

**"Koi Tactics" Keiji Maeda**

[A] When the Trigger Check of your Charas reveals a Climax card, you may put the top card of your LB in your Stock.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Weapon - Animal | SB/S06-101 T: None

L1  
C0

**"Sworn Enemies" Masamune & Yukimura**

[A] During your turn, if the Battle Opp. of this becomes Reversed, look at the top card of your LB. Put that card on top of your LB or in your WR.

Weapon - Eye Patch | SB/S06-102 T: Soul

L2  
C2

**"Vagabond" Keiji Maeda**

--No Text--

Weapon - Animal | SB/S06-T01 T: None

L0  
C0

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**"Strong Troops, Rich Country" Hideyoshi Toyotomi**

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, this gains +3000 Pow for the turn.

SB/S06-T02 T: None

L0  
C0

**"Storm of Koi" Keiji Maeda**

[A] [(1)] When this attacks, if "Fissure" is in the CZ, may pay. If you do, search your LB for up to 1 Chara with "Koi" in its name, reveal it, and put it in your hand. Shuffle your LB.

Weapon - Animal | SB/S06-T03 T: None

L1  
C0

**"Flowery Path of Koi" Keiji Maeda**

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

[S] [(1)] Choose 1 of your Charas with "Koi" in its name. That Chara gains +2000 Pow for the turn.

Weapon - Animal | SB/S06-T04 T: Soul

L2  
C2

Sengoku Basara Trial Deck

**Fissure**

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

SB/S06-T05 T: Stock

**"Blue and Red" Masamune & Yukimura**

--No Text--

Weapon - Eye Patch | SB/S06-T06 T: None

L1  
C0

**"Hero of Sengoku Period" Motochika Chosokabe**

--No Text--

Weapon - Eye Patch | SB/S06-T07 T: None

L0  
C0

**"Passionate" Yukimura Sanada**

[A] [(2)] When the Battle Opp. of this becomes Reversed, may pay. If you do, choose a ::Weapon:: Chara in your WR and return it to your hand.

Weapon - Hachimaki | SB/S06-T08 T: None

L0  
C0

**"Furinkazan" Shingen Takeda**

[A] **CHANGE** [(2)] Put this in the WR] At the beginning of your Encore Step, if this is Rested, may pay. If you do, choose a "Chant of Battle Spirit" Yukimura Sanada' in your WR and put it in the Slot this was in.  
[S] [(1)] Choose 1 of your Charas, and that Chara gains +1000 Pow and ::Animal:: for the turn.

Weapon - Animal | SB/S06-T09 T: None

L0  
C0

**"Sanada Ninja Squad Leader" Sasuke Sarutobi**

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

Ninja - Weapon | SB/S06-T10 T: None

L0  
C0

**"Chant of Battle Spirit" Yukimura Sanada**

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

Weapon - Hachimaki | SB/S06-T11 T: Soul

L1  
C1

**"Reliable Brother" Motochika Chosokabe**

[A] [(2)] When you use **BACKUP** of this, you may pay cost. If you do, deal 1 damage to your Opp.. (DC can occur)  
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Weapon - Eye Patch | SB/S06-T12 T: Soul

L1  
C1

**"Flawless" Motochika Chosokabe**

[C] If you have 3 or more other ::Weapon:: Charas, this gains +1000 Pow.

[A] When another of your ::Eye Patch:: Charas attacks, this gains +1000 Pow for the turn.

Weapon - Eye Patch | SB/S06-T13 T: Soul

L2  
C2

**Kabukimono**

All your ::Weapon:: Charas gain +1500 Pow for the turn.

SB/S06-T14 T: None

L1  
C0

**Best of Japanese Troops**

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

SB/S06-T15 T: Salvage

**Oni of Onigashima**

[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/S06-T16 T: 2 Soul