

Unicorn

[A] [(3) Discard a card from your hand to the WR, Rest this] At the start of your Encore Step, if you have 4 or more other ::Warship:: Charas and this is Standing, may pay. If so, deal 1 Damage to your Opp., and put up to 1 card from top of your Clock in the WR.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Warship - Royal Navy | AZL/S102-001 T: None

L0C0

Unicorn

[A] [(3) Discard a card from your hand to the WR, Rest this] At the start of your Encore Step, if you have 4 or more other ::Warship:: Charas and this is Standing, may pay. If so, deal 1 Damage to your Opp., and put up to 1 card from top of your Clock in the WR.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Warship - Royal Navy | AZL/S102-001SP T: None

L0C0

Jean Bart

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

[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 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

Warship - Vichya Dominion | AZL/S102-002 T: None

L0C0

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

Jean Bart

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

[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 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

Warship - Vichya Dominion | AZL/S102-002SP T:

L0C0

Belfast

[C] During your turn, if you have another ::Warship:: Chara, this gains +3000 Pow.

[A] **CX COMBO** When this attacks, if "Royal Maids' Service" is in the CZ, reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand. (Otherwise put it back where it was)

[A] [(1) Discard a card from your hand to the WR] When this is Front Attacked, may pay. If so, choose 1 of your other ::Warship:: Charas and this, and return them to your hand.

Warship - Royal Navy | AZL/S102-003 T: None

L1C0

Belfast

[C] During your turn, if you have another ::Warship:: Chara, this gains +3000 Pow.

[A] **CX COMBO** When this attacks, if "Royal Maids' Service" is in the CZ, reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand. (Otherwise put it back where it was)

[A] [(1) Discard a card from your hand to the WR] When this is Front Attacked, may pay. If so, choose 1 of your other ::Warship:: Charas and this, and return them to your hand.

Warship - Royal Navy | AZL/S102-003SEC T: None

L1C0

Azur Lane Booster Pack

Cheshire

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO EXPERIENCE** When "Owner's Favorite?" is placed in your CZ, if this is in the Front Row and the sum of Levels of cards in your Level Zone is 6 or higher, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = Leve of that card +1. (Climax cards are considered Level 0 for this effect. DC can occur)

Warship - Royal Navy | AZL/S102-004 T: Soul

L3C2

Cheshire

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO EXPERIENCE** When "Owner's Favorite?" is placed in your CZ, if this is in the Front Row and the sum of Levels of cards in your Level Zone is 6 or higher, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = Leve of that card +1. (Climax cards are considered Level 0 for this effect. DC can occur)

Warship - Royal Navy | AZL/S102-004SP T: Soul

L3C2

Sheffield

[A] [(1) Discard a ::Warship:: 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 the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

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

Warship - Royal Navy | AZL/S102-005 T: None

L0C0

Sheffield

[A] [(1) Discard a ::Warship:: 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 the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

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

Warship - Royal Navy | AZL/S102-005SP T: None

L0C0

Ying Swei

[A] When this is placed from hand to the Stage, if you have another ::Warship:: Chara, this gains +2000 Pow until the next end of your Opp.'s turn.

[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 Charas and return it to their hand.

Warship - Dragon Empery | AZL/S102-006 T: None

L0C0

Ying Swei

[A] When this is placed from hand to the Stage, if you have another ::Warship:: Chara, this gains +2000 Pow until the next end of your Opp.'s turn.

[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 Charas and return it to their hand.

Warship - Dragon Empery | AZL/S102-006SP T:

L0C0

Formidable

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Warship - Royal Navy | AZL/S102-007 T: None

L0C0

Formidable

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Warship - Royal Navy | AZL/S102-007SP T: None

L0C0

Sirius

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Warship:: Charas.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Afternoon Tea" is in your CZ and you have another ::Warship:: Chara, put up to 1 card from top of your LB in your Stock, and reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand. (Otherwise put it back where it was)

Warship - Royal Navy | AZL/S102-008 T: None

L0C0

Sirius

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Warship:: Charas.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Afternoon Tea" is in your CZ and you have another ::Warship:: Chara, put up to 1 card from top of your LB in your Stock, and reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand. (Otherwise put it back where it was)

Warship - Royal Navy | AZL/S102-008SP T: None

L0C0

Drake

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 9 or higher, this gains +1500 Pow and the following ability. "[A] [(2) Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 4 Damage to your Opp.."

(DC can occur)

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Warship - Royal Navy | AZL/S102-009 T: Soul

L3C2

Drake

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 9 or higher, this gains +1500 Pow and the following ability. "[A] [(2) Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 4 Damage to your Opp.."

(DC can occur)

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Warship - Royal Navy | AZL/S102-009SP T: Soul

L3C2

Perseus

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] [(2) Discard 2 cards from your hand to the WR. Rest this] At the start of your Attack Phase, if this is in the Front Row, may pay. If so, deal 2 Damage to your Opp. twice, and put up to 1 card from top of your Clock in the WR. (DC can occur)

Warship - Royal Navy | AZL/S102-010 T: Soul

L3C2

Perseus

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] [(2) Discard 2 cards from your hand to the WR. Rest this] At the start of your Attack Phase, if this is in the Front Row, may pay. If so, deal 2 Damage to your Opp. twice, and put up to 1 card from top of your Clock in the WR. (DC can occur)

Warship - Royal Navy | AZL/S102-010SP T: Soul

L3C2

Le Malin

[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.

[A] **CX COMBO** When this attacks, if "Knight Princess's Daydream" is in the CZ, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 2 Damage to your Opp.." (DC can occur)

Warship - Vichya Dominion | AZL/S102-011 T: Soul

L3C2

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

Le Malin

[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.

[A] **CX COMBO** When this attacks, if "Knight Princess's Daydream" is in the CZ, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 2 Damage to your Opp.." (DC can occur)

Warship - Vichya Dominion | AZL/S102-011SP T: Soul

L3C2

Rodney

[A] When this attacks, reveal the top card of your LB. If it's a ::Warship:: Chara, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it 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 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Warship - Royal Navy | AZL/S102-012 T: None

L0C0

Rodney

[A] When this attacks, reveal the top card of your LB. If it's a ::Warship:: Chara, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it 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 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Warship - Royal Navy | AZL/S102-012S T: None

L0C0

Azur Lane Booster Pack

Cygnat

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

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Warship - Royal Navy | AZL/S102-013 T: None

L0C0

Cygnat

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

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Warship - Royal Navy | AZL/S102-013S T: None

L0C0

Ajax

[A] When your Climax card with a Choice Trigger Icon is placed in the CZ, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[A] When this card's Trigger Check reveals a Climax card with a Choice Trigger Icon, you may choose a Chara in your WR and return it to your hand.

Warship - Royal Navy | AZL/S102-014 T: None

L0C0

Ajax

[A] When your Climax card with a Choice Trigger Icon is placed in the CZ, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[A] When this card's Trigger Check reveals a Climax card with a Choice Trigger Icon, you may choose a Chara in your WR and return it to your hand.

Warship - Royal Navy | AZL/S102-014S T: None

L0C0

Ark Royal

[A] If you have another ::TRAIT:: Chara, this gains +1500 Pow.

[A] **CX COMBO** When "A Side Too Reliable" is placed in your CZ, if you have another ::Warship:: Chara, this gains the following 2 abilities for the turn. "[C] Chara Opposite this cannot return to hand, move to another Slot, or be Sent to Memory." "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Warship:: Chara in your WR and return it to your hand."

Warship - Royal Navy | AZL/S102-015 T: None

L1C0

Ark Royal

[A] If you have another ::TRAIT:: Chara, this gains +1500 Pow.

[A] **CX COMBO** When "A Side Too Reliable" is placed in your CZ, if you have another ::Warship:: Chara, this gains the following 2 abilities for the turn. "[C] Chara Opposite this cannot return to hand, move to another Slot, or be Sent to Memory." "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Warship:: Chara in your WR and return it to your hand."

Warship - Royal Navy | AZL/S102-015S T: None

L1C0

Chao Ho

[A] When this is placed from hand to the Stage, if you have another ::Warship:: Chara, this gains +2000 Pow until the next end of your Opp.'s turn.

[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 Charas and move it to another vacant Slot on your Opp.'s Stage.

Warship - Dragon Empery | AZL/S102-016 T: None

L1C0

Chao Ho

[A] When this is placed from hand to the Stage, if you have another ::Warship:: Chara, this gains +2000 Pow until the next end of your Opp.'s turn.

[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 Charas and move it to another vacant Slot on your Opp.'s Stage.

Warship - Dragon Empery | AZL/S102-016S T: None

L1C0

Prince of Wales

[C] You may play this from your hand without meeting the color requirement.

[C] During your turn, for each of your other ::Eagle Union:: Charas, this gains +500 Pow.

[C] During your turn, if you have 3 or more other ::Eagle Union:: Charas, all your other ::Eagle Union:: Charas gain +1000 Pow and this gains +500 Pow.

Warship - Royal Navy | AZL/S102-017 T: None

L1C0

Prince of Wales

[C] You may play this from your hand without meeting the color requirement.

[C] During your turn, for each of your other ::Eagle Union:: Charas, this gains +500 Pow.

[C] During your turn, if you have 3 or more other ::Eagle Union:: Charas, all your other ::Eagle Union:: Charas gain +1000 Pow and this gains +500 Pow.

Warship - Royal Navy | AZL/S102-017S T: None

L1C0

Saint Louis

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +500 Pow for each of your other ::Warship:: Charas.

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

Warship - Iris Libre | AZL/S102-018 T: None

L1C0

Saint Louis

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +500 Pow for each of your other ::Warship:: Charas.

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

Warship - Iris Libre | AZL/S102-018SP T: None

L1C0

### Neptune

[A] **EXPERIENCE** [Discard a ::Warship:: Chara from your hand to the WR] When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, choose a Cost 0 or lower Chara in your WR and put it in any Slot on the Stage.

Warship - Royal Navy | AZL/S102-019 T: None

L1  
C0

### Neptune

[A] **EXPERIENCE** [Discard a ::Warship:: Chara from your hand to the WR] When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, choose a Cost 0 or lower Chara in your WR and put it in any Slot on the Stage.

Warship - Royal Navy | AZL/S102-019S T: None

L1  
C0

### Jervis

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Warship:: Charas, you may choose a ::Warship:: Chara in your WR and put it in your Stock.  
[A] When this attacks, if you have 2 or more other ::Warship:: Charas, this gains +4000 Pow for the turn.

Warship - Royal Navy | AZL/S102-020 T: Soul

L1  
C1

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

### Jervis

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Warship:: Charas, you may choose a ::Warship:: Chara in your WR and put it in your Stock.  
[A] When this attacks, if you have 2 or more other ::Warship:: Charas, this gains +4000 Pow for the turn.

Warship - Royal Navy | AZL/S102-020S T: Soul

L1  
C1

### Queen Elizabeth

[C] All your other ::Royal Navy:: Charas gain +X Pow. X = 500 times the Level of that Chara.  
[A] When your Climax card with a Choice Trigger Icon is placed in the CZ, all your Charas gain +1500 Pow for the turn.

Warship - Royal Navy | AZL/S102-021 T: Soul

L2  
C1

### Queen Elizabeth

[C] All your other ::Royal Navy:: Charas gain +X Pow. X = 500 times the Level of that Chara.  
[A] When your Climax card with a Choice Trigger Icon is placed in the CZ, all your Charas gain +1500 Pow for the turn.

Warship - Royal Navy | AZL/S102-021S T: Soul

L2  
C1

## Azur Lane Booster Pack

### Richelieu

[C] If this is in the Front Row Center Slot, for each of your other ::Warship:: Charas, this gains +1500 Pow.  
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's a ::Warship:: Chara, you may choose a ::Warship:: Chara in your WR and return it to your hand. (Put the revealed card back where it was)

Warship - Iris Libre | AZL/S102-022 T: Soul

L2  
C1

### Richelieu

[C] If this is in the Front Row Center Slot, for each of your other ::Warship:: Charas, this gains +1500 Pow.  
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's a ::Warship:: Chara, you may choose a ::Warship:: Chara in your WR and return it to your hand. (Put the revealed card back where it was)

Warship - Iris Libre | AZL/S102-022SP T: Soul

L2  
C1

### Monarch

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 5 or higher, this gains +5500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."  
[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 Climax card with a Choice Trigger Icon, reveal it, put it in your hand, and shuffle your LB.

Warship - Royal Navy | AZL/S102-023 T: Soul

L2  
C1

### Monarch

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 5 or higher, this gains +5500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."  
[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 Climax card with a Choice Trigger Icon, reveal it, put it in your hand, and shuffle your LB.

Warship - Royal Navy | AZL/S102-023S T: Soul

L2  
C1

### Howe

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.  
[C] During your turn, if you have 2 or more other ::Warship:: Charas, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and perform the following action. "You may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. choose a Level X or lower Chara in his or her WR and Swap it with the Chara you chose. X = Level of the Chara you chose -1."

Warship - Royal Navy | AZL/S102-024 T: Soul

L3  
C2

### Howe

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.  
[C] During your turn, if you have 2 or more other ::Warship:: Charas, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and perform the following action. "You may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. choose a Level X or lower Chara in his or her WR and Swap it with the Chara you chose. X = Level of the Chara you chose -1."

Warship - Royal Navy | AZL/S102-024S T: Soul

L3  
C2

### Erebus

[A] When your Chara's Trigger check reveals a Climax card with a Choice Trigger Icon, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.  
[S] [Rest this] Choose 1 of your ::Warship:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Warship - Royal Navy | AZL/S102-025 T: None

L0  
C0

### Erebus

[A] When your Chara's Trigger check reveals a Climax card with a Choice Trigger Icon, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.  
[S] [Rest this] Choose 1 of your ::Warship:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Warship - Royal Navy | AZL/S102-025S T: None

L0  
C0

### Glorious

[C] During your turn, this gains +1000 Pow.  
[A] When this attacks, if all your Charas are ::Warship::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Warship - Royal Navy | AZL/S102-026 T: None

L0  
C0

### Glorious

[C] During your turn, this gains +1000 Pow.  
[A] When this attacks, if all your Charas are ::Warship::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Warship - Royal Navy | AZL/S102-026S T: None

L0  
C0

### Hood

[A] When your Climax card with a Choice Trigger Icon is placed in the CZ, all your Charas gain +500 Pow for the turn.  
[A] When this attacks, choose 1 of your other ::Warship:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Warship:: Charas.

Warship - Royal Navy | AZL/S102-027 T: None

L1  
C0

### Hood

[A] When your Climax card with a Choice Trigger Icon is placed in the CZ, all your Charas gain +500 Pow for the turn.  
[A] When this attacks, choose 1 of your other ::Warship:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Warship:: Charas.

Warship - Royal Navy | AZL/S102-027S T: None

L1  
C0

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

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

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

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

L1  
C1

[C] For each other ::Warship:: Chara in your Back Row, this gains +2000 Pow.

[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card with a Choice Trigger Icon in your CZ, reveal the top card of your LB. If it's a ::Warship:: Chara, draw up to 2 cards, and discard a card from your hand to the WR.

L2	
C1	

[C] For each other ::Warship:: Chara in your Back Row, this gains +2000 Pow.

[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card with a Choice Trigger Icon in your CZ, reveal the top card of your LB. If it's a ::Warship:: Chara, draw up to 2 cards, and discard a card from your hand to the WR.

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

Choose 1 of the 2 following effects and perform it.  
 "Choose 1 of your ::Warship:: Charas, and that Chara gains +1 Level and +X Pow until the next end of your Opp.'s turn. X = 1000 times Level of that Chara."  
 "Reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand." (Otherwise put it back where it was)

L1  
C0

Choose 1 of the 2 following effects and perform it.  
 "Choose 1 of your ::Warship:: Charas, and that Chara gains +1 Level and +X Pow until the next end of your Opp.'s turn. X = 1000 times Level of that Chara."  
 "Reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand." (Otherwise put it back where it was)

**L1**  
**C0**

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

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

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

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

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

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

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

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

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

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

[A] When this attacks, if you have another **Warship**: Chara, this gains +3000 Pow for the turn.

[A] **CX COMBO EXPERIENCE** At the end of this card's attack, if "Wind Blowing on the Azure Sea" is in the CZ, the sum of Levels of cards in your Lower Zone is 2 or higher, you have another **Warship**: Chara, and either there is no Chara Opposite this or the Chara Opposite this is **Reversed**, search your LB for up to 1 **Warship**: Chara, reveal it, put it in your hand, shuffle your LB, and this gains +1000 Pow until the next end of your Opp.'s turn.

L1  
C0

[A] When this attacks, if you have another **Warship**: Chara, this gains +3000 Pow for the turn.

[A] **CX COMBO EXPERIENCE** At the end of this card's attack, if "Wind Blowing on the Azure Sea" is in the CZ, the sum of Levels of cards in your Level Zone is 2 or higher, you have another **Warship**: Chara, and either there is no Chara Opposite this or the Chara Opposite this is Reversed, search your LB for up to 1 **Warship**: Chara, reveal it, put it in your hand, shuffle your LB, and this gains +1000 Pow until the next end of your Opp.'s turn.

**L1**  
**C0**



[C] If you have 4 or more ::Warship:: Charas, this gets -1 Level while in your hand.

[C] During your turn, if this is in the Front Row Center Slot and you have 4 or more other ::Warship:: Charas, all your ::Sakura Empire:: Charas gain +2000 Pow.

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

**L3**  
**C2**

[C] If you have 4 or more ::Warship:: Charas, this gets -1 Level while in your hand.  
 [C] During your turn, if this is in the Front Row Center Slot and you have 4 or more other ::Warship:: Charas, all your ::Sakura Empire:: Charas gain +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

**L3**  
**C2**

[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.  
 [A] **CX COMBO EXPERIENCE** [Discard 2 cards from your hand to the WR] When this attacks, if "Ephemeral Dream" is in the CZ and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, put the top 9 cards of your LB in the WR, and deal 1 Damage to your Opp. X times. X = # of Climax cards among them. (DC can occur)

**L3**  
**C2**

[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.

[A] **CX COMBO EXPERIENCE** [Discard 2 cards from your hand to the WR] When this attacks, if "Ephemeral Dream" is in the CZ and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, put the top 9 cards of your LB in the WR, and deal 1 Damage to your Opp. X times. X = # of Climax cards among them. (DC can occur)

**L3**  
**C2**

[A] **CX COMBO** [Return this to your hand] When "Phoenix's Spring Song" is placed in your CZ, may pay. If so, choose a ::Warship:: Chara in your WR and put it in your Stock.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

**LO**  
**CO**

[A] **CX COMBO** [Return this to your hand] when "Phoenix's Spring Song" is placed in your CZ, may pay. If so, choose a ::Warship:: Chara in your WR and put it in your Stock.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

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

[C] All your other ::Warship:: Charas gain +500 Pow.  
[A] When your Climax card with a Treasure Trigger Icon is placed in the CZ, choose up to 2 Charas in your Opp.'s Front Row, and those Charas get -1000 Pow for the turn.

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

[A] When your Climax card with a Treasure Trigger icon is placed in the CZ, choose up to 2 Charas in your Opp.'s Front Row, and those Charas get -1000 Pow for the turn.

**LO**  
**CO**

[A] During your turn, when the Battle Opp. of your other Chara becomes Reversed, this gains +2000 Pow for the turn.

[A] (1) Put a :Warship:: Chara from your WR on the bottom of your Clock} When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Cost 0 or lower :Warship:: Chara whose Level is equal to or lower than your Level, put it Rested in any Slot on the Stage, and shuffle your LB.

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

[A] During your turn, when the Battle Opp. of your other Chara becomes Reversed, this gains +2000 Pow for the turn.

[A] [(1) Put a ::Warship:: Chara from your WR on the bottom of your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Cost 0 or lower ::Warship:: Chara whose Level is equal to or lower than your Level, put it Rested in any Slot on the Stage, and shuffle your LB.

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

[A] [Discard 2 cards from hand to the WR] When you use the **BACKUP** of this, may pay. If so, you may put the top card of your Opp.'s Clock in the WR. If you do, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in their Clock.

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

L1  
C0

[A] [Discard 2 cards from hand to the WR] When you use the **BACKUP** of this, may pay. If so, you may put the top card of your Opp.'s Clock in the WR. If you do, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in their Clock.

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

**L1**  
**C0**

[A] When your Climax card with a Treasure Trigger Icon is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock." [A] When this attacks, choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other :Warship: Charas.

L1  
C0

[A] When your Climax card with a Treasure Trigger Icon is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock." [A] When this attacks, choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other :Warrior:: Charas.

L1  
C0

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +2500 Pow and the following ability. "[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, may pay. If so, put up to 2 cards from top of your LB in your Stock."  
[A] When this attacks, look at the top card of your LB and put it either on top of the LB or in the WR.

**L2**  
**C1**

**[C] EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +2500 Pow and the following ability. "[A] [Discard a card from your hand to the WR] When your Chara's Trigger Card reveals a Climax card with a Treasure Trigger Icon, may pay. If so, put up to 2 cards from top of your LB in your Stock."  
[A] When this attacks, look at the top card of your LB and put it either on top of the LB or in the WR.

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

**[C] EXPERIENCE** If the sum of Leves of cards in your Level Zone is 8 or higher, this gains +1500 Pow and the following ability. "[A] [(3) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

**L3**  
**C2**

[C] **EXPERIENCE** If the sum of Leves of cards in your Level Zone is 8 or higher, this gains +1500 Pow and the following ability. "[A] [(3) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

**L3**  
**C2**

**[C] EXPERIENCE** If the sum of Levels of cards in your Level Zone is 8 or higher, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

**[A] ([1]) Discard a card to WR** When this card Direct Attacks, may pay. If so, deal 1 Damage to your Opp..

**[A] EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 8 or higher, choose up to 2 of your Opp.'s Charas and return them to your Opp.'s hand.

**L3**  
**C2**

**[C] EXPERIENCE** If the sum of Levels of cards in your Level Zone is 8 or higher, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

**[A] ([1] Discard a card to [WR] When this card Direct Attacks, may pay. If so, deal 1 Damage to your Opp..**

**[C] EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 8 or higher, choose up to 2 of your Opp.'s Charas and return them to your Opp.'s hand.

L3  
C2

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.  
[A] When this attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -X Pow for the turn. X = 500 times # of your other "Warship" Charas.

LO  
CO

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.  
[A] When this attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -X Pow for the turn. X = 500 times # of your other ::Warship:: Charas.

$$\frac{L_0}{C_0}$$

[A] When this is placed from hand to the Stage, if you have another ::Warship:: Chara, this gains +2000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card with a Treasure Trigger Icon in your CZ, you may draw 2 cards. IF so, discard 2 cards from your hand to the WR.

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

[A] When this is placed from hand to the Stage, if you have another ::Warship:: Chara, this gains +2000 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card with a Treasure Trigger Icon in your CZ, you may draw 2 cards. IF so, discard 2 cards from your hand to the WR

LO  
CO

[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.

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

[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.

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

[A] [Discard a Climax card with a Treasure Trigger Icon from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 6 cards from top of your LB and search for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and put the rest in the WR.

LO  
CO

[A] [Discard a Climax card with a Treasure Trigger Icon from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 6 cards from top of your LB and search for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and put the rest in the WR.

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

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow and the following ability. "[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock." [A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

L1  
C0

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow and the following ability. "[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock." [A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

L1  
C0

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.

[A] When your Climax card with a Treasure Trigger Icon is placed in the CZ, this gains +500 Pow and the following ability. "[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock." (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was).

**L1**  
**C0**

**[C] EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.

**[A]** When your Climax card with a Treasure Trigger Icon is placed in the CZ, this gains +500 Pow and the following ability. "[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock." (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was).

L1  
C0

[C] During your turn, if all your Charas are ::Warship::, this gains +2000 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's 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)

L1  
C0

[C] During your turn, if all your Charas are ::Warship::, this gains +2000 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's 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)

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

[C] If you have another "Kii", all your other ::Warship:: Charas gain +500 Pow.  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [S] ([1] Discard 2 cards from your hand to the WR, Rest this) Choose up to 1 "Kii" in your hand and put it in any Slot on the Stage

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

[C] If you have another "Kii", all your other ::Warship:: Charas gain +500 Pow.  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [S] [(1) Discard 2 cards from your hand to the WR, Rest this] Choose up to 1 "Kii" in your hand and put it in any Slot on the Stage

L2  
C1

Kii

[C] If you have another "Suruga" in your Back Row, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, you may choose a ::Warship:: Chara in your WR and return it to your hand.

[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, choose up to 3 of your ::Warship:: Charas, and those Charas gain +500 Pow and +1 Soul for the turn.

Warship - Sakura Empire | AZL/S102-055 T: Soul

L3C2

Kii

[C] If you have another "Suruga" in your Back Row, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, you may choose a ::Warship:: Chara in your WR and return it to your hand.

[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, choose up to 3 of your ::Warship:: Charas, and those Charas gain +500 Pow and +1 Soul for the turn.

Warship - Sakura Empire | AZL/S102-055S T: Soul

L3C2

Fusou

[C] If there is another "Yamashiro" in your Front Row, this gains +3000 Pow and +1 Soul.

[C] All your other "Yamashiro" gain +1000 Pow and +1 Soul.

[A] [Discard a ::Warship:: 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 "Yamashiro", reveal it, put it in your hand, and shuffle your LB.

Warship - Sakura Empire | AZL/S102-056 T: None

L0C0

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

Fusou

[C] If there is another "Yamashiro" in your Front Row, this gains +3000 Pow and +1 Soul.

[C] All your other "Yamashiro" gain +1000 Pow and +1 Soul.

[A] [Discard a ::Warship:: 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 "Yamashiro", reveal it, put it in your hand, and shuffle your LB.

Warship - Sakura Empire | AZL/S102-056S T: None

L0C0

Mutsu

[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 ::Warship:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

[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.

Warship - Sakura Empire | AZL/S102-057 T: None

L0C0

Mutsu

[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 ::Warship:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

[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.

Warship - Sakura Empire | AZL/S102-057S T: None

L0C0

Azur Lane Booster Pack

Naganami

[C] If this is in the Front Row Center Slot, all your ::Warship:: Charas gain +1000 Pow.

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

Warship - Sakura Empire | AZL/S102-058 T: None

L0C0

Naganami

[C] If this is in the Front Row Center Slot, all your ::Warship:: Charas gain +1000 Pow.

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

Warship - Sakura Empire | AZL/S102-058S T: None

L0C0

Agano

[A] At the start of your MP, look at the top card of your LB and put it either on top of the LB or in the WR.

[A] When your Chara's Trigger Check reveals a Climax with a Treasure Trigger Icon, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Warship - Sakura Empire | AZL/S102-059 T: None

L0C0

Agano

[A] At the start of your MP, look at the top card of your LB and put it either on top of the LB or in the WR.

[A] When your Chara's Trigger Check reveals a Climax with a Treasure Trigger Icon, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Warship - Sakura Empire | AZL/S102-059S T: None

L0C0

Fubuki

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.

[A] When this attacks, if you have another ::Warship:: Chara, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Warship - Sakura Empire | AZL/S102-060 T: None

L0C0

Fubuki

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.

[A] When this attacks, if you have another ::Warship:: Chara, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Warship - Sakura Empire | AZL/S102-060S T: None

L0C0

Yamashiro

--No Text--

Warship - Sakura Empire | AZL/S102-061 T: None

L0C0

Yamashiro

--No Text--

Warship - Sakura Empire | AZL/S102-061S T: None

L0C0

Souryuu

[C] If there's another "Hiryuu" in your Front Row, this gains +3500 Pow and the following ability. "[A] [Discard a card from your hand to the WR] 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."

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Hiryuu", put it in any Slot on the Stage, and shuffle your LB.

Warship - Sakura Empire | AZL/S102-062 T: None

L1C0

Souryuu

[C] If there's another "Hiryuu" in your Front Row, this gains +3500 Pow and the following ability. "[A] [Discard a card from your hand to the WR] 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."

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Hiryuu", put it in any Slot on the Stage, and shuffle your LB.

Warship - Sakura Empire | AZL/S102-062S T: None

L1C0

Hiryuu

[C] If there's another "Souryuu" in your Front Row, this gains +3500 Pow and the following ability. "[A] [Discard a card from your hand to the WR] 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."

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Souryuu", put it in any Slot on the Stage, and shuffle your LB.

Warship - Sakura Empire | AZL/S102-063 T: None

L1C0

Hiryuu

[C] If there's another "Souryuu" in your Front Row, this gains +3500 Pow and the following ability. "[A] [Discard a card from your hand to the WR] 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."

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Souryuu", put it in any Slot on the Stage, and shuffle your LB.

Warship - Sakura Empire | AZL/S102-063S T: None

L1C0

[C] During your turn, this gains +1000 Pow.  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Warship:: Charas among those cards.

L1  
C0

[C] During your turn, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Warship:: Charas among those cards.

L1  
C0

[C] **ASSIST** All your **Warship**: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] When your Climax card with a Treasure Trigger is placed in the CZ, choose 1 of your Opp.'s Front Row Charas, and that Chara gets -1000 Pow for the turn.

[A] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, you may draw a card. If so, discard a card from your hand to the WR.

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

[C] **ASSIST** All your **Warship**: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] When your Climax card with a Treasure Trigger is placed in the CZ, choose 1 of your Opp.'s Front Row Charas, and that Chara gets -1000 Pow. for the turn.

[A] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, you may draw a card. If so, discard a card from your hand to the WR.

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

[C] If you have another "Zuikaku" this gains +2000 Pow and the following ability.  
 "[C] During your turn, this gains +4000 Pow."  
 [A] [Discard a ::Warship:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Zuikaku" in your WR and put it in any Slot on the Stage.  
 [A] At the start of your Opp's Attack Phase, you may choose 1 of your "Zuikaku" and this, then Stand and Swap them.

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

[C] If you have another "Zuikaku," this gains +2000 Pow and the following ability:  
 [C] During your turn, this gains +4000 Pow.  
 [A] [Discard a :Warship: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Zuikaku" in your WR and put it in any Slot on the Stage.  
 [A] At the start of your Opp.'s Attack Phase, you may choose 1 of your "Zuikaku" and this, then Stand and Swap them.

L2	
C1	

[C] If you have another "Shoukaku", this gains +4000 Pow.  
 [A] **CX COMBO** When "Honest Cynic" is placed in your CZ, if this is in the Front Row and you have another "Shoukaku", choose up to 1 ::Warship:: Chara in your WR and return it to your hand, choose up to 1 ::Warship:: Chara and put it in your Stock.

**L2**  
**C1**

[A] **CX COMBO** When "Honest Cynic" is placed in your CZ, if this is in the Front Row and you have another "Shoukaku", choose up to 1 ::Warship:: Chara in your WR and return it to your hand, choose up to 1 ::Warship:: Chara and put it in your Stock.

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

If you have 5 or more ::Warship:: Charas, deal 4 Damage to your Opp.. (DC can occur)

L3	
C2	

If you have 5 or more ::Warship:: Charas, deal 4 Damage to your Opp.. (DC can occur)

L3  
C2

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

1-

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

—

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

1

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

1-

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

—

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

—

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

1-

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

—

Zara

[A] When this attacks, if all your Charas are ::Warship::, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.

[A] [(1) Put this in the WR] When your other ::Warship:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Warship - Sardegna Empire | AZL/S102-073 T: None

L0C0

Zara

[A] When this attacks, if all your Charas are ::Warship::, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.

[A] [(1) Put this in the WR] When your other ::Warship:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Warship - Sardegna Empire | AZL/S102-073SP T:

L0C0

August von Parseval

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +2500 Pow and "[A] **ENCORE** [Discard a ::Warship:: Chara from your hand to the WR]".

[A] **CX COMBO EXPERIENCE** [Put a "Feast of the Unhulde?" from your CZ in the WR] During your Climax Phase, when this is placed to the Stage via the effect of "Feast of the Unhulde?", if the sum of Levels of cards in your Level Zone is 3 or higher, may pay. If so, Stand this, choose up to 2 of your Opp.'s Charas, and those Charas gain the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Warship - Iron Blood | AZL/S102-074 T: Soul

L2C2

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

August von Parseval

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +2500 Pow and "[A] **ENCORE** [Discard a ::Warship:: Chara from your hand to the WR]".

[A] **CX COMBO EXPERIENCE** [Put a "Feast of the Unhulde?" from your CZ in the WR] During your Climax Phase, when this is placed to the Stage via the effect of "Feast of the Unhulde?", if the sum of Levels of cards in your Level Zone is 3 or higher, may pay. If so, Stand this, choose up to 2 of your Opp.'s Charas, and those Charas gain the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Warship - Iron Blood | AZL/S102-074SP T: Soul

L2C2

Roos

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1500 Pow and the following ability. "[A] [(2) Discard a card from your hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn."

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Warship - Iron Blood | AZL/S102-075 T: Soul

L3C2

Roos

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1500 Pow and the following ability. "[A] [(2) Discard a card from your hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn."

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Warship - Iron Blood | AZL/S102-075SP T: Soul

L3C2

Azur Lane Booster Pack

Friedrich der Grosse

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO EXPERIENCE** When this attacks, if "Rhapsody of Darkness" is in the CZ and the sum of Levels of cards in your Level Zone is 8 or higher, choose 1 of the following 2 effects and perform it. "Choose up to 3 cards in your Opp.'s WR and return them to the LB, your Opp. shuffles that LB, and this gains +3000 Pow for the turn." "[2]] may pay. If so, deal 4 Damage to your Opp." (DC can occur)

Warship - Iron Blood | AZL/S102-076 T: Soul

L3C2

Friedrich der Grosse

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO EXPERIENCE** When this attacks, if "Rhapsody of Darkness" is in the CZ and the sum of Levels of cards in your Level Zone is 8 or higher, choose 1 of the following 2 effects and perform it. "Choose up to 3 cards in your Opp.'s WR and return them to the LB, your Opp. shuffles that LB, and this gains +3000 Pow for the turn." "[2]] may pay. If so, deal 4 Damage to your Opp." (DC can occur)

Warship - Iron Blood | AZL/S102-076SEC T: Soul

L3C2

Peter Strasser

[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, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Warship:: Chara in your WR and return it to your hand.

Warship - Iron Blood | AZL/S102-077 T: None

L0C0

Peter Strasser

[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, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Warship:: Chara in your WR and return it to your hand.

Warship - Iron Blood | AZL/S102-077SP T: None

L0C0

Ulrich von Hutten

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +2000 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, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an Event among those cards and put it in your hand, then put the rest in the WR.

Warship - Iron Blood | AZL/S102-078 T: None

L1C0

Ulrich von Hutten

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +2000 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, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an Event among those cards and put it in your hand, then put the rest in the WR.

Warship - Iron Blood | AZL/S102-078SP T: None

L1C0

Libeccio

[C] If all your Charas are ::Warship::, this gains +2000 Pow.

[A] **CX COMBO** When "Prestigious Daily Life" is placed in your CZ, if this is in the Front Row and you have another ::Warship:: Chara, you may choose a Cost 0 or lower ::Warship:: Chara in your WR and put it in any Slot on the Stage.

Warship - Sardegna Empire | AZL/S102-079 T: None

L1C1

Libeccio

[C] If all your Charas are ::Warship::, this gains +2000 Pow.

[A] **CX COMBO** When "Prestigious Daily Life" is placed in your CZ, if this is in the Front Row and you have another ::Warship:: Chara, you may choose a Cost 0 or lower ::Warship:: Chara in your WR and put it in any Slot on the Stage.

Warship - Sardegna Empire | AZL/S102-079SP T:

L1C1

Admiral Graf Spee

[C] If this is in the Front Row, all your ::Warship:: Charas gain +1500 Pow.

[A] **CX COMBO** [(1) Put a "This Time, Until the End" from your CZ in the WR] During your Climax Phase, when this is placed to the Stage via the effect of "This Time, Until the End", may pay. If so, Stand this, and all your Charas gain +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Warship - Iron Blood | AZL/S102-080 T: Soul

L3C2

Admiral Graf Spee

[C] If this is in the Front Row, all your ::Warship:: Charas gain +1500 Pow.

[A] **CX COMBO** [(1) Put a "This Time, Until the End" from your CZ in the WR] During your Climax Phase, when this is placed to the Stage via the effect of "This Time, Until the End", may pay. If so, Stand this, and all your Charas gain +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Warship - Iron Blood | AZL/S102-080S T: Soul

L3C2

U-110

[S] [Rest 1 of your ::Warship:: Charas] Choose a ::Warship:: Chara in your Level Zone and a ::Warship:: Chara in your WR and Swap them.

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a ::Warship:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

Warship - Iron Blood | AZL/S102-081 T: None

L0C0

U-110

[S] [Rest 1 of your ::Warship:: Charas] Choose a ::Warship:: Chara in your Level Zone and a ::Warship:: Chara in your WR and Swap them.

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a ::Warship:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

Warship - Iron Blood | AZL/S102-081S T: None

L0C0

### Elbing

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Warship:: Chara, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. (Put the revealed card back where it was)  
[A] [Discard a ::Warship:: 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, draw a card.

Warship - Iron Blood | AZL/S102-082 T: None

L0  
C0

### Elbing

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Warship:: Chara, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. (Put the revealed card back where it was)  
[A] [Discard a ::Warship:: 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, draw a card.

Warship - Iron Blood | AZL/S102-082S T: None

L0  
C0

### Vittorio Veneto

[A] This ability activates up to twice per turn. When your other ::Warship:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.  
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Warship:: Charas and return it to your hand.

Warship - Sardegna Empire | AZL/S102-083 T: None

L0  
C0

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

### Vittorio Veneto

[A] This ability activates up to twice per turn. When your other ::Warship:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.  
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Warship:: Charas and return it to your hand.

Warship - Sardegna Empire | AZL/S102-083SP T:

L0  
C0

### Odin

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +2000 Pow.  
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose another ::Warship:: Chara in your Front Row Center Slot and this, Stand and Swap them, and this gains +1500 Pow for the turn.

Warship - Iron Blood | AZL/S102-084 T: None

L1  
C0

### Odin

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +2000 Pow.  
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose another ::Warship:: Chara in your Front Row Center Slot and this, Stand and Swap them, and this gains +1500 Pow for the turn.

Warship - Iron Blood | AZL/S102-084S T: None

L1  
C0

Azur Lane Booster Pack

### Aquila

[A] When this attacks, if you have 2 or more other ::Warship:: Charas, choose 1 of the following 2 effects and perform it. "This gains +6000 Pow for the turn." "Choose 1 of your other ::Warship:: Charas, and that Chara gains +3000 Pow until the next end of your Opp.'s turn."  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your ::Warship:: Charas, and that Chara gains +2000 Pow for the turn.

Warship - Sardegna Empire | AZL/S102-085 T: Soul

L2  
C1

### Aquila

[A] When this attacks, if you have 2 or more other ::Warship:: Charas, choose 1 of the following 2 effects and perform it. "This gains +6000 Pow for the turn." "Choose 1 of your other ::Warship:: Charas, and that Chara gains +3000 Pow until the next end of your Opp.'s turn."  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your ::Warship:: Charas, and that Chara gains +2000 Pow for the turn.

Warship - Sardegna Empire | AZL/S102-085SP T: Soul

L2  
C1

### Aegir

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 8 or higher, choose 1 of the following 2 effects and perform it. "[1)] may pay. If so, choose up to 1 Climax card in your WR and return it to your hand, and this gains +1500 Pow until the next end of your Opp.'s turn." "This gains the following ability until the next end of your Opp.'s turn. [C] Chara Opposite this gets -2 Soul."

Warship - Iron Blood | AZL/S102-086 T: Soul

L3  
C2

### Aegir

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 8 or higher, choose 1 of the following 2 effects and perform it. "[1)] may pay. If so, choose up to 1 Climax card in your WR and return it to your hand, and this gains +1500 Pow until the next end of your Opp.'s turn." "This gains the following ability until the next end of your Opp.'s turn. [C] Chara Opposite this gets -2 Soul."

Warship - Iron Blood | AZL/S102-086S T: Soul

L3  
C2

### Deutschland

[C] **ASSIST** All your Level 0 and lower Charas in front of this gain +1000 Pow.  
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 5 cards of your LB and put them in the WR. For each Climax cards revealed this way, search your LB for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

Warship - Iron Blood | AZL/S102-087 T: None

L0  
C0

### Deutschland

[C] **ASSIST** All your Level 0 and lower Charas in front of this gain +1000 Pow.  
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 5 cards of your LB and put them in the WR. For each Climax cards revealed this way, search your LB for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

Warship - Iron Blood | AZL/S102-087S T: None

L0  
C0

### Graf Zeppelin

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] **CX COMBO** When this attacks, if "Iron Blood Wings" is in the C2 and there are 6 or fewer cards in your hand, put the top card of your LB in the WR, choose up to 1 Level X or lower ::Warship:: Chara in your WR and return it to your hand. X = Level of that card. (Climax cards are considered Level 0 for this effect)

Warship - Iron Blood | AZL/S102-088 T: None

L0  
C0

### Graf Zeppelin

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] **CX COMBO** When this attacks, if "Iron Blood Wings" is in the C2 and there are 6 or fewer cards in your hand, put the top card of your LB in the WR, choose up to 1 Level X or lower ::Warship:: Chara in your WR and return it to your hand. X = Level of that card. (Climax cards are considered Level 0 for this effect)

Warship - Iron Blood | AZL/S102-088S T: None

L0  
C0

### Z46

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
[A] **EXPERIENCE** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if the sum of Levels of card in your Level Zone is 2 or higher, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. choose a Level X or lower Chara in their WR and Swap it with the Chara you chose. X = Level of the Chara you chose -1.

Warship - Iron Blood | AZL/S102-089 T: None

L0  
C0

### Z46

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
[A] **EXPERIENCE** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if the sum of Levels of card in your Level Zone is 2 or higher, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. choose a Level X or lower Chara in their WR and Swap it with the Chara you chose. X = Level of the Chara you chose -1.

Warship - Iron Blood | AZL/S102-089S T: None

L0  
C0

### Emden

[A] At the start of your Climax Phase, if you have another ::Warship:: Chara, this gains 1 of the following 2 abilities of your choice until the next end of your Opp.'s turn. "[C] During your turn, this gains +3000 Pow." "[C] During your Opp.'s turn, this gains +3000 Pow."  
[A] When this attacks, choose 1 of your other ::Warship:: Charas, and that Chara gains +2000 Pow for the turn.

Warship - Iron Blood | AZL/S102-090 T: None

L1  
C0

### Emden

[A] At the start of your Climax Phase, if you have another ::Warship:: Chara, this gains 1 of the following 2 abilities of your choice until the next end of your Opp.'s turn. "[C] During your turn, this gains +3000 Pow." "[C] During your Opp.'s turn, this gains +3000 Pow."  
[A] When this attacks, choose 1 of your other ::Warship:: Charas, and that Chara gains +2000 Pow for the turn.

Warship - Iron Blood | AZL/S102-090S T: None

L1  
C0

Seydlitz

[C] If you have 2 or more other ::Warship:: Charas, this gains +2000 Pow.  
[A] [Put this in the WR] When your other ::Warship:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

Warship - Iron Blood | AZL/S102-091 T: None

L1

C0

Seydlitz

[C] If you have 2 or more other ::Warship:: Charas, this gains +2000 Pow.  
[A] [Put this in the WR] When your other ::Warship:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

Warship - Iron Blood | AZL/S102-091S T: None

L1

C0

U-47

[C] **ASSIST** All your ::Warship:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."  
[S] [Rest this] Look at the top cad of your LB and put it either on top of the LB or in the WR.

Warship - Iron Blood | AZL/S102-092 T: Soul

L1

C1

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

U-47

[C] **ASSIST** All your ::Warship:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."  
[S] [Rest this] Look at the top cad of your LB and put it either on top of the LB or in the WR.

Warship - Iron Blood | AZL/S102-092S T: Soul

L1

C1

Wisdom Cube

Reveal the top card of your LB, search your LB for up to 1 Level X or lower ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB. X = Level of the revealed card. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

AZL/S102-093 T: None

L1

C0

Wisdom Cube

Reveal the top card of your LB, search your LB for up to 1 Level X or lower ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB. X = Level of the revealed card. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

AZL/S102-093S T: None

L1

C0

Azur Lane Booster Pack

Feast of the Unhulde?

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

AZL/S102-094 T: Soul Standby

Feast of the Unhulde?

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

AZL/S102-094R T: Soul Standby

Rhapsody of Darkness

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

AZL/S102-095 T: Salvage

Rhapsody of Darkness

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

AZL/S102-095R T: Salvage

Prestigious Daily Life

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

AZL/S102-096 T: Soul Standby

Prestigious Daily Life

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

AZL/S102-096R T: Soul Standby

This Time, Until the End

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

AZL/S102-097 T: Soul Standby

This Time, Until the End

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

AZL/S102-097R T: Soul Standby

Iron Blood Wings

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

AZL/S102-098 T: Salvage

Iron Blood Wings

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

AZL/S102-098R T: Salvage

Pamiat Merkuria

[A] When this attacks, if you have 2 or more other ::Warship:: Charas, this gains +4000 Pow for the turn.  
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Warship - Northern Parliament | AZL/S102-099 T: None

L0

C0

Pamiat Merkuria

[A] When this attacks, if you have 2 or more other ::Warship:: Charas, this gains +4000 Pow for the turn.  
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Warship - Northern Parliament | AZL/S102-099SP T: None

L0

C0

Cleveland

[A] [(1) Put a :Warship:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

[A] At the start of your Climax Phase, reveal the top card of your LB. If it's Level 2 or higher, all your :Warship: Charas gain +500 Pow for the turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Warship - Eagle Union | AZL/S102-100 T: None

L0  
C0

Cleveland

[A] [(1) Put a :Warship:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

[A] At the start of your Climax Phase, reveal the top card of your LB. If it's Level 2 or higher, all your :Warship: Charas gain +500 Pow for the turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Warship - Eagle Union | AZL/S102-100SEC T: None

L0  
C0

Bremerton

[A] When this is placed from hand to the Stage, if you have another :Warship: Chara, this gains +2000 Pow for the turn.

[A] **CX COMBO** When this attacks, if "Ace After Class" is in the CZ and you have 2 or more other :Warship: Charas, put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower :Warship: Chara in your WR and return it to your hand. If X is 2 or higher, this gains +1 Soul for the turn. X = sum of Levels of cards put in the WR via this effect. (Climax cards are considered Level 0 for this effect)

Warship - Eagle Union | AZL/S102-101 T: None

L1  
C0

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

Bremerton

[A] When this is placed from hand to the Stage, if you have another :Warship: Chara, this gains +2000 Pow for the turn.

[A] **CX COMBO** When this attacks, if "Ace After Class" is in the CZ and you have 2 or more other :Warship: Charas, put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower :Warship: Chara in your WR and return it to your hand. If X is 2 or higher, this gains +1 Soul for the turn. X = sum of Levels of cards put in the WR via this effect. (Climax cards are considered Level 0 for this effect)

Warship - Eagle Union | AZL/S102-101SP T: None

L1  
C0

New Jersey

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, all your :Union: Charas gain +1000 Pow.

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO EXPERIENCE** [(1)] When this attacks, if "Don'tcha Just Love It?" is in the CZ, if the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, deal X Damage to your Opp.. X = # of your "New Jersey". (DC can occur)

Warship - Eagle Union | AZL/S102-102 T: Soul

L3  
C2

New Jersey

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, all your :Union: Charas gain +1000 Pow.

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO EXPERIENCE** [(1)] When this attacks, if "Don'tcha Just Love It?" is in the CZ, if the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, deal X Damage to your Opp.. X = # of your "New Jersey". (DC can occur)

Warship - Eagle Union | AZL/S102-102SP T: Soul

L3  
C2

Azur Lane Booster Pack

Eldridge

[A] When this card is placed from hand to Stage, reveal the top card of your LB. If it is a :Warship: Chara, this may Side Attack this turn without Soul Penalty. (Put the revealed card back where it was)

[A] When this is Front Attacked, reveal the top card of your LB. If it's a Climax card, return all cards in your Front Row to your hand. (Put the revealed card back where it was)

Warship - Eagle Union | AZL/S102-103 T: None

L0  
C0

Eldridge

[A] When this card is placed from hand to Stage, reveal the top card of your LB. If it is a :Warship: Chara, this may Side Attack this turn without Soul Penalty. (Put the revealed card back where it was)

[A] When this is Front Attacked, reveal the top card of your LB. If it's a Climax card, return all cards in your Front Row to your hand. (Put the revealed card back where it was)

Warship - Eagle Union | AZL/S102-103SP T: None

L0  
C0

Nicholas

[A] When this is placed from hand to the Stage or when this attacks, put the top 2 cards of your LB in the WR. If there's a Climax card among them, this gains +3000 Pow for the turn.

Warship - Eagle Union | AZL/S102-104 T: None

L0  
C0

Nicholas

[A] When this is placed from hand to the Stage or when this attacks, put the top 2 cards of your LB in the WR. If there's a Climax card among them, this gains +3000 Pow for the turn.

Warship - Eagle Union | AZL/S102-104S T: None

L0  
C0

Reno

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a :Warship: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)

[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 :Warship: Chara in your WR and return it to your hand, choose 1 of your other :Warship: Charas, and that Chara gains +1000 Pow for the turn.

Warship - Eagle Union | AZL/S102-105 T: None

L0  
C0

Reno

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a :Warship: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)

[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 :Warship: Chara in your WR and return it to your hand, choose 1 of your other :Warship: Charas, and that Chara gains +1000 Pow for the turn.

Warship - Eagle Union | AZL/S102-105S T: None

L0  
C0

Independence

[A] When the Battle Opp. of this becomes Reversed, if there is a Climax in your CZ, you may put the top card of your LB to Stock.

[A] **RESONANCE** [Reveal a "New Jersey" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

Warship - Eagle Union | AZL/S102-106 T: None

L1  
C0

Independence

[A] When the Battle Opp. of this becomes Reversed, if there is a Climax in your CZ, you may put the top card of your LB to Stock.

[A] **RESONANCE** [Reveal a "New Jersey" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

Warship - Eagle Union | AZL/S102-106S T: None

L1  
C0

Massachusetts

[C] If all your Charas are :Warship::, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card with a Gate Trigger Icon in your CZ, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Warship - Eagle Union | AZL/S102-107 T: None

L1  
C1

Massachusetts

[C] If all your Charas are :Warship::, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card with a Gate Trigger Icon in your CZ, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Warship - Eagle Union | AZL/S102-107S T: None

L1  
C1

Shangri-La

[A] **CX COMBO** [(2)] This ability activates up to once per turn. At the end of this card's attack, if "Observer of the Sky and Sea" is in the CZ, may pay. If so, reveal the top card of your LB. If it's a :Warship: Chara, Stand this. (Put the revealed card back where it was)

[A] **RESONANCE** [Reveal a "New Jersey" from your hand] At the start of your Climax Phase, may pay. If so, this gains +6000 Pow for the turn.

Warship - Eagle Union | AZL/S102-108 T: Soul

L2  
C1

Shangri-La

[A] **CX COMBO** [(2)] This ability activates up to once per turn. At the end of this card's attack, if "Observer of the Sky and Sea" is in the CZ, may pay. If so, reveal the top card of your LB. If it's a :Warship: Chara, Stand this. (Put the revealed card back where it was)

[A] **RESONANCE** [Reveal a "New Jersey" from your hand] At the start of your Climax Phase, may pay. If so, this gains +6000 Pow for the turn.

Warship - Eagle Union | AZL/S102-108S T: Soul

L2  
C1



### Georgia

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Warship - Eagle Union | AZL/S102-109 T: Soul

L2  
C1

### Georgia

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Warship - Eagle Union | AZL/S102-109S T: Soul

L2  
C1

### Essex

[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, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.  
[A] **RESONANCE** [Reveal a "New Jersey" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow until the next end of your Opp.'s turn.

Warship - Eagle Union | AZL/S102-110 T: Soul

L3  
C2

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

### Essex

[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, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.  
[A] **RESONANCE** [Reveal a "New Jersey" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow until the next end of your Opp.'s turn.

Warship - Eagle Union | AZL/S102-110SP T: Soul

L3  
C2

### Kronshtadt

[A] [(2) Discard a card from your hand to the WR, put another Chara from your Stage in the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, at the end of this card's attack, if you have 4 or more other ::Warship:: Charas, may pay. If so, Stand this.  
[A] **EXPERIENCE** When this attacks, if the sum of Levels of cards in your Level Zone is 6 or higher, this gains +3000 Pow for the turn.

Warship - Northern Parliament | AZL/S102-111 T: Soul

L3  
C2

### Kronshtadt

[A] [(2) Discard a card from your hand to the WR, put another Chara from your Stage in the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, at the end of this card's attack, if you have 4 or more other ::Warship:: Charas, may pay. If so, Stand this.  
[A] **EXPERIENCE** When this attacks, if the sum of Levels of cards in your Level Zone is 6 or higher, this gains +3000 Pow for the turn.

Warship - Northern Parliament | AZL/S102-111SP T: Soul

L3  
C2

Azur Lane Booster Pack

### Tashkent

[C] Chara Opposite this cannot move to another Slot.  
[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

Warship - Northern Parliament | AZL/S102-112 T: None

L0  
C0

### Tashkent

[C] Chara Opposite this cannot move to another Slot.  
[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

Warship - Northern Parliament | AZL/S102-112S T: None

L0  
C0

### Bataan

[A] [Discard a Climax card from your hand to the WR] This ability activates up to once per turn. When you use **RESONANCE**, may pay. If so, draw a card.  
[S] **RESONANCE** [(1) Reveal a "New Jersey" from your hand, Rest this] Look at up to 3 cards from the top of your LB and search for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Warship - Eagle Union | AZL/S102-113 T: None

L0  
C0

### Bataan

[A] [Discard a Climax card from your hand to the WR] This ability activates up to once per turn. When you use **RESONANCE**, may pay. If so, draw a card.  
[S] **RESONANCE** [(1) Reveal a "New Jersey" from your hand, Rest this] Look at up to 3 cards from the top of your LB and search for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Warship - Eagle Union | AZL/S102-113S T: None

L0  
C0

### Sovetskaya Rossiya

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is a ::Warship:: Chara, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)  
[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 Level 0 or lower ::Warship:: Chara in your WR and put it in any Slot on your Stage.

Warship - Northern Parliament | AZL/S102-114 T: None

L1  
C0

### Sovetskaya Rossiya

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is a ::Warship:: Chara, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)  
[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 Level 0 or lower ::Warship:: Chara in your WR and put it in any Slot on your Stage.

Warship - Northern Parliament | AZL/S102-114SP T: None

L1  
C0

### Ingraham

[C] For each of your other ::Warship:: Charas, this gains +500 Pow.  
[A] [Discard a Climax Card with a Gate Trigger Icon from your hand to the WR] When this attacks, may pay. If so, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Warship - Eagle Union | AZL/S102-115 T: None

L1  
C0

### Ingraham

[C] For each of your other ::Warship:: Charas, this gains +500 Pow.  
[A] [Discard a Climax Card with a Gate Trigger Icon from your hand to the WR] When this attacks, may pay. If so, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Warship - Eagle Union | AZL/S102-115S T: None

L1  
C0

### Ticonderoga

[A] When this attacks, all your Charas gains the following ability for the turn. "[A] [Discard a Climax card from your hand to the WR] When the Trigger Check of this reveals a Climax card, may pay. If so, choose a ::Warship:: Chara in your WR and return it to your hand."  
[A] **RESONANCE** [(N) Reveal a "New Jersey" from your hand] At the start of your Climax Phase, if this is in the Front Row, may pay. If so, choose 1 of your other Charas and this, and those Charas gain +2000 Pow for the turn.

Warship - Eagle Union | AZL/S102-116 T: None

L1  
C0

### Ticonderoga

[A] When this attacks, all your Charas gains the following ability for the turn. "[A] [Discard a Climax card from your hand to the WR] When the Trigger Check of this reveals a Climax card, may pay. If so, choose a ::Warship:: Chara in your WR and return it to your hand."  
[A] **RESONANCE** [(N) Reveal a "New Jersey" from your hand] At the start of your Climax Phase, if this is in the Front Row, may pay. If so, choose 1 of your other Charas and this, and those Charas gain +2000 Pow for the turn.

Warship - Eagle Union | AZL/S102-116S T: None

L1  
C0

### St. Louis

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Warship:: Charas.  
[A] **CX COMBO** When this attacks, if "You're So Spoiled..." is in the CZ, you may choose a ::Warship:: Chara in your WR and put it in your Stock.

Warship - Eagle Union | AZL/S102-117 T: None

L1  
C0

### St. Louis

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Warship:: Charas.  
[A] **CX COMBO** When this attacks, if "You're So Spoiled..." is in the CZ, you may choose a ::Warship:: Chara in your WR and put it in your Stock.

Warship - Eagle Union | AZL/S102-117S T: None

L1  
C0

San Francisco

[A] When this is placed from hand to the Stage, choose 1 of the following 3 effects and perform it. "Discard a card from your hand to the WR] may pay. If so, put the top card of your Clock in your Stock." "This gains +4500 Pow until the next end of your Opp.'s turn." "All your Charas gain +1000 Pow and +1 Soul for the turn.

[A] When this attacks, if you have another ::Warship:: Chara, this gains +3000 Pow for the turn.

Warship - Eagle Union | AZL/S102-118 T: Soul

L3C2

San Francisco

[A] When this is placed from hand to the Stage, choose 1 of the following 3 effects and perform it. "Discard a card from your hand to the WR] may pay. If so, put the top card of your Clock in your Stock." "This gains +4500 Pow until the next end of your Opp.'s turn." "All your Charas gain +1000 Pow and +1 Soul for the turn.

[A] When this attacks, if you have another ::Warship:: Chara, this gains +3000 Pow for the turn.

Warship - Eagle Union | AZL/S102-118S T: Soul

L3C2

Allen M. Sumner

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

[A] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, your Opp. puts the top 4 cards of their LB in the WR.

Warship - Eagle Union | AZL/S102-119 T: Soul

L3C2

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

Allen M. Sumner

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

[A] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, your Opp. puts the top 4 cards of their LB in the WR.

Warship - Eagle Union | AZL/S102-119S T: Soul

L3C2

Washington

[A] [Rest 1 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a Climax card in their WR, returns all cards in their WR except the chosen Climax to the LB, and shuffles that LB.

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Warship:: Charas.

Warship - Eagle Union | AZL/S102-120 T: Soul

L3C2

Washington

[A] [Rest 1 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a Climax card in their WR, returns all cards in their WR except the chosen Climax to the LB, and shuffles that LB.

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Warship:: Charas.

Warship - Eagle Union | AZL/S102-120S T: Soul

L3C2

Azur Lane Booster Pack

Cavalla

[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

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

Warship - Eagle Union | AZL/S102-121 T: None

L0C0

Cavalla

[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

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

Warship - Eagle Union | AZL/S102-121S T: None

L0C0

Bache

[C] All your other "Stephen Potter" gain the following ability. "[C] For each Chara in your Opp.'s Back Row, this gains +2000 Pow."

[A] This ability activates up to once per turn. When your other "Stephen Potter" is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand. (Otherwise put it back where it was)

Warship - Eagle Union | AZL/S102-122 T: None

L0C0

Bache

[C] All your other "Stephen Potter" gain the following ability. "[C] For each Chara in your Opp.'s Back Row, this gains +2000 Pow."

[A] This ability activates up to once per turn. When your other "Stephen Potter" is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand. (Otherwise put it back where it was)

Warship - Eagle Union | AZL/S102-122S T: None

L0C0

Concord

[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] [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 ::Warship:: Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S102-123 T: None

L0C0

Concord

[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] [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 ::Warship:: Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S102-123S T: None

L0C0

Marblehead

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

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

Warship - Eagle Union | AZL/S102-124 T: None

L0C0

Marblehead

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

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

Warship - Eagle Union | AZL/S102-124S T: None

L0C0

Casablanca

[A] This ability activates once per turn. When you use **RESONANCE**, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow.

[A] **RESONANCE** [Reveal a "New Jersey" from your hand, Rest this] At the start of the Climax Phase, may pay. If so, draw a card, and discard a card from your hand to the WR.

Warship - Eagle Union | AZL/S102-125 T: None

L0C0

Casablanca

[A] This ability activates once per turn. When you use **RESONANCE**, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow.

[A] **RESONANCE** [Reveal a "New Jersey" from your hand, Rest this] At the start of the Climax Phase, may pay. If so, draw a card, and discard a card from your hand to the WR.

Warship - Eagle Union | AZL/S102-125S T: None

L0C0

Princeton

[A] When the Battle Opp. of this becomes Reversed, choose a ::Warship:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

[A] **RESONANCE** [Reveal a "New Jersey" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

Warship - Eagle Union | AZL/S102-126 T: None

L0C0

Princeton

[A] When the Battle Opp. of this becomes Reversed, choose a ::Warship:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

[A] **RESONANCE** [Reveal a "New Jersey" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

Warship - Eagle Union | AZL/S102-126S T: None

L0C0

Vincennes

[A] When your other ::Warship:: Chara attacks, this gains +1000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card with a Gate Trigger Icon in your CZ, choose a Level 0 or lower Chara in your WR and put it Rested in any Slot on the Stage.

Warship - Eagle Union | AZL/S102-127 T: None

L0

C0

Vincennes

[A] When your other ::Warship:: Chara attacks, this gains +1000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card with a Gate Trigger Icon in your CZ, choose a Level 0 or lower Chara in your WR and put it Rested in any Slot on the Stage.

Warship - Eagle Union | AZL/S102-127S T: None

L0

C0

Cassin

[A] When this attacks, if there are 5 or more cards in your hand, this gains +2000 Pow for the turn.

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Warship - Eagle Union | AZL/S102-128 T: None

L0

C0

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

Cassin

[A] When this attacks, if there are 5 or more cards in your hand, this gains +2000 Pow for the turn.

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Warship - Eagle Union | AZL/S102-128S T: None

L0

C0

Albacore

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Warship:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

[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 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

Warship - Eagle Union | AZL/S102-129 T: None

L1

C0

Albacore

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Warship:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

[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 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

Warship - Eagle Union | AZL/S102-129S T: None

L1

C0

Azur Lane Booster Pack

Honolulu

[A] This ability activates up to twice per turn. When your other ::Warship:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Warship - Eagle Union | AZL/S102-130 T: None

L1

C0

Honolulu

[A] This ability activates up to twice per turn. When your other ::Warship:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Warship - Eagle Union | AZL/S102-130S T: None

L1

C0

Boise

[C] During your Opp.'s turn, all your other ::Warship:: Charas gain +1000 Pow.

[S] [(1)] Discard a card from your hand to the WR, Rest this] Choose a Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S102-131 T: None

L1

C0

Boise

[C] During your Opp.'s turn, all your other ::Warship:: Charas gain +1000 Pow.

[S] [(1)] Discard a card from your hand to the WR, Rest this] Choose a Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S102-131S T: None

L1

C0

Bailey

[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 becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Warship - Eagle Union | AZL/S102-132 T: Soul

L1

C1

Bailey

[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 becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Warship - Eagle Union | AZL/S102-132S T: Soul

L1

C1

Birmingham

[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]

Warship - Eagle Union | AZL/S102-133 T: Soul

L2

C1

Birmingham

[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]

Warship - Eagle Union | AZL/S102-133S T: Soul

L2

C1

Portland

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, may pay. If so, choose a Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S102-134 T: Soul

L2

C1

Portland

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, may pay. If so, choose a Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S102-134S T: Soul

L2

C1

Stephen Potter

--No Text--

Warship - Eagle Union | AZL/S102-135 T: Soul

L2

C1

Stephen Potter

--No Text--

Warship - Eagle Union | AZL/S102-135S T: Soul

L2

C1

**Meowfficer**  
Put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Warship:: Chara in your WR and return it to your hand. X equals the sum of the Levels of the cards put in the WR by this effect. (Climax cards are considered Level 0 for this effect)

AZL/S102-136 T: None

L1  
C0

**Meowfficer**  
Put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Warship:: Chara in your WR and return it to your hand. X equals the sum of the Levels of the cards put in the WR by this effect. (Climax cards are considered Level 0 for this effect)

AZL/S102-136S T: None

L1  
C0

**Ace After Class**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-137 T: Soul Gate

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

**Ace After Class**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-137R T: Soul Gate

**Don'tcha Just Love It?**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-138 T: Soul Gate

**Don'tcha Just Love It?**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-138R T: Soul Gate

Azur Lane Booster Pack

**Observer of the Sky and Sea**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-139 T: Soul Gate

**Observer of the Sky and Sea**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-139R T: Soul Gate

**You're So Spoiled...**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-140 T: Soul Gate

**You're So Spoiled...**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-140R T: Soul Gate

**Royal Maids' Service**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-141 T: Choice

**Owner's Favorite?**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-142 T: Choice

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

AZL/S102-143 T: Choice

**Knight Princess's Daydream**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-144 T: Choice

**A Side Too Reliable**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-145 T: Choice

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

AZL/S102-146 T: Treasure

**Wind Blowing on the Azure Sea**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-147 T: Treasure

**Phoenix's Spring Song**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-148 T: Treasure

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

AZL/S102-149 T: Treasure

**Feast of the Unhulde?**  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

AZL/S102-150 T: Soul Standby

**Rhapsody of Darkness**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-151 T: Salvage

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

**Prestigious Daily Life**  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

AZL/S102-152 T: Soul Standby

**This Time, Until the End**  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

AZL/S102-153 T: Soul Standby

**Iron Blood Wings**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-154 T: Salvage

Azur Lane Booster Pack

**Ace After Class**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-155 T: Soul Gate

**Don'tcha Just Love It?**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-156 T: Soul Gate

**Observer of the Sky and Sea**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-157 T: Soul Gate

**You're So Spoiled...**  
[C] All your Charas gain +1000 Pow and +1 Soul.

AZL/S102-158 T: Soul Gate