - Avatar AW/S18-P01 T: None</div> <div>L0C0</div>	Kuroyukihime in Swimsuits [S] [Counter] BACKUP 1500, Level 1 [Discard this card from your hand to the WR] <div>Student Council - Net AW/S18-P02 T: None</div> <div>L1C0</div>
---	--	--

Schwarz Promos

Chiyuri, Leaving School [S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR] <div>Sports - Net AW/S18-P03 T: Soul</div> <div>L1C1</div>	Kuroyukihime, Date After Class [C] During your turn, this gains +1000 Pow. <div>Student Council - Net AW/S18-P04 T: Soul</div> <div>L2C1</div>	Kuroyukihime, Cute Rival Feeling [S] [(1)] This gains +2000 Pow for the turn. <div>Student Council - Net AW/S18-P05 T: None</div> <div>L1C0</div>
---	--	---

Kuroyukihime, Early Summer Afternoon [A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn. <div>Student Council - Net AW/S18-P06 T: None</div> <div>L1C1</div>	Chibi Kuroyukihime [C] If you have 3 or more other Charas with either ::Avatar:: or ::Net::, this gains +1000 Pow. [A] ENCORE [Discard a Chara from your hand to the WR] <div>Student Council - Avatar AW/S43-101 T: None</div> <div>L1C1</div>	Chibi Chiyuri [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Clock with either ::Avatar:: or ::Net:: and return it to your hand, and put the top card of your LB in your Clock. <div>Avatar - Animal AW/S43-102 T: None</div> <div>L0C0</div>
---	---	---

Chibi Niko [S] [Counter] BACKUP 1500, Level 1 [Discard this card from your hand to the WR] <div>Net AW/S43-103 T: None</div> <div>L1C0</div>	Chibi Fuuko [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. <div>Net AW/S43-104 T: None</div> <div>L0C0</div>	Santa Kuroyukihime [C] Your other Chara in the Front Row Center Slot gains +1000 Pow. [A] When this is placed from hand to the Stage, choose 1 of your other ::Avatar:: or ::Net:: Charas, and that Chara gains +1000 Pow for the turn. <div>Student Council - Net AW/S43-P01 T: None</div> <div>L0C0</div>
---	--	--

Kuroyukihime, Colorful Japanese Outfit [A] When this attacks, choose 1 of your other Charas with either ::Avatar:: or ::Net::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Avatar:: or ::Net::.. <div>Student Council - Net AW/S43-P02 T: None</div> <div>L1C0</div>	Sora Tokui as Palko Nanana [A] [(3)] When this is placed from hand to the Stage, may pay. If so, you declare a number between 0, 1, 2, and 3, and your Opp. reveals his or her hand. If there is a card among them whose Level is the same as the number you declared, deal 1 Damage to your Opp.. (Climax cards are considered Level 0 for this effect. DC can occur) <div>Card Game - Buddyfight BF/SPR-P01 T: Soul</div> <div>L2C1</div>	Mayoi Hachikuji, Genki Girl --No Text-- <div>Strange - Spirit BM/S15-106 T: None</div> <div>L0C0</div>
---	---	--

Suruga Kanbaru, Sports Festival Type

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

Strange - Sports | BM/S15-107 T: None

L0C0

Black Hanekawa, New Type of Strange

--No Text--

Strange - Chairman | BM/S15-108 T: None

L0C0

Hitagi Senjougahara, Clean Clothing

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

Strange | BM/S15-109 T: None

L0C0

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

Hadeko Sengoku, Dizzy

--No Text--

Strange | BM/S15-110 T: None

L0C0

Hitagi Senjougahara, Intimidating

[S] [(1) Rest 1 of your Charas] This gains +2500 Pow for the turn.

Strange - Stationery | BM/S15-111 T: None

L1C0

"Needle of Words" Hitagi Senjougahara

--No Text--

Strange - Stationery | BM/S15-112 T: None

L0C0

Schwarz Promos

Nadeko Sengoku, Shyness

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Strange | BM/S15-113 T: Soul

L2C1

Mato, Xmas Party

[C] If you have 1 of fewer other Charas, all your other Charas gain +1500 Pow.

Sports | BR/SE06-37 T: None

L0C0

Black Rock Shooter, Will Hidden Within Eyes

[C] During your Opp.'s turn, this gains +1000 Pow.

Weapon | BR/SE06-38 T: None

L1C0

Black Rock Shooter

--No Text--

Weapon | BR/SPR-001 T: None

L0C0

Dead Master

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

Weapon | BR/SPR-002 T: Soul

L1C1

Yuri, Eyes of Unwavering Determination

[C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose up to 1 'Yuri of the Volunteer Army' in your hand and put it in the Slot this was in."

Mana - Weapon | CC/S48-P01 T: None

L0C0

Aram, Guardian Dragon's Flaming Sword

[A] When this attacks, choose 1 of your other ::Mana:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Mana:: Charas.

Mana - Weapon | CC/S48-P02 T: None

L0C0

"Happy Allies" Nao Tomori

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Gifted - Student Council | CHA/W40-101 T: Soul

L1C1

"Happy Allies" Yuu Otosaka

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Gifted - Student Council | CHA/W40-102 T: None

L0C0

"Happy Allies" Yusa Nishimori

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Gifted:: Chara in your WR and return it to your hand.

Gifted - Student Council | CHA/W40-103 T: None

L0C0

"Happy Allies" Joujirou Takajou

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

Gifted - Student Council | CHA/W40-104 T: None

L1C0

"Bond to Protect" Canaan & Maria

[A] When this attacks, all your Charas gain +500 Pow for the turn.

Weapon - Cat's Cradle | CN/SE02-28 T: None

L1C0

Shinnosuke, Kasukabe Defense Organization
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Family - Kindergarten | CS/S28-101 T: Soul

L2
C1

Kazama-kun, Kasukabe Defense Organization
[C] All your other ::Kindergarten:: Charas gain +500
Pow.

Kindergarten - Honor Student | CS/S28-102 T: None

L0

C0

Nene-chan, Kasukabe Defense Organization
[S] [Rest 2 of your Charas with either ::Family:: or ::Kindergarten::] This gains +2500 Pow for the turn.

Kindergarten - Doll | CS/S28-103 T: None

LO
CO

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

Masao-kun, Kasukabe Defense Organization
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Kindergarten - Crybaby | CS/S28-104 T: None

L1
C0

Bo-chan, Kasukabe Defense Organization
[A] When your Climax is placed in the CZ, this gains
+1500 Pow for the turn.

Kindergarten - Mystery | CS/S28-105 T: None

L1
C0

Action Mask, Sealed Fist
 [C] If there are 2 or fewer cards in your Clock, this cannot attack.

Schwarz Promos

"My Robotic Father" Shinnosuke
[C] This cannot be Reversed by effects of [A] abilities
of your Opp.'s Charas.

Family - Kindergarten | CS/S28-P02 T: None

L1
C1

"Stand-Up Robotic Father" Hiroshi
 [S] [(1)] This gains the following ability for the turn.
 "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara."

Family - Mecha | CS/S28-P03 T: None

L1
C0

"Revenging Robotic Father" Hiroshi
[C] If there are 4 or fewer cards in your Stock, this gains +1000 Pow.

Family - Mecha | CS/S28-P04 T: Soul

L2
C1

"Robotic Shin-chan" Shinnosuke
[S] [(2) Rest this] Choose a Chara with either ::Family:: or ::Kindergarten:: in your WR and return it to your hand.

Family - Kindergarten | CS/S28-P05 T: None

L0
C0

"A Little Convenient Robotic Father" Hiroshi
[S] [Rest 1 of your Charas with **ASSIST**] This gains
the following ability for the turn. "[A] When the
Battle Opp. of this becomes Reversed, you may
put it on top of the LB."

Family - Mecha | CS/S28-P06 T: None

L0
C0

Shinnosuke, Controller
 [A] This ability activates up to twice per turn. When your other Chara with either ::Family:: or ::Mechas:: is placed from hand to the Stage, this gains +1000 Pow for the turn.

Family - Kindergarten | CS/S28-P07 T: None

L0
 C0

"Strongest Robotic Father" Hiroshi

[C] If there are Markers under this and this is in the Front Row Center Slot, this gains +3500 Pow and the following ability. [C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas.

[A] ([1] 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 ::Family:: Charas, reveal it, put it in your hand, and choose up to 1 "My Robotic Father" Shinnosuke in your hand, reveal it, and put it face-down under this as Marker, and shuffle your LB.

Family - Mecha | CS/S28-P08 T: None

L1

C0

Shinnosuke & Shiro, Summer Memory
 [C] During your turn, your other Chara in the Front Row Center Slot gains +1500 Pow.
 [S] [(1)] Choose 1 of your Charas with either ::Family:: or ::Kindergarten::, and that Chara gains +1 Soul for the turn.

Family - Animal | CS/S28-P09 T: None

L0
C0

Aki Hayakawa, Daily Life After the Fierce Battle
 [A] [(1) Discard an ::Devil Hunter:: or ::Demon:: Chara from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, 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.

Devil Hunter - Public Safety | CSM/S96-105 T: None

L0

C0

Mizuha, With the Falling Cherry Blossoms
 [C] All your other ::Magic:: Charas gain +500 Pow.
 [S] CX COMBO [(3)] Choose a "Young Man, Meet Your Destiny" in your WR and put it in your CZ.

Magic | DC5/WPR-P01 T: None

L0
C0

Young Man, Meet Your Destiny
[C] All your Charas gain +2 Soul.

DC5/WPR-P02 T: 2 Soul

Knocker Up - Weapon | DCT/S86-P06 T: None

[A] ([1] Discard a card from your hand to the WR) When this is placed from hand to the Stage, may pay. If so, 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.

[A] ([1] Discard an Event from your hand to the WR) When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to hand.

$$\frac{L0}{C0}$$

--No Text--

$$\frac{L0}{C0}$$

--No Text--

LO
CO

[A] During your Opp.'s turn, all your other Charas gain +500 Pow.

$$\frac{L1}{C1}$$

--No Text--

$$\frac{L1}{C1}$$

[C] All your other ::Hero:: Charas and Charas with "Protagonist" in name gain +500 Pow.

$$\frac{L1}{C1}$$

--No Text--

$$\frac{L0}{C0}$$

[C] If there are 4 or more Climax cards in your WR, this gains ::Love::.

$$\frac{L2}{C2}$$

[C] You may have as many cards with the same name as this in your Deck.

LO
CO

[C] If there are 6 or more Climax cards in your WR, this gains +2 Soul.

L1
C0

[S] ([1]) This gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB."

$$\frac{LO}{CO}$$

Deal 5 Damage to your Opp.. (DC can occur)

L3
C3

[C] If you have no other Charas, this gains +2000 Pow

$$\frac{L0}{C0}$$

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Prinny:: Chara, reveal it, and put it in your hand. Shuffle your LB.

L1
C0

--No Text--

$$\frac{L2}{C1}$$

Slacks
--No Text--

$$\frac{L0}{C0}$$

[A] When this attacks, all your Charas gain +500 Pow for the turn

$$\frac{L1}{C0}$$

[C] If you have 2 or more other ::Prinny:: Charas, this gains +1000 Pow

$$\frac{L0}{C0}$$

Hell Chronicles Disgaea 4 x Nippon Ichi RADIO

[C] All your Charas gain +2 Soul.

DG/SE08-53 T: 2 Soul

Disgaea D2

Rest 2 of your Charas. If you Rest 2 Charas this way, deal X Damage to your Opp.. X = the sum of Levels of Charas Rested this way. (DC can occur)

DG/SE17-P01 T: None

Etna, Owner of Strong Magical Power

[C] If all your Charas are either ::Prinny:: or Charas with "Etna" in name, this gains +1000 Pow.

Demon - Weapon | DG/SE17-P02 T: None

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

Overlord and His Merry Allies

You may discard 2 cards from your hand to the WR. If so, perform the following action twice. "Deal 2 Damage to your Opp.." (DC can occur)

DG/SE17-P03 T: None

"PRINNY CLUB Mascot Girl" Purin-chan

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

Prinny - Card Game | DG/SPR-P01 T: None

Kyoko Yamate, Ikken Issei To The End

[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, sent that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music - Peaky P-Key | DJ/S97-P07 T: Soul

Schwarz Promos

Happy Around!

[C] All your Charas gain +2 Soul.

DJ/SPR-001 T: 2 Soul

Peaky P-key

[C] All your Charas gain +2 Soul.

DJ/SPR-002 T: 2 Soul

Yamato & Hibiki & Alcor, Tuxedos

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Summoner:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summoner - Dragon | DS2/SE16-P01 T: None

Io in Swimsuits

[A] [(4)] When this is Front Attacked, may pay. If so, choose a Chara Opposite this, and that Chara gains +6 Soul for the turn.

Summoner - Swimsuit | DS2/SE16-P02 T: None

Ayanami, Deploying

--No Text--

Pilot | EV/S12-106 T: None

Mari, Old-Type Plug Suits

--No Text--

Pilot - Glasses | EV/S12-107 T: None

Asuka in the Quarantine Waiting Room

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

Pilot - Army | EV/S12-108 T: None

Ayanami with Secret

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Pilot | EV/S12-109 T: Soul

Mari, Shooting at Point-Blank Range

[A] When this is placed from hand to the Stage, choose 1 of your other ::Mecha:: Charas, and that Chara gains +1000 Pow for the turn.

Pilot - Glasses | EV/S12-110 T: None

Mash & Fou, Self-Introduction

[C] Chara Opposite this gets -1 Soul.
[C] Your other Front Row Center ::Chaldea:: or ::Babylonia:: Chara gets +1000 Pow and the following ability. "[C] This card cannot be Reversed by Opp.'s Chara's [A] Abilities."

Chaldea | FGO/S75-P01 T: Soul

Ishtar, Sharpshooting

[A] When this attacks, choose 1 of your ::Chaldea:: or ::Babylonia:: Charas, and for the turn that Chara gains +1500 Pow.
[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Babylonia - Goddess | FGO/S75-P03 T: None

Saber in Maid Outfit

[A] When you Level-Up, all your Charas gain +1 Level for the turn.

Servant - Maid | FH/SE03-046 T: None

Rin in Maid Outfit

[A] [(2)] When you Level-Up, may pay. If so, choose a ::Maid:: Chara in your WR and return it to your hand.

Master - Maid | FH/SE03-047 T: None

L0
C0

Sakura in Maid Outfit

[A] When you Level-Up, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Master - Maid | FH/SE03-048 T: None

L0
C0

Rider in Maid Outfit

[A] When you Level-Up, you may draw a card. If so, discard a card from your hand to the WR.

Servant - Maid | FH/SE03-049 T: None

L0
C0

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

"Always Graceful" Rin

[S] [Rest 1 of your ::Master:: Charas] This gains +1000 Pow for the turn.

Master - Gem | FH/SE03-050 T: None

L1
C0

"Always Graceful" Rin

[S] [Rest 1 of your ::Master:: Charas] This gains +1000 Pow for the turn.

Master - Gem | FH/SE03-051 T: None

L1
C0

Saber

--No Text--

Weapon - Servant | FS/S03-101 T: Soul

L1
C1

Schwarz Promos**Chibi Saber**

[C] If you have another Chara with "Shirou" in name, this gains +2000 Pow.

Servant - Weapon | FS/S03-104 T: None

L0
C0

Chibi Rin

[S] [Rest 1 of your Charas with "Archer" in name] This gains +1500 Pow for the turn.

Master - Gem | FS/S03-105 T: Soul

L1
C1

Chibi Sakura

[C] All your other Charas with "Shirou" in name gain +500 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Master - Sports | FS/S03-106 T: Soul

L1
C1

Saber, Thinking About Days Long Past

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Chara with "Saber" in name, reveal it, and put it in your hand. Shuffle your LB.

Royalty - Weapon | FS/S03-107 T: Soul

L1
C1

Saber, True Guardian

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Servant - Weapon | FS/S03-109 T: None

L0
C0

SD Shirou

[C] All your other Charas with either ::Master:: or ::Servant:: gain +500 Pow.

Master - Weapon | FS/S34-101 T: None

L0
C0

SD Saber

[C] If there are no cards in your Clock, this cannot attack.

Servant - Weapon | FS/S34-102 T: None

L1
C0

SD Archer

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

Servant - Weapon | FS/S34-103 T: None

L0
C0

SD Rin

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Master - Gem | FS/S34-104 T: Soul

L2
C1

Those Who Fight the Destiny

[C] If you have another ::Servant:: Chara, this gains +1500 Pow.

Master | FS/S34-P01 T: None

L1
C0

Those Who Fight Together

[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow.

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::Master:: or ::Servant::, reveal it, put it in your hand, and shuffle your LB.

Master - Servant | FS/S34-P02 T: None

L1
C0

Rin & Archer, Dancing in the Night

[A] This ability activates up to twice per turn. When you use an [S] ability, this gains +1000 Pow for the turn.

Master - Servant | FS/S34-P03 T: None

L1
C0

[A] [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 Chara in your WR with "Rin" in name and return it to your hand.

$$\frac{L0}{C0}$$

[C] If this is in the Front Row Center Slot, this gains +1 Soul.

[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

LO
CO

[A] When this attacks, reveal the top card of your LB. If it's a Chara with either "Shirou", "Saber", or "Rin" in name, this gains +1 Soul for the turn. (Put the revealed card back where it was)

L0
C0

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

L2
C1

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, Rest this. (Put the revealed card back where it was)
[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory.

L1
C0

[C] All your other Charas with either "Illya" or "Berserker" in name gain +500 Pow.

$$\frac{L0}{C0}$$

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

$$\frac{L0}{C0}$$

[A] ([2]) When this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

LO
CO

[A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to the LB. If so, shuffle your LB, and draw a card.

L2
C1

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, 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.

$$\frac{L0}{C0}$$

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Master:: or ::Servant::, and that Chara gains +1500 Pow for the turn.

LO
CO

[A] When this attacks, choose 1 of your other Charas with ::Master:: and/or ::Servant::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with ::Master:: and/or ::Servant::.

L1
C0

[S] [(1)] Choose 1 of your ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

$$\frac{L2}{C1}$$

[S] [Discard a Climax card from your hand to the WR]
This gains +4000 Pow for the turn.

$$\frac{L1}{C1}$$

[S] [Rest this] Choose 1 of your ::Key:: Charas, and that Chara gains +1000 Pow for the turn.

L0
C0

[A] When this is placed from hand to the Stage, choose 1 of your other ::Magic:: Charas, and that Chara gains +1000 Pow for the turn.

[S] [(2) Rest this] Put the top card of your Clock in the WR.

$$\frac{L1}{C0}$$

[A] When your other Chara becomes Reversed in Battle, this gains +1000 Pow for the turn.

LO
CO

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1000 Pow for the turn.

$$\frac{L1}{C1}$$

"Gangster" Lucy

[S] [(1)] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Magic - Key | FT/S09-112 T: None

L1C0

"Maiden of the Sky" Wendy

[C] If there are 5 or more cards in your hand, this gains +1000 Pow.

Magic - Dragon | FT/SE10-46 T: Soul

L2C1

Saber Lily

[S] [Rest 2 of your ::Master:: Charas] This gains +1 Soul for the turn.

Servant - Weapon | FU/S03-108 T: Soul

L2C1

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

Escape Miku

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Look at the top card of your LB. (Put the card back where it was)

Parasite | FXX/S57-101 T: Soul

L2C1

Escape Kokoro

[C] If you have another Chara with either "Mitsuru" or "Futoshi" in name, this gains +1500 Pow.
[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

Parasite | FXX/S57-102 T: Soul

L3C2

Escape Zero Two

[S] [(1)] Put 1 of your other ::Parasite:: Chara from the Stage to the WR] This gains +6000 Pow for the turn.

Parasite - Klaxosaur | FXX/S57-103 T: None

L0C0

Schwarz Promos

Escape Ichigo

[C] If you have 2 or more other Charas with either ::Parasite:: or ::Franxx::, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Parasite | FXX/S57-104 T: None

L1C1

Escape Ikuno

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, 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.

Parasite | FXX/S57-105 T: Soul

L3C2

Zero Two, True Power of S Class

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR with either ::Parasite:: or ::Franxx:: and return it to your hand.

Parasite - Klaxosaur | FXX/S57-P01 T: None

L0C0

Ichigo, Overflowing Emotions

[C] For each of your other Charas with either ::Parasite:: or ::Franxx::, this gains +1000 Pow.

Parasite | FXX/S57-P02 T: Soul

L2C1

Hiro & Zero Two, Alone and Lonesome

[C] For each of your other Charas in your Back Row with either ::Parasite:: or ::Franxx::, this gains +1500 Pow.
[A] (1) When the Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, put the top card of your Clock in the WR.

Parasite - Klaxosaur | FXX/S57-P03 T: Soul

L2C2

Zero Two, Girl with Horns

[C] You cannot play Events or **BCAKUP** from hand.
[A] **ENCORE** [Put a ::Parasite:: Chara from your Stage in your Clock]

Parasite - Klaxosaur | FXX/S57-P04 T: None

L0C0

Chibi Saber

[A] When the Battle Opp. of your other Chara becomes Reversed, this gains +1000 Pow for the turn.

Servant - Royalty | FZ/S17-106 T: None

L1C0

Chibi Irisviel

--No Text--

Homunculus - Alchemy | FZ/S17-107 T: None

L0C0

Chibi Rider

[S] [(1)] Choose 1 of your Opp.'s Front Row Charas, and that Chara gets -1000 Pow for the turn.

Servant - Royalty | FZ/S17-108 T: None

L1C0

Chibi Waver

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Master - Alchemy | FZ/S17-109 T: Soul

L2C2

Chibi Archer

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.

Servant - Royalty | FZ/S17-110 T: Soul

L2C1

Saber, Holy Spirit of Sword

[C] During your turn, this gains +1000 Pow.

Servant - Weapon | FZ/S17-P01 T: None

L0C0

Saber, Cute King of Knights

[C] During your turn, this gains +1000 Pow.

Servant - Royalty | FZ/S17-P02 T: None

L0
C0

Saber, Owner of the Golden Sheath

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with either ::Master:: or ::Homunculus::, and that Chara gains +1000 Pow for the turn.

Servant - Royalty | FZ/S17-P03 T: None

L0
C0

Saber, A Time to Relax

[S] [Rest this] Choose 1 of your Charas with either ::Master:: or ::Servant::, and that Chara gains +1500 Pow for the turn.

Servant - Weapon | FZ/S17-P04 T: None

L1
C0

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

Illya & Irisviel

[A] [Put the top card of your LB in your Clock] When this attacks, may pay. If so, this gains +2500 Pow for the turn.

Homunculus - Alchemy | FZ/S17-P05 T: None

L0
C0

Saber & Irisviel & Illya

[A] When this Direct Attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

Homunculus - Alchemy | FZ/S17-P06 T: None

L0
C0

Saber, Protector of Chivalry

[C] If there are 4 or more cards in your Stock, this gains +1500 Pow.

Servant - Weapon | FZ/S17-P07 T: None

L0
C0

Schwarz Promos

Kiritsugu, Infallible Balance

[S] [(2)] This gains +3000 Pow and +1 Soul for the turn.

Master - Weapon | FZ/S17-P08 T: None

L0
C0

Saber, Upright Chivalry

[S] [(1)] This gains +1 Soul for the turn.

Servant - Weapon | FZ/S17-P09 T: None

L1
C1

Saber, King-like Style

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with either ::Master:: or ::Homunculus::, and that Chara gains +1000 Pow for the turn.

Servant - Royalty | FZ/S17-P10 T: None

L1
C0

Saber, Strongest Anti-Magic Power

[C] This cannot be chosen as target of Opp.'s effects.

Servant - Weapon | FZ/S17-P11 T: None

L1
C1

Priestess, Promise with Friends

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

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose an ::Order:: Chara in your WR and return it to your hand.

Order - Adventurer | GBS/S63-P01 T: None

L0
C0

High Elf Archer, Enemy Attack!

[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, put that card in Memory"

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Order - Adventurer | GBS/S63-P02 T: Soul

L2
C1

Priestess, Holy White Dance

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Order:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and shuffle your LB.

Order - Adventurer | GBS/S63-P03 T: None

L0
C0

"The Everlasting Guilty Crown" Mana

[A] [Clock] **SHIFT Level 1**

No Traits | GC/S16-106 T: None

L1
C0

"Propose" Mana

--No Text--

No Traits | GC/S16-107 T: None

L0
C0

Scrooge & Carol

[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Weapon | GC/S16-108 T: None

L1
C0

"True Oath" Shu & Inori

[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Music - Funeral Parlor | GC/S16-109 T: None

L0
C0

"Chance Encounter of Fate" Shu & Inori

[A] When this attacks, if "Sendoff for the Dead" is in the CZ, you may choose a Chara in your WR and return it to your hand.

Weapon - Music | GC/S16-110 T: Soul

L2
C2

Sendoff for the Dead

[C] All your Charas gain +2 Soul.

GC/S16-111 T: 2 Soul

"My Dearest" Inori

--No Text--

Music - Funeral Parlor | GC/S16-112 T: None

"Departures ~Love Song to You~" Inori

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

Music - Funeral Parlor | GC/S16-113 T: None

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

Ayase & Tsugumi

[A] During your Opp.'s turn, all your other Charas gain +500 Pow.

Operator - Funeral Parlor | GC/S16-114 T: None

Chimi Gai

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

Funeral Parlor - Weapon | GC/S16-115 T: None

Chimi Shu

[A] **BOND/"Chimi Inori"** [(1)]

Weapon - Funeral Parlor | GC/S16-116 T: None

Schwarz Promos

Chimi Inori

--No Text--

Music - Funeral Parlor | GC/S16-117 T: Soul

Chimi Ayase

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

Funeral Parlor - Wheelchair | GC/S16-118 T: None

Chimi Tsugumi

--No Text--

Funeral Parlor - Operator | GC/S16-119 T: None

Inori, Looking Upwards

[A] When your other Chara becomes Reversed in Battle, this gains +1000 Pow for the turn.

Music - Funeral Parlor | GC/S16-120 T: Soul

Inori, Overflown Cuteness

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Funeral Parlor | GC/S16-121 T: Soul

Mana, Resurrected Eve

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] This ability activates up to once per turn. When you use **SHIFT**, this gains the following ability for the turn. "[C] All your other Charas gain +1000 Pow."

No Traits | GC/S16-122 T: None

Gai, Accepting Fate

[C] For each of your other Charas with either ::Funeral Parlor:: or "Mana" in name, this gains +500 Pow.

Funeral Parlor - Weapon | GC/S16-123 T: None

Gai, Destination of Elimination

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Funeral Parlor:: Charas, this gains +2000 Pow.
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 plus the Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Funeral Parlor - Weapon | GC/S16-124 T: Soul

Shu, Thinking of Inori

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[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 Charas, reveal it, put it in your hand, and shuffle your LB.

Funeral Parlor - Weapon | GC/S16-125 T: None

Shu & Inori, Corrupted Kingdom

[A] When your other ::Funeral Parlor:: Chara attacks, this gains +1500 Pow for the turn.
[A] [Clock] **SHIFT Level 1**

Funeral Parlor - Weapon | GC/S16-126 T: None

"Vessel" Inori

[C] All your other ::Funeral Parlor:: Charas 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.

Music - Funeral Parlor | GC/S16-127 T: None

Inori, Expression While Singing

[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 this attacks, if "Euterpe" is in the CZ, you may choose a Chara in your WR and return it to your hand.

Music - Funeral Parlor | GC/S16-128 T: Soul

Euterpe

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

GC/S16-129 T: Salvage

"Shorty" Tsugumi

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Funeral Parlor:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Funeral Parlor - Operator | GC/S16-130 T: None

L0
C0

Ayase, Working Hard Towards Goal

[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 the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Funeral Parlor - Wheelchair | GC/S16-131 T: Soul

L2
C1

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

Puchi Bellows

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Pilot | GG/S23-106 T: Soul

L1
C1

Puchi Chamber

--No Text--

Mecha - Army | GG/S23-107 T: Soul

L2
C2

Puchi Amy

--No Text--

Letter - Animal | GG/S23-108 T: None

L0
C0

Schwarz Promos

Puchi Ledo

[C] During your Opp.'s turn, this gains +1000 Pow.

Pilot - Army | GG/S23-109 T: None

L0
C0

Chamber-kun, Drifter

--No Text--

Mecha - Army | GG/S23-P01 T: None

L0
C0

Amy, Unable to Answer

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Letter - Animal | GG/S23-P02 T: Soul

L2
C1

Amy & Bellows in Swimsuits

[A] **RECOLLECTION** If this is in Memory, when a card in either player's Clock is moved to WR due to an effect of a card of its owner's, that player may put the top 2 cards of their Stock in the WR. If not, that player puts the top card of the LB in Clock.
[A] [(1) Discard a card from your hand to the WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 Chara with either ::Letter:: or ::Pilot::, reveal it, put it in your hand, and shuffle your LB.

Letter - Pilot | GG/S23-P03 T: None

L0
C0

LLENN, Confident in Her Speed

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Avatar - Weapon | GGO/S59-P02 T: None

L0
C0

LLENN, Confident in Her Speed

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Avatar - Weapon | GGO/S59-P02S T: None

L0
C0

LLENN, Wants to be Fashionable

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Avatar - Weapon | GGO/S59-P03 T: None

L1
C1

Fukaziroh & LLENN & Pitohui

[A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Avatar:: or ::Net:: in your WR, put it in your hand, choose 1 of your other ::Avatar:: or ::Net:: Charas, and that Chara gains +1000 Pow for the turn.
[A] When your Opp.'s Climax is placed in the CZ, you may put this in your Stock.

Avatar - Weapon | GGO/S59-P04 T: None

L0
C0

LLENN & Fukaziroh, Even Swimsuit Buddies!

[A] [Put the top card of your Stock in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 'Fukaziroh, Rampaging in "GGO"! ', reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | GGO/S59-P05 T: None

L0
C0

Yoko, Aimed Shot

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Dai-Gurren Brigade - Weapon | GL/S52-101 T: None

L1
C1

Nia, Eternal Oath

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

Dai-Gurren Brigade | GL/S52-102 T: None

L0
C0

Viral, Fate Because of the Helm

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

Beastman | GL/S52-103 T: None

L1
C0

Gurren Brigade, Dashing Through the Wilderness!
[A] [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 ::Dai-Gurren Brigade:: Chara in your WR and return it to your hand.

Dai-Gurren Brigade - Drill | GL/S52-104 T: None

L0
C0

We Are Gurren Brigade!

[A] When you use the **BACKUP** of this, if you have a ::Dai-Gurren Brigade:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Dai-Gurren Brigade - Drill | GL/S52-P01 T: Soul

L2
C1

Simon & Nia, Being Together Too From Now on
[A] At the start of your Climax Phase, your Opp. looks at the top card of his or her LB and put it either on top or bottom of the LB.
[A] When this becomes Reversed in battle, your Opp. may choose a card in his or her WR and Send it to Memory.

Dai-Gurren Brigade - Drill | GL/S52-P02 T: None

L0
C0

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

Yoko & Nia

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Dai-Gurren Brigade - Weapon | GL/S52-P03 T: Soul

L2
C1

Yoko & Nia

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Dai-Gurren Brigade - Weapon | GL/S52-P03S T:

L2
C1

"Club Grisaia" Yumiko & Makina

[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.
[S] [(1)] Put the top card of your Opp.'s LB in the WR, and choose a card in your Opp.'s WR and put it on top of the LB.

Grisaia | GRI/S72-P01 T: None

L0
C0

Schwarz Promos

Yumiko, Bunnygirl

[C] Your other Chara in the Front Row Center Slot gains +1500 Pow.
[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

Grisaia - Daughter | GRI/S72-P02 T: None

L1
C0

Amane, Sister Play

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Grisaia - Housework | GRI/S72-P03 T: Soul

L2
C1

Tsukasa, Gigant Shooter

[C] Chara Opposite this gain ::Gigant::.

Gigant - Protagonist | GST/SE22-P01 T: None

L0
C0

Miruko, Elegant Battle

[S] [Rest 1 of your ::Gigant:: Charas] This gains +1000 Pow for the turn.

Gigant - Love-blind | GST/SE22-P02 T: Soul

L2
C2

Kirito, Man Full of Mystery

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Mystery - Gigant | GST/SE22-P03 T: None

L1
C0

"Happy Happy Birthday Song" Maya

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [(2) Rest this] Look at up to 2 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.

Double Tooth - Dear My Sister | GU/W57-P41 T: Soul

L2
C1

"Happy Happy Birthday Song" Chiya

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [(2)] When you Level Up, may pay. If you do, choose a Chara in your WR with "Syaro" or "Chiya" in name and return it to hand.

Ama Usa An - Dear My Sister | GU/W57-P42 T:

L0
C0

The One That Destroys the World

[C] All your Charas gain +2 Soul.

GZL/S54-P01 T: 2 Soul

"Unwavering Spirit" Haruo

[C] For each of your other ::Aratrum:: Charas, this gains +500 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Aratrum - Humanity | GZL/S54-P02 T: None

L1
C1

"Hope of Mankind" Haruo

[A] For each of your other Charas that are either GREEN or ::Aratrum::, this gains +1000 Pow.

Aratrum - Humanity | GZL/SE33-P01 T: Soul

L2
C1

"As Commander" Haruo

[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Aratrum - Humanity | GZL/SE33-P02 T: None

L0
C0

IRyS, Before it Melts Away

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[A] During the turn this card was placed from hand to Stage, when this attacks, all of your Charas gain +2500 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 into their WR. If so, put that Battle Opp. to their Clock."

Hololive - English Project HOPE | HOL/W104-P02S T: Soul

L3
C2

Ritsuko Akizuki & Yukiho Hagiwara & Sayoko Takayama
[A] When this is placed from hand to the Stage, look at the top card of your LB and either put it on top of your LB or in the WR.
[A] When this is placed from hand to the Stage, your Opp. declares a number between 0, 1, or 2. You put the top card of your LB in the WR, and if the Level of that card is the same as the number declared, you draw up to X cards. X = 1 plus the number declared. (Climax cards are considered Level 0 for this effect)

Music | IAS/S61-P01 T: None

L0
C0

Haruka Amami & Shizuka Mogami & Konomi Baba
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, this gains +2 Soul for the turn.
[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

Music | IAS/S61-P03 T: None

L0
C0

Haruka & Chihaya & Miki, Bunbu Ryodo!
[A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.
[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Music | IAS/S93-P02 T: None

L1
C0

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

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

IM/S07-103 T: Draw

Project Fairy
[A] When this attacks, if "765 Productions" is in the CZ, draw a card.

Music - Television | IM/S07-104 T: Soul

L2
C1

Haruka, Naive And Romantic
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.

Music - Sweets | IM/S07-105 T: None

L0
C0

Schwarz Promos

Haruka, Rider Suit
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Sweets | IM/S07-106 T: Soul

L1
C1

"Far Away Music" Chihaya
[C] For each "'Far Away Music" Chihaya' in your WR, this gains +500 Pow.

Music - Headphones | IM/S07-107 T: Soul

L2
C1

Ami & Mami, Being Modest
[C] During your turn, this gains +1000 Pow.

Music - Twins | IM/S07-108 T: Soul

L2
C2

Yayoi, Idol of the Poor
[C] If you have 2 or more other ::Frog:: or ::Family:: Charas, this gains +1000 Pow.

Music - Frog | IM/S07-109 T: None

L1
C0

Yukiho, Kind Girl
[C] During your turn, all your other ::Tea:: Charas gain +500 Pow.

Music - Tea | IM/S07-110 T: None

L0
C0

Ai & Eri & Ryou, Rookie Idols
[A] When this attacks, all your Charas gain +500 Pow for the turn.

Music | IM/S07-111 T: Soul

L2
C1

Ritsuko in Dress
[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Music - Glasses | IM/S07-112 T: None

L0
C0

"Charging Tankette" Ai
--No Text--

Music | IM/S07-113 T: None

L1
C0

Eri, Multi-Artist
[S] [(2) Rest this] Draw a card.
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(2) Rest this] Put the top card of your Clock in your WR.

Music - Net | IM/S07-114 T: None

L1
C0

Ryou, Cousin of the Idol
--No Text--

Music - Female Dressing | IM/S07-115 T: None

L0
C0

Miki in Wedding Dress
[A] When this is placed from hand to the Stage, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music - Dress | IM/S07-116 T: None

L0
C0

Makoto, Boyish
[C] All your other ::Music:: Charas gain +500 Pow.

Music - Sports | IM/S07-117 T: None

L1
C0

Azusa, Faintly Sexy

--No Text--

Music - Love | IM/S07-118 T: None

LO
CO

Iori in Wedding Dress
--No Text--

Music - Doll | IM/S07-119 T: None

L0
CO

Haruka, Red Sequin

[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 your LB or in the WR.

Music - Sweets | IM/S07-120 T: None

L0
C0

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

Ai & Eri & Ryou, 876 Productions
 [C] During your turn, all your other Charas gain +500 Pow.

Music | IM/S07-876 T: None

LO
CO

Iori, Unrivaed Smile
[S] [Rest 2 of your Charas] This gains +2000 Pow for the turn.

Music - Doll | IM/S14-106 T: None

765 Productions, Animated!
 [A] When your other ::Music:: Chara becomes Reversed in Battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Television | IM/S14-107 T: None

L0
C0

Schwarz Promos

765 Productions, New Challenge!
[S] [(2) Rest this] Choose a ::Music:: Chara in your WR and return it to your hand.

Music - Television | IM/S14-108 T: None

LO

CO

Iori & Yayoi, Snowflake Lily Pad
[C] During your turn, this gains +1000 Pow.

Music - Frog | IM/S14-109 T: None

L.O.B.M
[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

IM/S14-110 T: 2 Soul

Kyun! Vampire Girl!
[A] When this is placed from hand to the CZ, draw a card, and all your Charas gain +1000 Pow for the turn.

IM/S14-111 T: 2 Soul

I LIKE Hamburger

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

IM/S14-112 T: 2 Soul

Honey Heartbeat

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

IM/S14-113 T: 2 Soul

765 Productions, Angel's Swimsuits
 [C] **ASSIST** All your Charas in front of this gain
 +500 Pow.

Music - Swimsuit | IM/S14-114 T: None

L0
C0

Miki & Haruka, Campaign Girl
 [A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Television | IM/S14-115 T: None

L0
 C0

"Sleeping Beauty" Chihaya
[C] If there are 5 or more cards in your hand, this gains +1000 Pow.

Music | IM/S14-116 T: None

L1
C0

Azusa, Palace of Dragon
--No Text--

Music - Love | IM/S14-117 T: Soul

L2
C2

Iori, Palace of Dragon
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Doll | IM/S14-118 T: Soul

L2
C1

Ami, Palace of Dragon
 [C] If you have another "Azusa, Palace of Dragon",
 all your other "Iori, Palace of Dragon" gain +1500
 Pow.
 [C] All your other ::Music:: Charas gain +500 Pow.

Music - Twins | IM/S14-119 T: None

L1
 C0

Ritsuko, Vital Sunflower

[A] When a Level 1 or higher Battle Opp. of this becomes Reversed, if you have 3 or more other ::Glasses:: Charas, you may put the top card of your LB in your Stock.

Music - Glasses | IM/S14-120 T: None

L1
C0

Little Match Girl

[A] When this is placed from hand to the CZ, draw a card, and all your Charas gain +1000 Pow for the turn.

IM/S14-121 T: 2 Soul

Hibiki, SWEET Campaign Girl

[C] All your other ::Animal:: Charas gain +500 Pow.

Music - Animal | IM/S14-122 T: None

L0
C0

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

Her Majesty Harustein, Evil Genius!

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Movie | IM/S14-123 T: Soul

L2
C1

IMR-765-S Kisaragi

--No Text--

Music - Mecha | IM/S14-124 T: None

L0
C0

Newborn 765 Productions

--No Text--

Music | IM/S14-765 T: None

L0
C0

Schwarz Promos**Yayoi & Yukiho & Ami & Mami, Cat-Eared**

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

Music - Animal | IM/S21-086 T: Soul

L2
C1

Iori & Azusa & Ritsuko, Pajama Party

--No Text--

Music - Pajama | IM/S21-087 T: Soul

L2
C1

Hibiki & Chihaya, Night of Holy Night

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

Music - Animal | IM/S21-088 T: None

L1
C0

Makoto & Chihaya & Takane, Schoolwear

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - Sports | IM/S21-089 T: None

L1
C0

Yayoi & Iori, Seaside Angel

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Swimsuit | IM/S21-090 T: Soul

L2
C2

Yukiho in the Garden

--No Text--

Music - Tea | IM/S21-P01 T: None

L0
C0

Takane's Secret

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music - Royalty | IM/S21-P02 T: Soul

L2
C1

Haruka, Lead Vocal

--No Text--

Music - Sweets | IM/S21-P05 T: Soul

L2
C1

Yayoi, Drums

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Frog | IM/S21-P06 T: None

L1
C0

Makoto, Bass

--No Text--

Music - Sports | IM/S21-P07 T: Soul

L2
C1

Miki, Lead Guitar

[S] [Rest 2 of your Charas] This gains +2000 Pow for the turn.

Music - Love | IM/S21-P08 T: Soul

L2
C1

Iori, Magician of Song

[S] [(1)] This gains +2000 Pow for the turn.

Music - Doll | IM/S21-P09 T: None

L1
C1

Yayoi, Pirate Captain
[S] [(1)] This gains +1 Soul for the turn.

Music - Frog | IM/S21-P10 T: None

L1

C1

Music~ Miki
[A] When this becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Love | IM/S21-P11 T: None

Haruka, Vault That Borderline!
--No Text--

Music - Sweets | IM/S21-P12 T: None

L1
C0

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

Yukiho, Vacation Island
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Tea | IM/S21-P13 T: Soul

L2

C1

Haruka, START!!

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Music:: Chara, at the start of your Encore Step, put this in the WR. (Put the revealed card back where it was)

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Music - Sweets | IM/S21-P14 T: None

L1
C0

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

IM/S30-101 T: Soul Bounce

Schwarz Promos

Normal 765 Productions
[C] All your Charas gain +1000 Pow and +1 Soul.

IM/S30-102 T: Treasure

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

IM/S30-103 T: Salvage

To the Highest Stage!
[C] All your Charas gain +1000 Pow and +1 Soul.

IM/S30-104 T: Soul Gate

Haruka & Miki, Rivals!?
 [C] If this is on the Stage, this gains ::Sweets:: and ::Love::.
 [S] [Rest this] Choose 1 of your Charas, and for the turn, that Chara gains +3000 Pow, ::Sweets::, and ::Love::.

Music | IM/S30-P01 T: Soul

L2
C1

'Movie "Sleeping Beauty"' Haruka & Miki & Chihaya
[A] When this becomes Reversed in battle, put the top card of your LB in your Clock.

Music - ESP | IM/S30-P02 T: None

	LO
	CO

Haruka, Future With Everyone
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard
this card from your hand to the WR]

Music - Sweets | IM/S30-P03 T: Soul

L2
C1

"M@STERPIECE" Chihaya
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +3000 Pow for the turn.

Music - Camera | IM/SP01-17 T: Soul

L2
C1

Reika Kitakami & Fuuka Otoyokawa & Roco
[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +3000 Pow for the turn.

Music | IMS/S61-P02 T: Soul

L2
C1

Mirai & Shizuka & Tsubasa, Bunbun Ryuudou!
[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] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

Music | IMS/S93-P01 T: None

L0
C0

Tsubasa Ibuki, Million Live Closet!
 [A] When this goes from the Stage to the WR, look at up to the top 4 cards of your LB, choose up to 1 YELLOW Climax, reveal it to your Opp., add it to your hand, and put the remaining cards in the WR. If you added a card to your hand, choose 1 card from your hand and discard it to the WR.

Music - Fashionable | IMS/S93-P04 T: None

Shizuka Mogami, Million Live Closet!

[C] During your turn, all your other "Shizuka Mogami, Prism of Water Droplets" gain +1500 Pow and the following ability. "[C] This cannot be chosen by your Opp's effects."

[A] [Discard a ::Music: Chara 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 "Shizuka Mogami, Prism of Water Droplets" or "Julia, New Year Player", show it to your Opp., put it in your hand, and Shuffle your LB.

Music - Piano | IMS/S93-P05 T: None

Mirai Kazuga, Million Live Closet!
[C] **CX COMBO** If this is in the WR, this card is also considered to have "Starry Melody" as the name.
[A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - Hair Clip | IMS/S93-P06 T: None

L0
C0

Bucciarati, Beginning of Fate

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Golden Wind - Stand User | JJ/S66-P02 T: None

L0
C0

Giorno & Bucciarati, Golden Wind

[A] When you use the **BACKUP** of this, may pay. If so, reveal the top card of your LB. If it is a ::Golden Wind:: Chara, put it in your hand, and discard a card from hand to the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Golden Wind - Stand User | JJ/S66-P04 T: Soul

L2
C1

Makigumo, 2nd Yuugumo-class Destroyer

[S] [(3)] This gains +7500 Pow and the following ability for the turn. "[A] When the Battle Opp. becomes Reversed, you may put that Chara in Stock."

Fleet Girl - Destroyer | KC/S25-015P T: None

L0
C0

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

Tone, 1st Tone-class Heavy Cruiser

[C] For each of your other ::Fleet Girl:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, this gains +1 Soul for the turn. (Put the revealed card back)

Fleet Girl - Heavy Cruiser | KC/S25-020P T: Soul

L2
C2

Naka, 3rd Sendai-class Light Cruiser

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If that was a Climax card, put this in your Stock.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Light Cruiser | KC/S25-048P T: None

L1
C0

Isuzu, 2nd Nagara-class Light Cruiser

[A] When this attacks, if "Anti-Submarine Squadron, Charge!" is in the CZ, all your Level 1 or lower Charas gain +1500 Pow for the turn.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Fleet Girl - Light Cruiser | KC/S25-114P T: None

L1
C0

Schwarz Promos

Yuudachi Kai-Ni, 4th Shiratsuyu-class Destroyer

[A] [(1)] When "Let's Have a Wonderful Party!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Charas and move it to another vacant Slot on your Opp.'s Stage.

Fleet Girl - Destroyer | KC/S25-132P T: None

L1
C0

Zuihou, 2nd Shouhou-class Light Aircraft Carrier

[A] [(2) Put the top card of your LB in your Clock] 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.'s Level and put it on the bottom of the LB.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Fleet Girl - Light Aircraft Carrier | KC/S25-134P T: Soul

L2
C1

Akitsumaru, Army Type C Special Ship

[S] [Rest 2 of your Charas] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +1500 Pow for the turn.

Fleet Girl - Landing Craft | KC/S25-165P T: None

L0
C0

Maruyu, Type 3 Submerged Transport Ship

[C] You may have as many copies of cards with the same name as this in your deck.
[S] [(1) Put this in the WR] Draw up to 2 cards, and discard 2 cards from your hand to the WR.

Fleet Girl - Submarine | KC/S25-166P T: None

L0
C0

Shiratsuyu Kai, 1st Shiratsuyu-class Destroyer

[A] When this becomes Reversed in battle, put the top card of your Stock in the WR. If so, put this in your Stock.

Fleet Girl - Destroyer | KC/S25-P01 T: None

L0
C0

Yukikaze, Miracle Destroyer

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [(1)] When this becomes Reversed in Battle, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, may pay. If so, return this to your hand. (Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S25-P02 T: None

L1
C0

Shigure Kai-Ni, Lucky Destroyer

[A] When this is placed from hand to the Stage or via effect of [S] ability of "Shigure, 2nd Shiratsuyu-class Destroyer" to the Stage, your Opp. reveals the top card of his or her LB. If its Level is 1 or higher, this gains +1000 Pow until the next end of your Opp.'s turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S25-P03 T: None

L1
C1

Akagi & Fubuki & Ise, Now Sortie!

[C] If this is in the Front Row Center Slot, this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB".

Fleet Girl | KC/S25-P04 T: None

L1
C0

Aircraft Carrier Wo-Class, Welcome!

--No Text--

Abyssal Ship - Aircraft Carrier | KC/S25-P05 T: None

L0
C0

Akagi, Welcome!

--No Text--

Fleet Girl - Aircraft Carrier | KC/S25-P06 T: None

L1
C1

Shigure Kai-Ni, 2nd Shiratsuyu-class Destroyer

[C] If there's a Climax card in your Opp.'s CZ, this gains +2000 Pow.

Fleet Girl - Destroyer | KC/S25-P07 T: None

L1
C0

Yukikaze, 8th Kagero-class Destroyer

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Destroyer | KC/S25-P08 T: None

L0
C0

Inazuma, 4th Akatsuki-class Destroyer

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-P09 T: None

L0C0

"Alongside Bear" Kuma

[A] When this becomes Reversed, reveal the top card of your LB. If it's a Climax card, you may return this to your hand. (Put the revealed card back where it was)

Fleet Girl - Light Cruiser | KC/S25-P10 T: None

L1C0

"Loves Fish-Shaped Red Bean Cake" Tama

[C] If there are 4 or fewer cards in your Stock, this gains +1000 Pow.

Fleet Girl - Light Cruiser | KC/S25-P11 T: None

L1C0

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

Murasame Kai, 3rd Shiratsuyu-class Destroyer

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's a Level 0 or lower Chara, put this in the WR. (Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S25-P12 T: None

L0C0

Unryuu, 1st Unryuu-class Aircraft Carrier

[S] [(1)] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is lower than or equal to the Level of this, you may put that Chara in Stock."

Fleet Girl - Aircraft Carrier | KC/S31-019P T: Soul

L2C1

Hatsuharu Kai-Ni, 1st Hatsuharu-class Destroyer

[A] When the Battle Opp. of this becomes Reversed, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-042P T: None

L1C0

Schwarz Promos

Yayoi, 3rd Mutsuki-class Destroyer

[C] If there are 2 or more Markers under this, this gains "[C] ASSIST All your Charas in front of this gain +1000 Pow".

[S] [Rest this] If there is 1 or fewer Markers under this, choose 1 "Mutsuki, 1st Mutsuki-class Destroyer" or 1 "Kisaragi, 2nd Mutsuki-class Destroyer" in your WR and put it face-down under this as Marker.

Fleet Girl - Destroyer | KC/S31-068P T: None

L0C0

Harusame, 5th Shiratsuyu-class Destroyer

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 "Drums (for Transport)" in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S31-089P T: None

L0C0

Akizuki, 1st Akizuki-class Destroyer

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-P01 T: None

L1C0

Asagumo, 5th Asashio-class Destroyer

[S] [Rest 2 of your Charas] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Fleet Girl - Destroyer | KC/S31-P02 T: None

L0C0

Fubuki / Mutsuki / Yuudachi

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Fleet Girl:: Chara, Rest this. (Put the revealed card back where it was)

[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Fleet Girl - Destroyer | KC/S31-P03 T: None

L0C0

Kongou / Hiei / Haruna / Kirishima

[C] If there are 3 or fewer cards in your Clock, this gains +1000 Pow.

Fleet Girl - Battleship | KC/S31-P04 T: None

L1C0

Sendai / Jintsuu / Naka

[A] When this is placed from hand to the Stage, choose 1 of your other ::Destroyer:: Charas, and that Chara gains +1000 Pow for the turn.

[S] [(1)] Choose 1 of your ::Destroyer:: Charas, and that Chara gains +1500 Pow for the turn.

[S] [Rest this] Choose 1 of your ::Destroyer:: Charas, and that Chara gains +1000 Pow for the turn.

Fleet Girl - Light Cruiser | KC/S31-P05 T: None

L1C0

Yamato

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains ::Ramune:: for the turn.

Fleet Girl - Battleship | KC/S31-P06 T: None

L1C0

Ooyodo / Nagato / Mutsu

[C] If this is on the Stage, this gains ::Battleship::.

[S] [Rest this] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +2000 Pow for the turn.

Fleet Girl - Light Cruiser | KC/S31-P07 T: None

L1C0

Akagi / Kaga

[C] All your other ::Fleet Girl:: Charas gain +1000 Pow.

[S] [(1) Rest 2 of your Charas with either ::Aircraft Carrier:: or ::Light Aircraft Carrier::] Choose 1 of your Opp.'s Charas, and that Chara gets -1000 Pow for the turn.

Fleet Girl - Aircraft Carrier | KC/S31-P08 T: Soul

L2C1

Kuroshio Kai, 3rd Kagero-class Destroyer

[C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

Fleet Girl - Destroyer | KC/S42-101 T: None

L1C1

Nagatsuki Kai, 8th Mutsuki-class Destroyer

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S42-102 T: None

L0C0

Hiei Kai, 2nd Kongou-class Battleship
[C] All your other Charas gain the following ability.
"[C] This cannot Side Attack."

Fleet Girl - Battleship | KC/S42-103 T: None

L0
C0

Suzukaze Kai, 10th Shiratsuyu-class Destroyer
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Fleet Girl - Destroyer | KC/S42-104 T: None

L1
C0

Hatsukaze, 7th Kagero-class Destroyer
[C] All your other ::Fleet Girl:: Charas gain +500 Pow.
[A] During Attack Phase, when you or your Opp.'s Chara is returned from the WR to hand, all Charas controlled by that player get -3 Soul for the turn.

Fleet Girl - Destroyer | KC/S42-105 T: None

L0
C0

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

Akatsuki Kai, 1st Akatsuki-class Destroyer
[C] You may have up to 4 total copies of cards between cards with the same name as this and "Akatsuki, A Moment in Winter".
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Fleet Girl - Destroyer | KC/S42-106 T: None

L0
C0

Akashi, Brand New Repair Ship
[C] All your other ::Fleet Girl:: Charas gain +500 Pow.
[S] [(2) Rest this] Search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and shuffle your LB.

Fleet Girl - Repair Ship | KC/S42-107 T: None

L1
C0

Satsuki Kai-Ni, 5th Mutsuki-class Destroyer
[C] If there's a Marker under this, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Satsuki, 5th Mutsuki-class Destroyer" in your WR and put it face-down under this as Marker.

Fleet Girl - Destroyer | KC/S42-P01 T: None

L1
C0

Schwarz Promos

Ooshio Kai-Ni, 2nd Asashio-class Destroyer
[A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Fleet Girl - Destroyer | KC/S42-P02 T: Soul

L1
C1

Choukai Kai-Ni, Flagship of the 8th Fleet
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fleet Girl:: Charas.

Fleet Girl - Heavy Cruiser | KC/S42-P03 T: None

L1
C0

Taiyou Kai, 1st Taiyou-class Light Aircraft Carrier
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Fleet Girl - Light Aircraft Carrier | KC/S67-106 T: None

L0
C0

I-26, 7th Junsen-class Type B Carrier Submarine
[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Fleet Girl - Carrier Submarine | KC/S67-107 T: None

L0
C0

UIT-25, 4th Guglielmo Marconi-class Submarine
[A] When your other ::Fleet Girl:: attacks, this gains +2000 Pow for the turn.
[A] [(1)] During your Opp.'s turn, when this becomes Reversed in Battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

Fleet Girl - Submarine | KC/S67-108 T: Soul

L2
C1

Akebono Kai, 8th Ayanami-class Destroyer
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Fleet Girl - Destroyer | KC/S67-109 T: Soul

L2
C1

Samuel B.Roberts Kai, John C.Butler-class DE-413 Escort
[C] During your turn, if all your Charas are ::Fleet Girl::, this gains +2000 Pow.

Fleet Girl - Destroyer Escort | KC/S67-P01 T: None

L1
C0

Tanikaze D Kai, 14th Kagero-class Destroyer
[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.
[A] When this attacks, choose 1 of your other ::Fleet Girl:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Fleet Girl:: Charas.

Fleet Girl - Destroyer | KC/S67-P02 T: None

L0
C0

Makigumo Kai-Ni, 2nd Yuugumo-class Destroyer
[A] When this attacks, if you have 2 or more other ::Fleet Girl:: Charas, this gains +2000 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Destroyer | KC/S67-P03 T: None

L1
C0

Makigumo Kai-Ni, 2nd Yuugumo-class Destroyer
[A] When this attacks, if you have 2 or more other ::Fleet Girl:: Charas, this gains +2000 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Destroyer | KC/S67-P03S T: None

L1
C0

Northern Princess, Christmas
[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.
[A] [Clock] **SHIFT Level0**

Abyssal Ship - Princess | KC/SE28-P01 T: None

L0
C0

Ash Crimson
--No Text--

Flame - Protagonist | KF/S05-103 T: Soul

L1
C1

Athena, Eternal PSychic Idol
[S] [Rest 1 of your ::ESP:: Charas] This gains +1500 Pow for the turn.

ESP - Music | KF/S05-104 T: Soul

L1
C1

KOF, Title of the Strongest
--No Text--

Orochi - Relics | KF/S05-105 T: Soul

L2
C1

King, Muay Thai Magic
[A] [(1)] When this attacks, may pay. If so, choose a Level 0 or lower Chara in your Opp.'s Back Row and return it to hand.

Male Dressing - Rose | KF/S05-106 T: None

L0
C0

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

Athena, Psycho Soldier
[A] **ENCORE** [(2)]

ESP - Music | KF/S05-107 T: None

L1
C0

Yuri, Kyuukun Girl
[C] All your other Charas with "Sakazaki" in name gain +500 Pow.

Sports - Chairman | KF/S05-108 T: None

L0
C0

Unchained Angel
[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to hand.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Modification | KF/SE43-P01 T: Soul

L2
C1

Schwarz Promos

Togame & Shichika, Trip to Gather Katanas
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Yukata - Weapon | KG/SE07-46 T: Soul

L2
C2

Togame & Shichika, Beginning the Trip
[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

Yukata - Weapon | KG/SE07-47 T: None

L0
C0

"Power of Acknowledgment" Togame
[C] If you have 1 or fewer other Front Row Chara, this gains +1000 Pow.

Yukata | KG/SE07-48 T: None

L0
C0

SD Tenga
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Kizuna - Glasses | KI/S44-101 T: None

L1
C0

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

Kizuna - Housework | KI/S44-102 T: None

L1
C0

SD Katsuhira
[A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Charas and put it on top of the LB.

Kizuna - Void | KI/S44-103 T: Soul

L2
C1

SD Sonozaki
[C] **ASSIST** All your Charas in front of this gain "[A] **ENCORE** [Put the top card of your LB in your Clock]".
[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Kizuna - Mystery | KI/S44-104 T: None

L1
C0

Apathetic Katsuhira
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose 1 ::Kizuna:: Chara in your WR and return it to your hand.

Kizuna - Void | KI/S44-P01 T: None

L0
C0

Sonozaki, Caught in the Past
[C] If you have no other Charas, this gains +1 Level and +1500 Pow.
[A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it is Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Kizuna - Mystery | KI/S44-P02 T: None

L0
C0

"Sprinter" Tomoe Enjou
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 "Sprinter" Tomoe Enjou', reveal it, and put it in your hand. Shuffle your LB.
[A] When you Level-Up, put this in the WR.

Doll - Death | KK/SPR-001 T: None

L0
C0

"Mystic Eyes of Death Perception" Shiki Ryougi
[A] [(4)] Discard a card from your hand to the WR] When this attacks, may pay. If so, put all Level 1 or lower Charas in your Opp.'s Front Row in the WR.

Yukata - Weapon | KK/SPR-002 T: None

L1
C0

"Doll Master" Touko Aozaki
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 "Doll Master" Touko Aozaki', reveal it, and put it in your hand. Shuffle your LB.

Doll - Shadow | KK/SPR-003 T: Soul

L2
C2

"People Person" Mikiya Koutou
[C] All your other ::Yukata:: Charas gain +500 Pow.

Glasses - Detective | KK/SPR-004 T: None

L0
C0

"Remaining Sense of Pain" Fujino Asagami
[A] [(2)] At the start of your Opp.'s Draw Phase, may pay. If so, Rest 1 of your Opp.'s Standing Level 2 or lower Charas.

ESP - Void | KK/SPR-005 T: None

L1
C0

"Overlooking View" Kirie Fujou
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Spirit - Void | KK/SPR-006 T: Soul

L1
C1

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

"Magician" Souren Araya
[C] Chara Opposite this gets -1 Soul.
[S] [(2)] Choose 1 of your Opp.'s Level 2 or lower Charas, and that Chara does not Stand during your Opp.'s next Stand Phase.

Death | KK/SPR-007 T: Soul

L3
C2

Chibi Mako
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Family | KLK/S27-101 T: Soul

L2
C2

Chibi Ryuko
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Clothes - Weapon | KLK/S27-102 T: None

L0
C0

Schwarz Promos

Chibi "Life Fiber Synchronization" Ryuko
[A] At the start of your Draw Phase, put the top card of your LB in your Clock.

Clothes - Weapon | KLK/S27-103 T: None

L1
C0

Chibi Satsuki
[A] [(1)] 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 ::Clothes:: Chara, reveal it, put it in your hand, and shuffle your LB.

Clothes - Weapon | KLK/S27-104 T: Soul

L2
C1

Ryuko in Swimsuit
[A] When your other Chara with either ::Clothes:: or ::Family:: attacks, this gains +1000 Pow for the turn.

Clothes - Weapon | KLK/S27-P01 T: None

L0
C0

Senketsu, Date with Ryuko
[S] [Rest 1 of your Charas with either ::Clothes:: or ::Family::] This gains +1000 Pow for the turn.

Clothes - Blood | KLK/S27-P02 T: None

L0
C0

Confused Mankashoku Family
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains +3500 Pow for the turn.

Family | KLK/S27-P03 T: None

L1
C0

Nui, For Ambition's Sake
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Clothes:: Charas, you may put the top card of your LB in your Stock.
[A] [(4)] Discard 3 cards from your hand to the WR, put this face-down under the Chara in battle as Marker
When your other Chara with "Ragyo" in name that has a Marker becomes Reversed in battle, may pay. If so, Stand that Chara.

Clothes - Eye Patch | KLK/SP03-09 T: Soul

L2
C1

Ryuko, Winter Scene
[A] [(2)] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Level 2 or higher Charas, and that Chara gets -1 Soul for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Clothes - Weapon | KLK/SP03-10 T: Soul

L2
C1

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

Shinigami | KR/SE30-51 T: None

L1
C0

"Amusement Park Date" Sakura
[C] This cannot Side Attack.
[A] **ENCORE** [Put the top card of your LB in your Clock]

No Traits | KR/SE30-52 T: None

L1
C1

"Exorcism < Date" Tsubasa
[C] This cannot Side Attack.

Book | KR/SE30-53 T: None

L0
C0

"Support Role" Rokumon
[A] [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 Chara in your WR that is either RED or ::Shinigami:: and return it to your hand.

Black Cat By Contract | KR/SE30-54 T: None

L0
C0

"Easily Tricked Personality" Ageha
[S] [Rest 2 of your Charas that are either RED or ::Shinigami::] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Shinigami - Daughter | KR/SE30-55 T: None

L0
C0

[A] When this is placed from hand to the Stage, if you have 4 or more other Charas that are either RED or ::Shinigami::, you may put the top card of your LB in your Stock.

$$\frac{L2}{C1}$$

L2
C2

L2
C1

$$\frac{L0}{C0}$$

L2
C1

LO
CO

L2
C1

L1
C0

<div> <div>LO</div> <div>C0</div> </div>
--

$$\frac{L1}{C1}$$
$$\frac{L1}{C0}$$

L2
C1

$$\frac{L2}{C2}$$
$$\frac{L1}{C0}$$
$$\frac{L0}{C0}$$
$$\frac{L2}{C2}$$
$$\frac{L0}{C0}$$
$$\frac{L0}{C0}$$

