

Helena

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

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Warship - Eagle Union | AZL/S102-T01 T: None

L0C0

Helena

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

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Warship - Eagle Union | AZL/S102-T01R T: None

L0C0

Benson

[A] When this attacks, choose 1 of your other ::Warship:: Charas, and that Chara gains +2000 Pow for the turn.

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

Warship - Eagle Union | AZL/S102-T02 T: None

L0C0

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Benson

[A] When this attacks, choose 1 of your other ::Warship:: Charas, and that Chara gains +2000 Pow for the turn.

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

Warship - Eagle Union | AZL/S102-T02R T: None

L0C0

Minneapolis

[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

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

Warship - Eagle Union | AZL/S102-T03 T: None

L0C0

Minneapolis

[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

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

Warship - Eagle Union | AZL/S102-T03R T: None

L0C0

Azur Lane Trial Deck

Craven

[C] All your other "Gridley" gain +2000 Pow.

[A] **BOND/"Gridley"** [Discard a card from your hand to the WR]

Warship - Eagle Union | AZL/S102-T04 T: None

L0C0

Craven

[C] All your other "Gridley" gain +2000 Pow.

[A] **BOND/"Gridley"** [Discard a card from your hand to the WR]

Warship - Eagle Union | AZL/S102-T04R T: None

L0C0

Hammann

[C] Your other ::Warship:: Chara in the Front Row Center Slot gains +1500 Pow.

[S] [(1) Discard a Climax card from your hand to the WR] Choose a ::Warship:: Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S102-T05 T: None

L0C0

Hammann

[C] Your other ::Warship:: Chara in the Front Row Center Slot gains +1500 Pow.

[S] [(1) Discard a Climax card from your hand to the WR] Choose a ::Warship:: Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S102-T05R T: None

L0C0

Laffey

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

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Warship - Eagle Union | AZL/S102-T06 T: None

L0C0

Laffey

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

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Warship - Eagle Union | AZL/S102-T06S T: None

L0C0

Laffey

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

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Warship - Eagle Union | AZL/S102-T06SP T: None

L0C0

North Carolina

[C] If there is a Marker under this, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Warship:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Warship - Eagle Union | AZL/S102-T07 T: None

L0C0

North Carolina

[C] If there is a Marker under this, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Warship:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Warship - Eagle Union | AZL/S102-T07R T: None

L0C0

San Diego

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] **CX COMBO EXPERIENCE** [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Holy Night Festival of Love and Peace" is in your CZ and the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, choose up to 2 ::Warship:: Charas in your Waiting Roo and return them to your hand, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Warship - Eagle Union | AZL/S102-T08 T: None

L1C0

San Diego

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] **CX COMBO EXPERIENCE** [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Holy Night Festival of Love and Peace" is in your CZ and the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, choose up to 2 ::Warship:: Charas in your Waiting Roo and return them to your hand, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Warship - Eagle Union | AZL/S102-T08SP T: None

L1C0

Baltimore

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower ::Warship:: Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

[A] When this attacks, if you have 2 or more other ::Warship:: Charas, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Warship - Eagle Union | AZL/S102-T09 T: None

L1C0

Baltimore

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower ::Warship:: Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)
[A] When this attacks, if you have 2 or more other ::Warship:: Charas, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Warship - Eagle Union | AZL/S102-T09SP T: None

L1
C0

Gridley

--No Text--

Warship - Eagle Union | AZL/S102-T10 T: None

L1
C0

Gridley

--No Text--

Warship - Eagle Union | AZL/S102-T10R T: None

L1
C0

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Long Island

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Warship - Eagle Union | AZL/S102-T11 T: Soul

L1
C1

Long Island

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Warship - Eagle Union | AZL/S102-T11R T: Soul

L1
C1

South Dakota

[C] If you have 2 or more other ::Warship:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Put a ::Warship:: Chara from your WR on the bottom of your Clock]

Warship - Eagle Union | AZL/S102-T12 T: None

L1
C1

Azur Lane Trial Deck

South Dakota

[C] If you have 2 or more other ::Warship:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Put a ::Warship:: Chara from your WR on the bottom of your Clock]

Warship - Eagle Union | AZL/S102-T12R T: None

L1
C1

Hornet

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

Warship - Eagle Union | AZL/S102-T13 T: Soul

L2
C1

Hornet

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

Warship - Eagle Union | AZL/S102-T13R T: Soul

L2
C1

Saratoga

[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] When this attacks, choose 1 of your ::Warship:: Charas and for the turn that Chara gains +3000 Pow.

Warship - Eagle Union | AZL/S102-T14 T: Soul

L2
C1

Saratoga

[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] When this attacks, choose 1 of your ::Warship:: Charas and for the turn that Chara gains +3000 Pow.

Warship - Eagle Union | AZL/S102-T14R T: Soul

L2
C1

Yorktown

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, choose 1 of your ::Warship:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Warship:: Charas.

Warship - Eagle Union | AZL/S102-T15 T: Soul

L3
C2

Yorktown

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, choose 1 of your ::Warship:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Warship:: Charas.

Warship - Eagle Union | AZL/S102-T15R T: Soul

L3
C2

Enterprise

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] **CX COMBO** [(1)] When this attacks, if "Grey Ghost" is in the CZ, may pay. If so, reveal the top card of your LB. If it's a ::Warship:: Chara, deal 3 Damage to your Opp., and this gains the following ability until the next end of your Opp.'s turn.
[C] This does not Reverse." (DC can occur. Put the revealed card back where it was)

Warship - Eagle Union | AZL/S102-T16 T: Soul

L3
C2

Enterprise

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] **CX COMBO** [(1)] When this attacks, if "Grey Ghost" is in the CZ, may pay. If so, reveal the top card of your LB. If it's a ::Warship:: Chara, deal 3 Damage to your Opp., and this gains the following ability until the next end of your Opp.'s turn.
[C] This does not Reverse." (DC can occur. Put the revealed card back where it was)

Warship - Eagle Union | AZL/S102-T16SP T: Soul

L3
C2

Eagle Union

If you don't have an ::Eagle Union:: Chara, you cannot play this from hand.
Look at up to 6 cards from top of your LB and search for up to 2 ::Eagle Union:: Charas, reveal them, put them in your hand, and put the rest in the WR.

AZL/S102-T17 T: None

L2
C1

Eagle Union

If you don't have an ::Eagle Union:: Chara, you cannot play this from hand.
Look at up to 6 cards from top of your LB and search for up to 2 ::Eagle Union:: Charas, reveal them, put them in your hand, and put the rest in the WR.

AZL/S102-T17R T: None

L2
C1

Gathering with Sensei

[C] All your Charas gain +2 Soul.

AZL/S102-T18 T: 2 Soul

L3
C2

Javelin

[C] During your turn, if there are 5 or more cards in your hand, this gains +2000 Pow.

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

Warship - Royal Navy | AZL/S102-T26SP T: None

York

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB 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, choose a Chara in your WR and return it to your hand.

Warship - Royal Navy | AZL/S102-T27 T: None

L0
C0

York

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB 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, choose a Chara in your WR and return it to your hand.

Warship - Royal Navy | AZL/S102-T27R T: None

L0
C0

Aurora

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Warship - Royal Navy | AZL/S102-T28 T: None

L1
C0

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Aurora

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Warship - Royal Navy | AZL/S102-T28R T: None

L1
C0

Warspite

[A] When this attacks, if you have another ::Warship:: Chara, this gains +1500 Pow for the turn.
[A] **EXPERIENCE** [(2)] 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, search your LB for up to 1 Climax card with the same name as a Climax card in your WR, reveal it, put it in your hand, and shuffle your LB.

Warship - Royal Navy | AZL/S102-T29 T: None

L1
C0

Warspite

[A] When this attacks, if you have another ::Warship:: Chara, this gains +1500 Pow for the turn.
[A] **EXPERIENCE** [(2)] 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, search your LB for up to 1 Climax card with the same name as a Climax card in your WR, reveal it, put it in your hand, and shuffle your LB.

Warship - Royal Navy | AZL/S102-T29SP T: None

L1
C0

Azur Lane Trial Deck

Dido

[C] During your turn, for each of your other ::Warship:: Charas, this gains +500 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "To You Whom I Am Proud of" is in your CZ, look at up to 2 cards from top of your LB and search for up to 2 cards that are either ::Warship:: Charas and/or "Royal Navy", reveal them, put them in your hand, and put the rest in the WR.

Warship - Royal Navy | AZL/S102-T30 T: None

L1
C0

Dido

[C] During your turn, for each of your other ::Warship:: Charas, this gains +500 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "To You Whom I Am Proud of" is in your CZ, look at up to 2 cards from top of your LB and search for up to 2 cards that are either ::Warship:: Charas and/or "Royal Navy", reveal them, put them in your hand, and put the rest in the WR.

Warship - Royal Navy | AZL/S102-T30SP T: None

L1
C0

Newcastle

--No Text--

Warship - Royal Navy | AZL/S102-T31 T: None

L1
C1

Newcastle

--No Text--

Warship - Royal Navy | AZL/S102-T31R T: None

L1
C1

Centaur

[A] When you use the **BACKUP** of this, if all your Charas are ::Warship::, you may choose a ::Warship:: Chara in your WR and put it in your Stock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Warship - Royal Navy | AZL/S102-T32 T: Soul

L2
C1

Centaur

[A] When you use the **BACKUP** of this, if all your Charas are ::Warship::, you may choose a ::Warship:: Chara in your WR and put it in your Stock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Warship - Royal Navy | AZL/S102-T32R T: Soul

L2
C1

Duke of York

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [(1) Discard a card from your hand to the WR, Rest this] 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.

Warship - Royal Navy | AZL/S102-T33 T: Soul

L2
C1

Duke of York

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [(1) Discard a card from your hand to the WR, Rest this] 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.

Warship - Royal Navy | AZL/S102-T33R T: Soul

L2
C1

Nelson

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Warship:: Charas.
[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand.

Warship - Royal Navy | AZL/S102-T34 T: Soul

L2
C1

Nelson

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Warship:: Charas.
[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand.

Warship - Royal Navy | AZL/S102-T34R T: Soul

L2
C1

Illustrious

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +1500 Pow for the turn.
[A] **CX COMBO** [(1)] At the start of your Encore Step, if "Never-Ending Tea Party" is in the CZ, this is in the Front Row, and you have 2 or more other ::Warship:: Charas, may pay. If so, choose 1 of your other ::Warship:: Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -3 Soul."

Warship - Royal Navy | AZL/S102-T35 T: Soul

L3
C2

Illustrious

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +1500 Pow for the turn.
[A] **CX COMBO** [(1)] At the start of your Encore Step, if "Never-Ending Tea Party" is in the CZ, this is in the Front Row, and you have 2 or more other ::Warship:: Charas, may pay. If so, choose 1 of your other ::Warship:: Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -3 Soul."

Warship - Royal Navy | AZL/S102-T35SP T: Soul

L3
C2

Victorious

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

[A] [(2) Discard 2 cards from hand to the WR] When this attacks, may pay. If so, Deal 2 Damage to your Opp.. (DC can occur)

Warship - Royal Navy | AZL/S102-T36 T: Soul

L3C2

Victorious

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

[A] [(2) Discard 2 cards from hand to the WR] When this attacks, may pay. If so, Deal 2 Damage to your Opp.. (DC can occur)

Warship - Royal Navy | AZL/S102-T36R T: Soul

L3C2

Royal Navy

If you don't have a ::Royal Navy:: Chara, you cannot play this from hand.

You may choose 1 of your ::Royal Navy:: Charas and put it in the WR. If so, look at up to 4 cards from top of your LB and search for up to 4 ::Royal Navy:: Charas, reveal them, put them in your hand, and put the rest in the WR.

AZL/S102-T37 T: None

L1C1

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Royal Navy

If you don't have a ::Royal Navy:: Chara, you cannot play this from hand.

You may choose 1 of your ::Royal Navy:: Charas and put it in the WR. If so, look at up to 4 cards from top of your LB and search for up to 4 ::Royal Navy:: Charas, reveal them, put them in your hand, and put the rest in the WR.

AZL/S102-T37R T: None

L1C1

Royal Ships

[C] All your Charas gain +2 Soul.

AZL/S102-T38 T: 2 Soul

Royal Ships

[C] All your Charas gain +2 Soul.

AZL/S102-T38R T: 2 Soul

Azur Lane Trial Deck

Never-Ending Tea Party

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

AZL/S102-T39 T: Choice

Never-Ending Tea Party

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

AZL/S102-T39R T: Choice

To You Whom I Am Proud of

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

AZL/S102-T40 T: Choice

To You Whom I Am Proud of

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

AZL/S102-T40R T: Choice

Kawakaze

[A] When your Climax card is placed in the CZ, reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[S] BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Warship - Sakura Empire | AZL/S102-T41 T: None

L0C0

Kawakaze

[A] When your Climax card is placed in the CZ, reveal the top card of your LB. If it's a ::Warship:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[S] BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Warship - Sakura Empire | AZL/S102-T41R T: None

L0C0

Hibiki

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

[A] When your Climax card is placed in the CZ, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.

Warship - Sakura Empire | AZL/S102-T42 T: None

L0C0

Hibiki

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

[A] When your Climax card is placed in the CZ, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.

Warship - Sakura Empire | AZL/S102-T42R T: None

L0C0

Isuzu

[C] All your other "Nagara" gain +1500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".

[A] BOND/"Nagara" [Discard a card from your hand to the WR]

Warship - Sakura Empire | AZL/S102-T43 T: None

L0C0

Isuzu

[C] All your other "Nagara" gain +1500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".

[A] BOND/"Nagara" [Discard a card from your hand to the WR]

Warship - Sakura Empire | AZL/S102-T43R T: None

L0C0

Akashi

[A] [(1) 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 Climax card in your WR and return it to your hand.

[A] At the start of your Climax Phase, choose 1 of your ::Warship:: Charas, and that Chara gains +1000 Pow for the turn.

Warship - Sakura Empire | AZL/S102-T44 T: None

L0C0

Akashi

[A] [(1) 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 Climax card in your WR and return it to your hand.

[A] At the start of your Climax Phase, choose 1 of your ::Warship:: Charas, and that Chara gains +1000 Pow for the turn.

Warship - Sakura Empire | AZL/S102-T44SP T:

L0C0

Suzutsuki

[A] When this is placed from hand to Stage, choose 1 of your ::Warship:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Warship:: Charas.
[A] When this attacks, if you have another ::Warship:: Chara, this gains +1500 Pow for the turn.

Warship - Sakura Empire | AZL/S102-T45 T: None

L0
C0

Suzutsuki

[A] When this is placed from hand to Stage, choose 1 of your ::Warship:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Warship:: Charas.
[A] When this attacks, if you have another ::Warship:: Chara, this gains +1500 Pow for the turn.

Warship - Sakura Empire | AZL/S102-T45R T: None

L0
C0

Takao

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

Warship - Sakura Empire | AZL/S102-T46 T: None

L0
C0

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Takao

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

Warship - Sakura Empire | AZL/S102-T46SP T:

L0
C0

Inazuma

[C] All of your Opp.'s Charas gain "[A] ENCORE [(2)]".

Warship - Sakura Empire | AZL/S102-T47 T: None

L0
C0

Inazuma

[C] All your Opp.'s Charas gain "[A] ENCORE [(2)]".

Warship - Sakura Empire | AZL/S102-T47R T: None

L0
C0

Azur Lane Trial Deck

Yoizuki

[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] When this becomes Reversed, if the Cost 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-T48 T: None

L1
C0

Yoizuki

[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] When this becomes Reversed, if the Cost 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-T48R T: None

L1
C0

Shigure

[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 is placed from the Stage to the WR, reveal up to 3 cards from top of your LB. If you reveal 1 or more cards this way, choose up to 1 ::Warship:: Charas among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Warship - Sakura Empire | AZL/S102-T49 T: None

L1
C0

Shigure

[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 is placed from the Stage to the WR, reveal up to 3 cards from top of your LB. If you reveal 1 or more cards this way, choose up to 1 ::Warship:: Charas among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Warship - Sakura Empire | AZL/S102-T49R T: None

L1
C0

Ayanami

[C] During your turn, if you have 2 or more other ::Warship:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Snack Time" is in the CZ and you have 2 or more other ::Warship:: Charas, look at up to 4 cards from top of your LB and search for up to 1 ::Warship:: Chara, reveal it, put it in your hand, put the rest in the WR, and if you searched for a Level 3 or higher Chara this way, draw a card, and discard a card from your hand to the WR.

Warship - Sakura Empire | AZL/S102-T50 T: None

L1
C0

Ayanami

[C] During your turn, if you have 2 or more other ::Warship:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Snack Time" is in the CZ and you have 2 or more other ::Warship:: Charas, look at up to 4 cards from top of your LB and search for up to 1 ::Warship:: Chara, reveal it, put it in your hand, put the rest in the WR, and if you searched for a Level 3 or higher Chara this way, draw a card, and discard a card from your hand to the WR.

Warship - Sakura Empire | AZL/S102-T50S T: None

L1
C0

Ayanami

[C] During your turn, if you have 2 or more other ::Warship:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Snack Time" is in the CZ and you have 2 or more other ::Warship:: Charas, look at up to 4 cards from top of your LB and search for up to 1 ::Warship:: Chara, reveal it, put it in your hand, put the rest in the WR, and if you searched for a Level 3 or higher Chara this way, draw a card, and discard a card from your hand to the WR.

Warship - Sakura Empire | AZL/S102-T50SP T:

L1
C0

Nagara

--No Text--

Warship - Sakura Empire | AZL/S102-T51 T: None

L1
C1

Nagara

--No Text--

Warship - Sakura Empire | AZL/S102-T51R T: None

L1
C1

Atago

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

Warship - Sakura Empire | AZL/S102-T52 T: Soul

L2
C1

Atago

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

Warship - Sakura Empire | AZL/S102-T52R T: Soul

L2
C1

Hiei

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

Warship - Sakura Empire | AZL/S102-T53 T: Soul

L2
C1

Hiei

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

Warship - Sakura Empire | AZL/S102-T53R T: Soul

L2

C1

Kongou

[C] For each of your other Back Row ::Warship:: Charas, this gains +2500 Pow.
[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.

Warship - Sakura Empire | AZL/S102-T54 T: Soul

L2

C1

Kongou

[C] For each of your other Back Row ::Warship:: Charas, this gains +2500 Pow.
[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.

Warship - Sakura Empire | AZL/S102-T54R T: Soul

L2

C1

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Akagi

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Kaga" to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Thoughts and Fireworks" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)

Warship - Sakura Empire | AZL/S102-T55 T: Soul

L3

C2

Akagi

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Kaga" to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Thoughts and Fireworks" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)

Warship - Sakura Empire | AZL/S102-T55SP T: Soul

L3

C2

Kaga

[C] All your other "Akagi" gain +1000 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose an "Akagi" in your WR and put it in any Slot on the Stage.

Warship - Sakura Empire | AZL/S102-T56 T: Soul

L3

C2

Azur Lane Trial Deck

Kaga

[C] All your other "Akagi" gain +1000 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose an "Akagi" in your WR and put it in any Slot on the Stage.

Warship - Sakura Empire | AZL/S102-T56R T: Soul

L3

C2

Sakura Islands

If you don't have a ::Sakura Empire:: Chara, you cannot play this from hand.
Search your LB for up to 1 ::Sakura Empire:: Chara, reveal it, put it in your hand, shuffle your LB, draw a card, and discard a card from your hand to the WR.

AZL/S102-T57 T: None

L1

C1

Sakura Islands

If you don't have a ::Sakura Empire:: Chara, you cannot play this from hand.
Search your LB for up to 1 ::Sakura Empire:: Chara, reveal it, put it in your hand, shuffle your LB, draw a card, and discard a card from your hand to the WR.

AZL/S102-T57R T: None

L1

C1

Four Kongou Sisters

[C] All your Charas gain +2 Soul.

AZL/S102-T58 T: 2 Soul

Four Kongou Sisters

[C] All your Charas gain +2 Soul.

AZL/S102-T58R T: 2 Soul

Thoughts and Fireworks

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

AZL/S102-T59 T: Treasure

Thoughts and Fireworks

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

AZL/S102-T59R T: Treasure

Snack Time

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

AZL/S102-T60 T: Treasure

Snack Time

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

AZL/S102-T60R T: Treasure

Z1

[C] All your other "Z2" gain +1 Soul.
[A] **BOND/"Z2"** [(1)]

Warship - Iron Blood | AZL/S102-T61 T: None

L0

C0

Z1

[C] All your other "Z2" gain +1 Soul.
[A] **BOND/"Z2"** [(1)]

Warship - Iron Blood | AZL/S102-T61R T: None

L0

C0

Admiral Hipper

[C] During your Opp.'s turn, all your other ::Warship:: Charas gain +500 Pow.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Warship - Iron Blood | AZL/S102-T62 T: None

L0

C0

Admiral Hipper

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

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Warship - Iron Blood | AZL/S102-T62R T: None

L0
C0

Z23

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Warship:: Charas, Rest it and move it to an empty Slot in the Back Row.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Warship - Iron Blood | AZL/S102-T63 T: None

L0
C0

Z23

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Warship:: Charas, Rest it and move it to an empty Slot in the Back Row.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Warship - Iron Blood | AZL/S102-T63S T: None

L0
C0

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Z23

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Warship:: Charas, Rest it and move it to an empty Slot in the Back Row.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Warship - Iron Blood | AZL/S102-T63SP T: None

L0
C0

Z24

[A] [(1) Discard a ::Warship:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in your WR. X = # of your Opp.'s Charas.

[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

Warship - Iron Blood | AZL/S102-T64 T: None

L0
C0

Z24

[A] [(1) Discard a ::Warship:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in your WR. X = # of your Opp.'s Charas.

[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

Warship - Iron Blood | AZL/S102-T64R T: None

L0
C0

Azur Lane Trial Deck

Nuernberg

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

[S] [(1) Put this in the WR] Look at up to 4 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.

Warship - Iron Blood | AZL/S102-T65 T: None

L0
C0

Nuernberg

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

[S] [(1) Put this in the WR] Look at up to 4 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.

Warship - Iron Blood | AZL/S102-T65R T: None

L0
C0

Leipzig

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

[S] [(2) Rest this] Choose a ::Warship:: Chara in your WR and return it to your hand.

Warship - Iron Blood | AZL/S102-T66 T: None

L0
C0

Leipzig

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

[S] [(2) Rest this] Choose a ::Warship:: Chara in your WR and return it to your hand.

Warship - Iron Blood | AZL/S102-T66R T: None

L0
C0

U-96

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

[A] [(1) 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 Climax card in your WR and return it to your hand.

Warship - Iron Blood | AZL/S102-T67 T: None

L0
C0

U-96

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

[A] [(1) 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 Climax card in your WR and return it to your hand.

Warship - Iron Blood | AZL/S102-T67SP T: None

L0
C0

Elbe

[A] When you use the **BACKUP** of this, if you have a ::Warship:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

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

Warship - Iron Blood | AZL/S102-T68 T: None

L1
C0

Elbe

[A] When you use the **BACKUP** of this, if you have a ::Warship:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

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

Warship - Iron Blood | AZL/S102-T68R T: None

L1
C0

U-556

[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] When the Battle Opp. of this becomes Reversed, if you have another ::Warship:: Chara, you may draw a card. If so, discard a card from your hand to the WR.

Warship - Iron Blood | AZL/S102-T69 T: None

L1
C0

U-556

[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] When the Battle Opp. of this becomes Reversed, if you have another ::Warship:: Chara, you may draw a card. If so, discard a card from your hand to the WR.

Warship - Iron Blood | AZL/S102-T69R T: None

L1
C0

Prinz Eugen

[C] If all your Charas are ::Warship::, this gains +1000 Pow.

[A] **CX COMBO EXPERIENCE** [Discard a card from your hand to the WR] When this attacks, if "Honest Strategy" is in the CZ and the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, choose a ::Warship:: Chara in your WR and return it to your hand, and this gains the following ability until the next end of your Opp.'s turn. "[C] During your Opp.'s turn, this does not Reverse."

Warship - Iron Blood | AZL/S102-T70 T: None

L1
C0

Prinz Eugen

[C] If all your Charas are ::Warship::, this gains +1000 Pow.

[A] **CX COMBO EXPERIENCE** [Discard a card from your hand to the WR] When this attacks, if "Honest Strategy" is in the CZ and the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, choose a ::Warship:: Chara in your WR and return it to your hand, and this gains the following ability until the next end of your Opp.'s turn. "[C] During your Opp.'s turn, this does not Reverse."

Warship - Iron Blood | AZL/S102-T70SP T: None

L1
C0

Z2

--No Text--

Warship - Iron Blood | AZL/S102-T71 T: None

L1

C0

Z2

--No Text--

Warship - Iron Blood | AZL/S102-T71R T: None

L1

C0

Prinz Adalbert

[C] If you have 2 or more other ::Warship:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Warship - Iron Blood | AZL/S102-T72 T: None

L1

C1

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Prinz Adalbert

[C] If you have 2 or more other ::Warship:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Warship - Iron Blood | AZL/S102-T72R T: None

L1

C1

Weser

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Warship - Iron Blood | AZL/S102-T73 T: Soul

L2

C1

Weser

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Warship - Iron Blood | AZL/S102-T73R T: Soul

L2

C1

Azur Lane Trial Deck

Prinz Heinrich

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 5 or higher, for each of your other ::Warship:: Charas, this gains +1500 Pow.
[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 - Iron Blood | AZL/S102-T74 T: Soul

L2

C1

Prinz Heinrich

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 5 or higher, for each of your other ::Warship:: Charas, this gains +1500 Pow.
[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 - Iron Blood | AZL/S102-T74R T: Soul

L2

C1

Tirpitz

[C] For each of your other ::Warship:: Charas, this gains +500 Pow.
[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-T75 T: Soul

L3

C2

Tirpitz

[C] For each of your other ::Warship:: Charas, this gains +500 Pow.
[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-T75R T: Soul

L3

C2

Bismarck

[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** [(1) Discard a card from your hand to the WR] When "Darksteel Charisma" is placed in your C2, if this is in the Front Row, may pay. If so, all of your other Charas gain the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR."

Warship - Iron Blood | AZL/S102-T76 T: Soul

L3

C2

Bismarck

[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** [(1) Discard a card from your hand to the WR] When "Darksteel Charisma" is placed in your C2, if this is in the Front Row, may pay. If so, all of your other Charas gain the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR."

Warship - Iron Blood | AZL/S102-T76SP T: Soul

L3

C2

Iron Blood

If you don't have an ::Iron Blood:: Chara, you cannot play this from hand.
You may discard an ::Iron Blood:: Chara from your hand to the WR. If so, choose a Climax card in your WR and return it to your hand, choose 1 of your ::Iron Blood:: Charas, and that Chara gains +4000 Pow for the turn.

AZL/S102-T77 T: None

L2

C0

Iron Blood

If you don't have an ::Iron Blood:: Chara, you cannot play this from hand.
You may discard an ::Iron Blood:: Chara from your hand to the WR. If so, choose a Climax card in your WR and return it to your hand, choose 1 of your ::Iron Blood:: Charas, and that Chara gains +4000 Pow for the turn.

AZL/S102-T77R T: None

L2

C0

Army of Bond

[C] All your Charas gain +2 Soul.

AZL/S102-T78 T: 2 Soul

Army of Bond

[C] All your Charas gain +2 Soul.

AZL/S102-T78R T: 2 Soul

Darksteel Charisma

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

AZL/S102-T79 T: Salvage

Darksteel Charisma

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

AZL/S102-T79R T: Salvage

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