

"Crazed Aura" Mitsuhide Akechi

[A] During the battle involving this, if the Damage dealt to you is not cancelled, this gains +1500 Pow for the turn.

Weapon | SB/SE05-01 T: None

L1
C0

"Demon King of the Sengoku" Nobunaga Oda

[A] When this attacks, if "Grand Order of Samurai Dictatorship" is in the CZ, this gains +4000 Pow and +1 Soul for the turn.

Weapon | SB/SE05-02 T: Soul

L2
C1

"Dual Firearms" Nouhime

[A] When this attacks, if you have 1 or fewer other Front Row Charas, all your Charas gain +1000 Pow for the turn.

Weapon - Love | SB/SE05-03 T: None

L0
C0

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"Broken Bond" Nagamasa & Oichi

[C] During your turn, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon - Hero | SB/SE05-04 T: Soul

L1
C1

Grand Order of Samurai Dictatorship

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

SB/SE05-05 T: 2 Soul

"The One Who Cuts A Path" Keiji Maeda

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, search your LB for up to 1 ::Weapon:: Chara, reveal it, and put it in your hand. Shuffle your LB.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Weapon - Animal | SB/SE05-06 T: None

L1
C0

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"Cold-Blooded General" Motonari Mouri

[S] [(1)] Put 1 of your ::Weapon:: Charas from the Stage to the WR] This gains +5500 Pow for the turn.

Weapon - Sun | SB/SE05-07 T: None

L1
C0

"Strategist of Toyotomi" Hanbei Takenaka

[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 Level 3 or higher Charas. That Chara gains +500 Pow for the turn.

Weapon - Mask | SB/SE05-08 T: Soul

L2
C1

"Good Mother And Wife" Matsu

[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 of your ::Animal:: Characters. That Chara gains +3500 Pow for the turn.

Weapon - Animal | SB/SE05-09 T: Soul

L2
C1

"Commander-in-Chief of Toyotomi Army" Hideyoshi

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3)] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

SB/SE05-10 T: Soul

L3
C2

"Center Pillar" Toshiie Maeda

[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 Charas with "Matsu" in name. That Chara gains +1000 Pow for the turn.

Weapon - Animal | SB/SE05-11 T: None

L0
C0

"Kabuki" Keiji Maeda

[C] If there are 5 or more cards in your Stock, all your other Charas gain +500 Pow.

Weapon - Animal | SB/SE05-12 T: None

L0
C0

"Rare Strategist" Motonari Mouri

[S] [(1)] Choose 1 of your Charas, and that Chara gains +2500 Pow for the turn. At the end of the turn, put that Chara in WR.

Weapon - Sun | SB/SE05-13 T: None

L0
C0

"Invade in Stealth" Hanbei Takenaka

[C] For each other Standing Chara you have, this gains +500 Pow.

Weapon - Mask | SB/SE05-14 T: None

L0
C0

"First of Conqueror" Hideyoshi Toyotomi

--No Text--

SB/SE05-15 T: None

L0
C0

"Supreme King of Sengoku" Hideyoshi Toyotomi

[A] [Discard a "Return to Chaos!" from your hand to the WR] At the start of your Opp.'s turn's Counter Step, may pay. If so, choose the Battle Opp. of this. That Chara gets -3000 Pow for the turn.

SB/SE05-16 T: Soul

L1
C1

"Driving the Sengoku" Keiji Maeda

--No Text--

Weapon - Animal | SB/SE05-17 T: None

L1
C1

"Stubborn Will" Motonari Mouri

--No Text--

Weapon - Sun | SB/SE05-18 T: Soul

L2
C2

Matsu's Cooking
 If you have no ::Animal:: Charas, you cannot play this from your hand.
 Choose a Chara in your Clock and return it to your hand. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. Put this in Clock.

SB/SE05-19 T: None

L2
C0

Return to Chaos!
 [C] All your Charas gain +1000 Pow and +1 Soul.

SB/SE05-20 T: Treasure

L1
C1

"Young Fierce General" Yukimura Sanada
 [A] **BOND**/"Tiger of Kai" Shingen Takeda" [Put the top card of your LB in your Clock]
 [S] [Rest 2 of your Charas] This gains +2000 Pow for the turn.

Weapon - Hachimaki | SB/SE05-21 T: None

L0
C0

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"Custom of Pirates" Motochika Chousokabe
 [C] If you have 3 or more other ::Weapon:: Charas, this gains +1000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon - Eye Patch | SB/SE05-22 T: None

L1
C0

"Tiger of Kai" Shingen Takeda
 [A] **CHANGE** [(4) Discard a Climax card from your hand to the WR, put this in WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose a "Crimson Flame" Yukimura Sanada" in your WR and put it in the Slot this was in.

Weapon - Animal | SB/SE05-23 T: None

L1
C1

"Crimson Flame" Yukimura Sanada
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
 [A] [(3)] When this attacks, if "Duel to the Death" is in the CZ, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Weapon - Hachimaki | SB/SE05-24 T: Soul

L3
C2

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"Lord of Shikoku" Motochika Chousokabe
 [S] [Rest 1 of your ::Weapon:: Charas] This gains +1000 Pow for the turn.

Weapon - Eye Patch | SB/SE05-25 T: None

L0
C0

"Blazing Soul" Yukimura Sanada
 --No Text--

Weapon - Hachimaki | SB/SE05-26 T: None

L0
C0

"Naive Personality" Yukimura Sanada
 [C] All your other ::Weapon:: Charas gain +500 Pow.
 [S] [(2) Rest this] Choose a ::Weapon:: Chara in your WR and return it to your hand.

Weapon - Hachimaki | SB/SE05-27 T: None

L1
C0

"Six-Claw" Masamune & "Twin Lance" Yukimura
 [S] [Rest 2 of your ::Weapon:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Weapon - Eye Patch | SB/SE05-28 T: Soul

L2
C1

"Movable Fortress Fugaku" Motochika Chosokabe
 [A] [(2) Discard a Climax card from your hand] When this is placed from hand to the Stage, may pay. If so, choose an Opp.'s Cost 1 or lower Chara and put it in the WR.

Weapon - Eye Patch | SB/SE05-29 T: Soul

L2
C1

"Secrecy Running on the Battlefield" Sasuke Sarutobi
 [C] If you have 2 or more other ::Ninja:: Charas, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Ninja - Weapon | SB/SE05-30 T: Soul

L2
C2

Attack the Odawara Castle!
 [Counter] Choose 1 of your ::Weapon:: Charas, and that Chara gains +2000 Pow for the turn.

SB/SE05-31 T: None

L1
C0

Duel to the Death
 [C] All your Charas gain +1000 Pow and +1 Soul.

SB/SE05-32 T: Salvage

L1
C0

"Unrivaled Bravery" Masamune Date
 [S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, choose 1 of your ::Weapon:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Weapon - Eye Patch | SB/SE05-33 T: None

L1
C0

"Calm And Composed" Kojuro Katakura
 [A] When a Level 1 or higher Battle Opp. of this becomes Reversed, choose 1 of your other Charas. Rest it and move it to a vacant Back Row.

Weapon | SB/SE05-34 T: None

L1
C1

"Strategist of the Date Troops" Kojuro Katakura
 [A] At the start of your Opp.'s Attack Phase, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
 [A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 2 of your Opp.'s Charas. Stand them and swap them.

Weapon | SB/SE05-35 T: Soul

L2
C1

"Azure Lightning" Masamune Date
 [A] When "Azure Oni" is placed in your CZ, if you have 1 or fewer other Charas in the Front Row, look at the top 5 cards of your Opp.'s LB and choose up to 5 of them and put them in the WR. Afterwards, return the rest to the LB. Shuffle that LB, and all your ::Weapon:: Charas gain +2000 Pow until the next end of your Opp.'s turn.

Weapon - Eye Patch | SB/SE05-36 T: Soul

L2
C2

"Young And Charismatic" Masamune Date
 [A] When this attacks, all your Charas with "Kojuro" in name gain +500 Pow for the turn.
 [A] **BOND/"Calm And Composed"** Kojuro Katakura" [Put the top card of your LB in your Clock]

Weapon - Eye Patch | SB/SE05-37 T: None

L0
C0

"Dragon's Claw" Masamune Date
 [C] If you have 1 or fewer other Front Row Charas, all your other Charaters gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Weapon - Eye Patch | SB/SE05-38 T: None

L0
C0

"One-Eyed Dragon of Ou" Masamune Date
 [C] During your Opp.'s turn, this gains +1000 Pow.

Weapon - Eye Patch | SB/SE05-39 T: None

L0
C0

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"Avatar of Vaisravana" Kenshin Uesugi
 [A] [Put this in WR] When another of your ::Ninja:: Charas is Front Attacked, may pay. If so, choose 1 of your Battling Charas. That Chara gains +1000 Pow for the turn.

Weapon - Rose | SB/SE05-40 T: None

L0
C0

"Uesugi Army" Kasuga
 [C] If there are 2 or fewer cards in your Stock, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Ninja - Love | SB/SE05-41 T: None

L0
C0

"Confidant of One-Eyed Dragon" Kojuro Katakura
 --No Text--

Weapon | SB/SE05-42 T: None

L0
C0

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"God of War" Kenshin & "Sword" Kasuga
 [C] If there are 5 or more cards in your Stock, this gains +1000 Pow.

Weapon - Ninja | SB/SE05-43 T: None

L1
C0

"Twin Dragons" Masamune & Kojuro
 --No Text--

Weapon - Eye Patch | SB/SE05-44 T: Soul

L2
C1

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

SB/SE05-45 T: 2 Soul

L0
C0

L0
C0