

[C] All your other ::Element:: Charas gain +1000 Pow.
[S] [(2) Rest this] Search your LB for up to 1 ::Elemet:: Chara, reveal it, and put it in your hand. Shuffle your LB.

L2
C1

$$\frac{L0}{C0}$$
$$\frac{L0}{C0}$$
$$\frac{L0}{C0}$$
$$\frac{L1}{C0}$$
$$\frac{L1}{C1}$$

L2
C2

L3
C2

1

$$\frac{L0}{C0}$$
$$\frac{L1}{C1}$$
$$\frac{L2}{C1}$$
$$\frac{L1}{C0}$$
$$\frac{L1}{C1}$$
$$\frac{L0}{C0}$$
$$\frac{L1}{C0}$$

L2
C2

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

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

SK/WE05-07 T: Soul Bounce

[S] [Rest this] Choose 1 of your "Mintao & Bougainvillea", and that Chara gains +2500 Pow for the turn.

Colony - Police | SK/WE05-10 T: None

L0
C0

--No Text--

Colony - Mecha | SK/WE05-11 T: None

L1

C0

[S] [(1) Rest 2 of your ::Colony:: Charas] Choose a Chara with either ::Colony:: or ::Mecha:: in your WR and return it to your hand.

Colony - ESP | SK/WE05-16 T: Soul

L2
C1

[C] All your other ::Colony:: Charas gain +500 Pow.
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Colony:: Chara in your WR and return it to your hand.

Colony - Mecha | SK/WE05-18 T: None

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

[C] During your Opp.'s turn, all your other Charas with either ::Colony:: or ::ESP:: gain +500 Pow and "[A] **ENCORE** ((2))".
[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.

Colony - Glasses | SK/WE05-22 T: Soul

L1	
C1	

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

Colony | SK/WE05-25 T: None

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

[A] When this attacks, your Opp. declares a number amongst 0, 1, or 2. Reveal the top card of your LB. If the revealed card is a Chara whose Level is equal to the number your Opp. declared, draw up to X cards, where $X = 1 +$ the number your Opp. declared. (Otherwise put it back where it was)

Colony - ESP | SK/WE05-26 T: Soul

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

Draw up to 2 cards, and put 2 cards from your hand on top of the LB.

SK/WE05-27 T: None

L1
C0

