

Light Cruiser Sirius

[C] During your turn, if all your Charas are either YELLOW or BLUE, this gains +1500 Pow.
 [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.

Warship - Royal Navy | AZL/S119-001 T: Soul

L0
C0

Light Cruiser Sirius

[C] During your turn, if all your Charas are either YELLOW or BLUE, this gains +1500 Pow.
 [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.

Warship - Royal Navy | AZL/S119-001S T: Soul

L0
C0

Light Cruiser Sirius

[C] During your turn, if all your Charas are either YELLOW or BLUE, this gains +1500 Pow.
 [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.

Warship - Royal Navy | AZL/S119-001SP T: Soul

L0
C0

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Heavy Cruiser Cheshire

[C] **EXPERIENCE** During your turn if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +6000 Pow.
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Warship - Royal Navy | AZL/S119-002 T: Soul

L1
C0

Heavy Cruiser Cheshire

[C] **EXPERIENCE** During your turn if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +6000 Pow.
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Warship - Royal Navy | AZL/S119-002S T: Soul

L1
C0

Heavy Cruiser Cheshire

[C] **EXPERIENCE** During your turn if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +6000 Pow.
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Warship - Royal Navy | AZL/S119-002SP T: Soul

L1
C0

Azur Lane Vol. 2 Booster Pack

Light Cruiser Belfast

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.
 [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.
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 6 or higher, this gains +3500 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB.

Warship - Royal Navy | AZL/S119-003 T: Soul

L3
C2

Light Cruiser Belfast

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.
 [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.
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 6 or higher, this gains +3500 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB.

Warship - Royal Navy | AZL/S119-003S T: Soul

L3
C2

Light Cruiser Belfast

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.
 [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.
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 6 or higher, this gains +3500 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB.

Warship - Royal Navy | AZL/S119-003SP T: Soul

L3
C2

Light Aircraft Carrier Unicorn

[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 "Don't Miss It...?" is in the CX Zone and you have another ::Warship: Chara, perform the following action up to X times. *Put the top card of your LB in the WR. If it has at least 1 Soul Trigger Icon, deal 1 Damage to your Opp..* X = 3 if this is in the Front Row Center Slot, otherwise X = 2. (DC can occur)

Warship - Royal Navy | AZL/S119-004 T: Soul

L3
C2

Light Aircraft Carrier Unicorn

[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 "Don't Miss It...?" is in the CX Zone and you have another ::Warship: Chara, perform the following action up to X times. *Put the top card of your LB in the WR. If it has a Soul Trigger Icon, deal 1 Damage to your Opp..* X = 3 if this is in the Front Row Center Slot, otherwise X = 2. (DC can occur)

Warship - Royal Navy | AZL/S119-004EX T: Soul

L3
C2

Light Aircraft Carrier Unicorn

[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 "Don't Miss It...?" is in the CX Zone and you have another ::Warship: Chara, perform the following action up to X times. *Put the top card of your LB in the WR. If it has a Soul Trigger Icon, deal 1 Damage to your Opp..* X = 3 if this is in the Front Row Center Slot, otherwise X = 2. (DC can occur)

Warship - Royal Navy | AZL/S119-004S T: Soul

L3
C2

Light Aircraft Carrier Unicorn

[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 "Don't Miss It...?" is in the CX Zone and you have another ::Warship: Chara, perform the following action up to X times. *Put the top card of your LB in the WR. If it has a Soul Trigger Icon, deal 1 Damage to your Opp..* X = 3 if this is in the Front Row Center Slot, otherwise X = 2. (DC can occur)

Warship - Royal Navy | AZL/S119-004SP T: Soul

L3
C2

Chen Hai

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.
 [A] When this card attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Warship - Dragon Empery | AZL/S119-005 T: None

L0
C0

Chen Hai

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.
 [A] When this card attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Warship - Dragon Empery | AZL/S119-005S T: None

L0
C0

Chen Hai

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.
 [A] When this card attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Warship - Dragon Empery | AZL/S119-005SP T: Soul

L0
C0

Joffre

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

Warship - Vichya Dominion | AZL/S119-006 T: None

L0
C0

Joffre

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

Warship - Vichya Dominion | AZL/S119-006S T: Soul

L0
C0

Joffre
 [A] When this is placed from hand to the Stage, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more cards this way, choose up to 1 YELLOW Chara among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Warship - Vichya Dominion | AZL/S119-006SP T: L0
C0

Plymouth
 [C] You cannot play Events or **BACKUP** from hand.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Warship - Royal Navy | AZL/S119-007 T: None L0
C0

Plymouth
 [C] You cannot play Events or **BACKUP** from hand.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Warship - Royal Navy | AZL/S119-007S T: None L0
C0

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Plymouth
 [C] You cannot play Events or **BACKUP** from hand.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Warship - Royal Navy | AZL/S119-007SP T: None L0
C0

Scylla
 [A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +4500 Pow until the next end of your Opp.'s turn.
 [A] When the Trigger Check of this reveals a card with a Soul Trigger Icon, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Warship - Royal Navy | AZL/S119-008 T: Soul L1
C0

Scylla
 [A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +4500 Pow until the next end of your Opp.'s turn.
 [A] When the Trigger Check of this reveals a card with a Soul Trigger Icon, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Warship - Royal Navy | AZL/S119-008S T: Soul L1
C0

Azur Lane Vol. 2 Booster Pack

Scylla
 [A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +4500 Pow until the next end of your Opp.'s turn.
 [A] When the Trigger Check of this reveals a card with a Soul Trigger Icon, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Warship - Royal Navy | AZL/S119-008SP T: Soul L1
C0

Janus
 [C] During your turn, if you have another ::Warship:: Chara, this gains +3000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Everyone Taking a Special Photo Together" is in your CX Zone, choose 1 ::Warship:: Chara in your WR and return it to your hand, and this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Warship - Royal Navy | AZL/S119-009 T: None L1
C0

Janus
 [C] During your turn, if you have another ::Warship:: Chara, this gains +3000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Everyone Taking a Special Photo Together" is in your CX Zone, choose 1 ::Warship:: Chara in your WR and return it to your hand, and this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Warship - Royal Navy | AZL/S119-009S T: None L1
C0

Janus
 [C] During your turn, if you have another ::Warship:: Chara, this gains +3000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Everyone Taking a Special Photo Together" is in your CX Zone, choose 1 ::Warship:: Chara in your WR and return it to your hand, and this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Warship - Royal Navy | AZL/S119-009SP T: None L1
C0

Brest
 [C] During your Opp.'s turn, if you have another ::Warship:: Chara, this gains +10500 Pow.
 [A] When this is placed from hand to the Stage, this gains +10500 Pow for the turn.

Warship - Iris Libre | AZL/S119-010 T: Soul L2
C1

Brest
 [C] During your Opp.'s turn, if you have another ::Warship:: Chara, this gains +10500 Pow.
 [A] When this is placed from hand to the Stage, this gains +10500 Pow for the turn.

Warship - Iris Libre | AZL/S119-010S T: Soul L2
C1

Brest
 [C] During your Opp.'s turn, if you have another ::Warship:: Chara, this gains +10500 Pow.
 [A] When this is placed from hand to the Stage, this gains +10500 Pow for the turn.

Warship - Iris Libre | AZL/S119-010SP T: Soul L2
C1

Manchester
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow and +2 Soul for the turn.

Warship - Royal Navy | AZL/S119-011 T: Soul L2
C1

Manchester
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow and +2 Soul for the turn.

Warship - Royal Navy | AZL/S119-011S T: Soul L2
C1

Manchester
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow and +2 Soul for the turn.

Warship - Royal Navy | AZL/S119-011SP T: Soul L2
C1

Implacable
 [A] When this is placed from hand to the Stage, if there are 4 or more cards in your Opp.'s hand, reveal 1 card at random from your Opp.'s hand and send it to Memory, and at the next end of your Opp.'s turn, your Opp. returns that card to their hand.
 [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/S119-012 T: Soul L3
C2

Implacable
 [A] When this is placed from hand to the Stage, if there are 4 or more cards in your Opp.'s hand, reveal 1 card at random from your Opp.'s hand and send it to Memory, and at the next end of your Opp.'s turn, your Opp. returns that card to their hand.
 [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/S119-012S T: Soul L3
C2

Implacable

[A] When this is placed from hand to the Stage, if there are 4 or more cards in your Opp.'s hand, reveal 1 card at random from your Opp.'s hand and send it to Memory, and at the next end of your Opp.'s turn, your Opp. returns that card to their hand.

[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/S119-012SP T: Soul

L3
C2

Surcouf

[A] When your CX with a Choice Trigger Icon is placed in the CX Zone, choose 1 of your ::Warship:: Charas, and that Chara gains +1 Soul for the turn.

[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX 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."

Warship - Iris Libre | AZL/S119-013 T: None

L0
C0

Surcouf

[A] When your CX with a Choice Trigger Icon is placed in the CX Zone, choose 1 of your ::Warship:: Charas, and that Chara gains +1 Soul for the turn.

[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX 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."

Warship - Iris Libre | AZL/S119-013S T: None

L0
C0

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Royal Oak

[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 1 of your Opp.'s Charas and send it to Memory, and at the start of the Encore Step, your Opp. puts that Chara from Memory in any Slot on their Stage.

[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/S119-014 T: None

L0
C0

Royal Oak

[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 1 of your Opp.'s Charas and send it to Memory, and at the start of the Encore Step, your Opp. puts that Chara from Memory in any Slot on their Stage.

[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/S119-014S T: None

L0
C0

Valiant

[A] When this is placed from hand to the Stage, put up to 2 cards from top of your LB in the WR.

[A] [Discard a Level 1 or higher card from your hand to the WR] During your MP, when this is placed from hand to the Stage, may pay. If so, choose a ::Warship:: Chara in your WR whose Level is equal to or lower than your Level, during this MP, you may play that card from WR without meeting color requirements. (CX are considered to be Level 0 for this effect. If it's a card that requires a cost, you must pay that cost)

Warship - Royal Navy | AZL/S119-015 T: None

L0
C0

Azur Lane Vol. 2 Booster Pack

Valiant

[A] When this is placed from hand to the Stage, put up to 2 cards from top of your LB in the WR.

[A] [Discard a Level 1 or higher card from your hand to the WR] During your MP, when this is placed from hand to the Stage, may pay. If so, choose a ::Warship:: Chara in your WR whose Level is equal to or lower than your Level, during this MP, you may play that card from WR without meeting color requirements. (CX are considered to be Level 0 for this effect. If it's a card that requires a cost, you must pay that cost)

Warship - Royal Navy | AZL/S119-015S T: None

L0
C0

Albion

[C] You cannot play Events or BACKUP from hand.

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot be returned to hand or sent to Memory."

Warship - Royal Navy | AZL/S119-016 T: None

L0
C0

Albion

[C] You cannot play Events or BACKUP from hand.

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot be returned to hand or sent to Memory."

Warship - Royal Navy | AZL/S119-016S T: None

L0
C0

Abercrombie

[C] CX with a Choice Trigger Icon in all your other Zones gain a Soul Trigger Icon.

[S] [Rest this] Look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Warship:: Charas, and that Chara gains +1000 Pow for the turn.

Warship - Royal Navy | AZL/S119-017 T: None

L1
C0

Abercrombie

[C] CX with a Choice Trigger Icon in all your other Zones gain a Soul Trigger Icon.

[S] [Rest this] Look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Warship:: Charas, and that Chara gains +1000 Pow for the turn.

Warship - Royal Navy | AZL/S119-017S T: None

L1
C0

Flandre

[C] During your turn, this gains +4000 Pow.

[A] CX COMBO When this attacks, if "You Think You Can Beat Us?" is in the CX Zone, this gains the following ability until the next end of your Opp.'s turn. "[A] [(2)] When this is Front Attacked, may pay. If so, choose a Chara Opposite this, and that Chara gains +6 Soul for the turn."

[A] EXPERIENCE During battles involving this, when Damage taken by you is Cancelled, if the sum of Levels of cards in your Level Zone is 5 or higher, deal 1 Damage to your Opp.. (DC can occur)

Warship - Vichya Dominion | AZL/S119-018 T: Soul

L2
C1

Flandre

[C] During your turn, this gains +4000 Pow.

[A] CX COMBO When this attacks, if "You Think You Can Beat Us?" is in the CX Zone, this gains the following ability until the next end of your Opp.'s turn. "[A] [(2)] When this is Front Attacked, may pay. If so, choose a Chara Opposite this, and that Chara gains +6 Soul for the turn."

[A] EXPERIENCE During battles involving this, when Damage taken by you is Cancelled, if the sum of Levels of cards in your Level Zone is 5 or higher, deal 1 Damage to your Opp.. (DC can occur)

Warship - Vichya Dominion | AZL/S119-018S T: Soul

L2
C1

Charybdis

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

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

Warship - Royal Navy | AZL/S119-019 T: None

L0
C0

Charybdis

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

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

Warship - Royal Navy | AZL/S119-019S T: None

L0
C0

Vanguard

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.

[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 - Royal Navy | AZL/S119-020 T: None

L0
C0

Vanguard

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.

[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 - Royal Navy | AZL/S119-020S T: None

L0
C0

Theseus

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

[S] [Rest this] Choose a card in your Level Zone and a ::Warship:: Chara in your WR and swap them.

Warship - Royal Navy | AZL/S119-021 T: None

L0
C0

Theseus
 [C] All your other ::Warship:: Charas gain +500 Pow.
 [S] [Rest this] Choose a card in your Level Zone and a ::Warship:: Chara in your WR and swap them.

Warship - Royal Navy | AZL/S119-021S T: None

L0
C0

Argus
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
 [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 - Royal Navy | AZL/S119-022 T: None

L0
C0

Argus
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
 [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 - Royal Navy | AZL/S119-022S T: None

L0
C0

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Alsace
 [A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.
 [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Warship - Iris Libre | AZL/S119-023 T: None

L1
C0

Alsace
 [A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.
 [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Warship - Iris Libre | AZL/S119-023S T: None

L1
C0

Lung Wu
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.
 [S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. Deal X Damage to your Opp.. X = # of CX among those cards. (DC can occur)

Warship - Dragon Empery | AZL/S119-024 T: None

L1
C0

Azur Lane Vol. 2 Booster Pack

Lung Wu
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.
 [S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. Deal X Damage to your Opp.. X = # of CX among those cards. (DC can occur)

Warship - Dragon Empery | AZL/S119-024S T: None

L1
C0

Indomitable
 [C] During your turn, for each of your other ::Warship:: Charas, this gains +500 Pow.
 [A] [Discard a ::Warship:: Chara from your hand to the WR] At the start of your CX Phase, may pay. If so, choose a Chara Opposite this and 1 of your Opp.'s other Chara that is Level 1 or lower, then Stand and swap them.

Warship - Royal Navy | AZL/S119-025 T: None

L1
C0

Indomitable
 [C] During your turn, for each of your other ::Warship:: Charas, this gains +500 Pow.
 [A] [Discard a ::Warship:: Chara from your hand to the WR] At the start of your CX Phase, may pay. If so, choose a Chara Opposite this and 1 of your Opp.'s other Chara that is Level 1 or lower, then Stand and swap them.

Warship - Royal Navy | AZL/S119-025S T: None

L1
C0

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

Warship - Vichya Dominion | AZL/S119-026 T: Soul

L1
C1

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

Warship - Vichya Dominion | AZL/S119-026S T: Soul

L1
C1

Vampire
 [A] EXPERIENCE [(1) Discard a card from your hand to the WR] When you use the BACKUP of this, if the sum of Levels of cards in your Level Zone is 3 or higher, may pay. If so, put the top card of your Clock in the WR.
 [S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Warship - Royal Navy | AZL/S119-027 T: Soul

L2
C1

Vampire
 [A] EXPERIENCE [(1) Discard a card from your hand to the WR] When you use the BACKUP of this, if the sum of Levels of cards in your Level Zone is 3 or higher, may pay. If so, put the top card of your Clock in the WR.
 [S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Warship - Royal Navy | AZL/S119-027S T: Soul

L2
C1

Fortune
 [C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Warship - Royal Navy | AZL/S119-028 T: Soul

L2
C1

Fortune
 [C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Warship - Royal Navy | AZL/S119-028S T: Soul

L2
C1

Curia of Vichya
 [Counter] If you don't have a ::Warship:: Chara, you cannot play this from hand. Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] This does not Reverse."

AZL/S119-029 T: None

L1
C1

Curia of Vichya
 [Counter] If you don't have a ::Warship:: Chara, you cannot play this from hand. Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] This does not Reverse."

AZL/S119-029S T: None

L1
C1

Dragon Empery
 All players put the top 3 cards of their respective libraries in their respective WRs. If the number of your Level 1 or lower Charas put in the WR this way is more than the number of your Opp.'s Level 0 or lower Charas put in the WR this way, you may draw a card.
 Put this in your Stock.

AZL/S119-030 T: None

L2
C0

Dragon Empery
 All players put the top 3 cards of their respective libraries in their respective WRs. If the number of your Level 1 or lower Charas put in the WR this way is more than the number of your Opp.'s Level 0 or lower Charas put in the WR this way, you may draw a card.
 Put this in your Stock.

AZL/S119-030S T: None

L2
C0

Iris Libre
 Choose 1 of your Charas, and that Chara gains +4000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

AZL/S119-031 T: None

L3
C1

Iris Libre
 Choose 1 of your Charas, and that Chara gains +4000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

AZL/S119-031S T: None

L3
C1

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Don't Miss It...?
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

AZL/S119-032 T: Choice

Don't Miss It...?
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

AZL/S119-032EX T: Choice

Don't Miss It...?
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

AZL/S119-032R T: Choice

Azur Lane Vol. 2 Booster Pack

Everyone Taking a Special Photo Together
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

AZL/S119-033 T: Choice

Everyone Taking a Special Photo Together
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

AZL/S119-033R T: Choice

You Think You Can Beat Us?
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

AZL/S119-034 T: Choice

You Think You Can Beat Us?
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

AZL/S119-034R T: Choice

Battleship Nagato
 [C] If there are 4 or more cards in your hand and you have no other Charas, this does not Reverse.
 [C] During your turn, this gains +3000 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, draw a card.

Warship - Sakura Empire | AZL/S119-035 T: None

L0
C0

Battleship Nagato
 [C] If there are 4 or more cards in your hand and you have no other Charas, this does not Reverse.
 [C] During your turn, this gains +3000 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, draw a card.

Warship - Sakura Empire | AZL/S119-035S T: None

L0
C0

Battleship Nagato
 [C] If there are 4 or more cards in your hand and you have no other Charas, this does not Reverse.
 [C] During your turn, this gains +3000 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, draw a card.

Warship - Sakura Empire | AZL/S119-035SP T:

L0
C0

Destroyer Shimakaze
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] [Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 ::Warship:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Warship - Sakura Empire | AZL/S119-036 T: None

L0
C0

Destroyer Shimakaze
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] [Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 ::Warship:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Warship - Sakura Empire | AZL/S119-036S T: None

L0
C0

Destroyer Shimakaze
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] [Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 ::Warship:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Warship - Sakura Empire | AZL/S119-036SP T:

L0
C0

Light Cruiser Noshiro
 [C] If all your Charas are ::Warship::, this gains +2000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Sisters Fighting Together" is in your CX Zone, perform the following action twice. "Reveal the top card of your LB. If it's either a ::Warship:: Chara or an Event, put it in your hand." (Otherwise put it back where it was)

Warship - Sakura Empire | AZL/S119-037 T: None

L1
C0

Light Cruiser Noshiro
 [C] If all your Charas are ::Warship::, this gains +2000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Sisters Fighting Together" is in your CX Zone, perform the following action twice. "Reveal the top card of your LB. If it's either a ::Warship:: Chara or an Event, put it in your hand." (Otherwise put it back where it was)

Warship - Sakura Empire | AZL/S119-037S T: None

L1
C0

Light Cruiser Noshiro
 [C] If all your Charas are ::Warship::, this gains +2000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Sisters Fighting Together" is in your CX Zone, perform the following action twice. "Reveal the top card of your LB. If it's either a ::Warship:: Chara or an Event, put it in your hand." (Otherwise put it back where it was)

Warship - Sakura Empire | AZL/S119-037SP T: L1
C0

Aircraft Carrier Shinano
 [A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.
 [S] [Discard an "Aircraft Carrier Shinano" from your hand to the WR, Rest 2 of your Charas] Put up to 2 cards from top of your LB in your Stock.

Warship - Sakura Empire | AZL/S119-038 T: Soul L2
C1

Aircraft Carrier Shinano
 [A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.
 [S] [Discard an "Aircraft Carrier Shinano" from your hand to the WR, Rest 2 of your Charas] Put up to 2 cards from top of your LB in your Stock.

Warship - Sakura Empire | AZL/S119-038EX T: Soul L2
C1

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Aircraft Carrier Shinano
 [A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.
 [S] [Discard an "Aircraft Carrier Shinano" from your hand to the WR, Rest 2 of your Charas] Put up to 2 cards from top of your LB in your Stock.

Warship - Sakura Empire | AZL/S119-038S T: Soul L2
C1

Aircraft Carrier Shinano
 [A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.
 [S] [Discard an "Aircraft Carrier Shinano" from your hand to the WR, Rest 2 of your Charas] Put up to 2 cards from top of your LB in your Stock.

Warship - Sakura Empire | AZL/S119-038SP T: Soul L2
C1

Destroyer Ayanami
 [C] **EXPERIENCE** If the Sum of Levels of cards in your Level Zone is 7 or higher, this gains +3000 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events from hand."
 [A] **CX COMBO** [(1) Discard a card from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Learning to Dance?" is in the CX Zone, may pay. If so, Stand this.

Warship - Sakura Empire | AZL/S119-039 T: Soul L3
C2

Azur Lane Vol. 2 Booster Pack

Destroyer Ayanami
 [C] **EXPERIENCE** If the Sum of Levels of cards in your Level Zone is 7 or higher, this gains +3000 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events from hand."
 [A] **CX COMBO** [(1) Discard a card from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Learning to Dance?" is in the CX Zone, may pay. If so, Stand this.

Warship - Sakura Empire | AZL/S119-039S T: Soul L3
C2

Destroyer Ayanami
 [C] **EXPERIENCE** If the Sum of Levels of cards in your Level Zone is 7 or higher, this gains +3000 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events from hand."
 [A] **CX COMBO** [(1) Discard a card from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Learning to Dance?" is in the CX Zone, may pay. If so, Stand this.

Warship - Sakura Empire | AZL/S119-039SP T: Soul L3
C2

Hatsuzuki
 [C] If all your Charas are ::Warship::, this gains +3000 Pow.
 [A] When this attacks, 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.

Warship - Sakura Empire | AZL/S119-040 T: None L0
C0

Hatsuzuki
 [C] If all your Charas are ::Warship::, this gains +3000 Pow.
 [A] When this attacks, 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.

Warship - Sakura Empire | AZL/S119-040S T: None L0
C0

Hatsuzuki
 [C] If all your Charas are ::Warship::, this gains +3000 Pow.
 [A] When this attacks, 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.

Warship - Sakura Empire | AZL/S119-040SP T: L0
C0

Yuugure
 [A] When this is placed from hand to the Stage or when this attacks, if all your Charas are ::Warship::, choose 1 of your Charas, and that Chara gains +1000 Pow for the 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 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 - Sakura Empire | AZL/S119-041 T: None L0
C0

Yuugure
 [A] When this is placed from hand to the Stage or when this attacks, if all your Charas are ::Warship::, choose 1 of your Charas, and that Chara gains +1000 Pow for the 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 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 - Sakura Empire | AZL/S119-041S T: None L0
C0

Yuugure
 [A] When this is placed from hand to the Stage or when this attacks, if all your Charas are ::Warship::, choose 1 of your Charas, and that Chara gains +1000 Pow for the 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 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 - Sakura Empire | AZL/S119-041SP T: L0
C0

Tosa
 [A] When you use the **BACKUP** of this, if you have a ::Warship:: Chara, put the top 3 cards of your or your Opp.'s LB in the WR.
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Warship - Sakura Empire | AZL/S119-042 T: Soul L1
C1

Tosa
 [A] When you use the **BACKUP** of this, if you have a ::Warship:: Chara, put the top 3 cards of your or your Opp.'s LB in the WR.
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Warship - Sakura Empire | AZL/S119-042S T: Soul L1
C1

Tosa
 [A] When you use the **BACKUP** of this, if you have a ::Warship:: Chara, put the top 3 cards of your or your Opp.'s LB in the WR.
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Warship - Sakura Empire | AZL/S119-042SP T: Soul L1
C1

Shimanto
 [C] During your turn, if you have another ::Warship:: Chara, this gains +6000 Pow.
 [A] **CX COMBO EXPERIENCE** When this attacks, if "Divine Presence" is in the CX Zone, the sum of Levels of cards in your Level Zone is 5 or higher, and you have 4 or more other ::Warship:: Charas, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp., and put the top 4 cards of your Opp.'s LB in the WR." "Choose up to 2 Level 1 or higher Charas in your WR and return them to your hand."

Warship - Sakura Empire | AZL/S119-043 T: Soul L2
C1

Shimanto

[C] During your turn, if you have another :Warship:: Chara, this gains +6000 Pow.
 [A] **CX COMBO EXPERIENCE** When this attacks, if "Divine Presence" is in the CX Zone, the sum of Levels of cards in your Level Zone is 5 or higher, and you have 4 or more other :Warship:: Charas, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp., and put the top 4 cards of your Opp.'s LB in the WR." "Choose up to 2 Level 1 or higher Charas in your WR and return them to your hand."

Warship - Sakura Empire | AZL/S119-043S T: Soul

L2
C1

Shimanto

[C] During your turn, if you have another :Warship:: Chara, this gains +6000 Pow.
 [A] **CX COMBO EXPERIENCE** When this attacks, if "Divine Presence" is in the CX Zone, the sum of Levels of cards in your Level Zone is 5 or higher, and you have 4 or more other :Warship:: Charas, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp., and put the top 4 cards of your Opp.'s LB in the WR." "Choose up to 2 Level 1 or higher Charas in your WR and return them to your hand."

Warship - Sakura Empire | AZL/S119-043SP T: Soul

L2
C1

Unzen

[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** When this attacks, if "Exorcism for the Mortal Realm" is in the CX Zone, look at up to 3 cards from top of your LB, choose up to 3 of them and put them on top of your LB in any order, put the rest in the WR, and this gains +1000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp." (DC can occur)

Warship - Sakura Empire | AZL/S119-044 T: Soul

L3
C2

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Unzen

[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** When this attacks, if "Exorcism for the Mortal Realm" is in the CX Zone, look at up to 3 cards from top of your LB, choose up to 3 of them and put them on top of your LB in any order, put the rest in the WR, and this gains +1000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp." (DC can occur)

Warship - Sakura Empire | AZL/S119-044S T: Soul

L3
C2

Unzen

[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** When this attacks, if "Exorcism for the Mortal Realm" is in the CX Zone, look at up to 3 cards from top of your LB, choose up to 3 of them and put them on top of your LB in any order, put the rest in the WR, and this gains +1000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp." (DC can occur)

Warship - Sakura Empire | AZL/S119-044SP T: Soul

L3
C2

Musashi

[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] [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 +4500 Pow for the turn.

Warship - Sakura Empire | AZL/S119-045 T: Soul

L3
C2

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Musashi

[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] [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 +4500 Pow for the turn.

Warship - Sakura Empire | AZL/S119-045S T: Soul

L3
C2

Musashi

[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] [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 +4500 Pow for the turn.

Warship - Sakura Empire | AZL/S119-045SP T: Soul

L3
C2

Chitose

[C] If there is another "Chiyoda" in your Front Row, this gains +4000 Pow.
 [C] During your turn, all your other "Chiyoda" gain +4000 Pow.

Warship - Sakura Empire | AZL/S119-046 T: None

L0
C0

Chitose

[C] If there is another "Chiyoda" in your Front Row, this gains +4000 Pow.
 [C] During your turn, all your other "Chiyoda" gain +4000 Pow.

Warship - Sakura Empire | AZL/S119-046S T: None

L0
C0

Ryuuhou

[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.
 [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/S119-047 T: None

L0
C0

Ryuuhou

[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.
 [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/S119-047S T: None

L0
C0

Chiyoda

[A] [(1) Put the top card of your LB in your Clock, return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other "Chitose" and return it to your hand.
 [S] [Rest 2 of your Charas] This gains +500 Pow and the following ability for the turn. "[C] 'Chitose' and 'Chiyoda' in all your other Zones gain a Soul Trigger Icon."

Warship - Sakura Empire | AZL/S119-048 T: None

L0
C0

Chiyoda

[A] [(1) Put the top card of your LB in your Clock, return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other "Chitose" and return it to your hand.
 [S] [Rest 2 of your Charas] This gains +500 Pow and the following ability for the turn. "[C] 'Chitose' and 'Chiyoda' in all your other Zones gain a Soul Trigger Icon."

Warship - Sakura Empire | AZL/S119-048S T: None

L0
C0

Asanagi

[A] [(1) Put the top card of your LB in your Clock] When this is placed from Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB and search for up to 2 :Warship:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Warship - Sakura Empire | AZL/S119-049 T: None

L0
C0

Asanagi

[A] [(1) Put the top card of your LB in your Clock] When this is placed from Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB and search for up to 2 :Warship:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Warship - Sakura Empire | AZL/S119-049S T: None

L0
C0

Sakawa

[A] **CX COMBO** When "Sisters Fighting Together" is placed in your CX Zone, if you have 4 or more other :Warship:: Charas, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an event among them and put it in your hand, and put the rest in the WR.
 [S] [Rest this] Choose 1 of the following 2 effects and perform it. "Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn." "[Discard a card from your hand to the WR, Rest 1 of your other Charas] may pay. If so, search your LB for up to 1 "Light Cruiser, Noshiro", reveal it, put it in your hand, and shuffle your LB."

Warship - Sakura Empire | AZL/S119-050 T: None

L1
C0

Sakawa

[A] **CX COMBO** When "Sisters Fighting Together" is placed in your CX Zone, if you have 4 or more other :Warship:: Charas, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an event among them and put it in your hand, and put the rest in the WR.
 [S] [Rest this] Choose 1 of the following 2 effects and perform it. "Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn." "[Discard a card from your hand to the WR, Rest 1 of your other Charas] may pay. If so, search your LB for up to 1 "Light Cruiser, Noshiro", reveal it, put it in your hand, and shuffle your LB."

Warship - Sakura Empire | AZL/S119-050S T: None

L1
C0

Haruna
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, for each of your other ::Warship:: Charas, this gains +500 Pow.
 [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Warship - Sakura Empire | AZL/S119-051 T: None

L1
CO

Haruna
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, for each of your other ::Warship:: Charas, this gains +500 Pow.
 [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Warship - Sakura Empire | AZL/S119-051S T: None

L1
CO

Natori
 [A] When this is placed from hand to the Stage, all players perform the following action. If there are 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those chosen this way in the WR.
 [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 - Sakura Empire | AZL/S119-052 T: None

L1
CO

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Natori
 [A] When this is placed from hand to the Stage, all players perform the following action. If there are 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those chosen this way in the WR.
 [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 - Sakura Empire | AZL/S119-052S T: None

L1
CO

Haguro
 [A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +2500 Pow until the next end of your Opp.'s turn.
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Warship - Sakura Empire | AZL/S119-053 T: Soul

L1
C1

Haguro
 [A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +2500 Pow until the next end of your Opp.'s turn.
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Warship - Sakura Empire | AZL/S119-053S T: Soul

L1
C1

Azur Lane Vol. 2 Booster Pack

Kazagumo
 [C] If there's a CX with a Treasure Trigger Icon in your CX Zone, "Shinano" in all your other Zones gain a Treasure Trigger Icon.
 [C] All your other "Shinano" gain the following ability "[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."

Warship - Sakura Empire | AZL/S119-054 T: Soul

L2
C1

Kazagumo
 [C] If there's a CX with a Treasure Trigger Icon in your CX Zone, "Shinano" in all your other Zones gain a Treasure Trigger Icon.
 [C] All your other "Shinano" gain the following ability "[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."

Warship - Sakura Empire | AZL/S119-054S T: Soul

L2
C1

Izumo
 [C] All your other ::Warship:: Charas gain +500 Pow.
 [S] [Rest this] Choose 1 of your ::Warship:: Charas, and that Chara gains +1500 Pow for the turn.

Warship - Sakura Empire | AZL/S119-055 T: None

L0
CO

Izumo
 [C] All your other ::Warship:: Charas gain +500 Pow.
 [S] [Rest this] Choose 1 of your ::Warship:: Charas, and that Chara gains +1500 Pow for the turn.

Warship - Sakura Empire | AZL/S119-055S T: None

L0
CO

Ryuujou
 [A] At the start of your Opp.'s Attack Phase, choose 1 of your ::Warship:: Charas, and that Chara gains +500 Pow for the turn.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

Warship - Sakura Empire | AZL/S119-056 T: None

L0
CO

Ryuujou
 [A] At the start of your Opp.'s Attack Phase, choose 1 of your ::Warship:: Charas, and that Chara gains +500 Pow for the turn.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

Warship - Sakura Empire | AZL/S119-056S T: None

L0
CO

Miyuki
 [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.
 [A] **EXPERIENCE** If this is in your Level Zone, at the start of your MP, you may choose 1 ::Warship:: Chara in your WR and this and swap them.

Warship - Sakura Empire | AZL/S119-057 T: None

L0
CO

Miyuki
 [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.
 [A] **EXPERIENCE** If this is in your Level Zone, at the start of your MP, you may choose 1 ::Warship:: Chara in your WR and this and swap them.

Warship - Sakura Empire | AZL/S119-057S T: None

L0
CO

I-26
 [A] [(1)] When this attacks, if there's a GREEN CX in your CX Zone, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 GREEN Chara, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow for the turn.

Warship - Sakura Empire | AZL/S119-058 T: None

L0
CO

I-26
 [A] [(1)] When this attacks, if there's a GREEN CX in your CX Zone, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 GREEN Chara, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow for the turn.

Warship - Sakura Empire | AZL/S119-058S T: None

L0
CO

Kirishima
 [C] During your turn, if you have another ::Warship:: Chara, this gains +3000 Pow.
 [S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Warship - Sakura Empire | AZL/S119-059 T: None

L1
CO

Kirishima
 [C] During your turn, if you have another ::Warship:: Chara, this gains +3000 Pow.
 [S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Warship - Sakura Empire | AZL/S119-059S T: None

L1
CO

Mikasa
 [C] If you have 2 or more other ::Warship:: Charas, during your turn, this gains +2500 Pow, and during your Opp.'s turn, this gains +1500 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Warship - Sakura Empire | AZL/S119-060 T: None

L1
C1

Mikasa
 [C] If you have 2 or more other ::Warship:: Charas, during your turn, this gains +2500 Pow, and during your Opp.'s turn, this gains +1500 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Warship - Sakura Empire | AZL/S119-060S T: None

L1
C1

Owari
 [C] If there is another "Kii" in your Front Row, this gains +4000 Pow.
 [A] [Discard a card from your hand to the WR] This ability activates up to once per turn. When your other "Kii" is placed from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB and search up to 1 ::Warship:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Warship - Sakura Empire | AZL/S119-061 T: Soul

L2
C0

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Owari
 [C] If there is another "Kii" in your Front Row, this gains +4000 Pow.
 [A] [Discard a card from your hand to the WR] This ability activates up to once per turn. When your other "Kii" is placed from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB and search up to 1 ::Warship:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Warship - Sakura Empire | AZL/S119-061S T: Soul

L2
C0

Akatsuki
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 3 or higher, this gains +8000 Pow.

Warship - Sakura Empire | AZL/S119-062 T: Soul

L2
C1

Akatsuki
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 3 or higher, this gains +8000 Pow.

Warship - Sakura Empire | AZL/S119-062S T: Soul

L2
C1

Azur Lane Vol. 2 Booster Pack

Sisters Fighting Together
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

AZL/S119-063 T: Treasure

Sisters Fighting Together
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

AZL/S119-063EX T: Treasure

Sisters Fighting Together
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

AZL/S119-063R T: Treasure

Learning to Dance?
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

AZL/S119-064 T: Treasure

Learning to Dance?
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

AZL/S119-064EX T: Treasure

Learning to Dance?
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

AZL/S119-064R T: Treasure

Divine Presence
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

AZL/S119-065 T: Treasure

Divine Presence
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

AZL/S119-065R T: Treasure

Exorcism for the Mortal Realm
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

AZL/S119-066 T: Treasure

Exorcism for the Mortal Realm
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

AZL/S119-066R T: Treasure

Heavy Cruiser Room
 [A] At the start of your MP, choose up to 3 Level 2 or lower Charas and/or Events in your Level Zone, and they gain +1 Level until the next end of your Opp.'s turn.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Warship:: Chara in your WR and return it to your hand.

Warship - Iron Blood | AZL/S119-067 T: None

L0
C0

Heavy Cruiser Room
 [A] At the start of your MP, choose up to 3 Level 2 or lower Charas and/or Events in your Level Zone, and they gain +1 Level until the next end of your Opp.'s turn.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Warship:: Chara in your WR and return it to your hand.

Warship - Iron Blood | AZL/S119-067EX T: None

L0
C0

Heavy Cruiser Room
 [A] At the start of your MP, choose up to 3 Level 2 or lower Charas and/or Events in your Level Zone, and they gain +1 Level until the next end of your Opp.'s turn.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Warship:: Chara in your WR and return it to your hand.

Warship - Iron Blood | AZL/S119-067S T: None

L0
CO

Heavy Cruiser Room
 [A] At the start of your MP, choose up to 3 Level 2 or lower Charas and/or Events in your Level Zone, and they gain +1 Level until the next end of your Opp.'s turn.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Warship:: Chara in your WR and return it to your hand.

Warship - Iron Blood | AZL/S119-067SP T: None

L0
CO

Large Cruiser Agir
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 1 or higher, this gains +3000 Pow.
 [A] **CX COMBO** When this attacks, if "The Occasion Warrants a Toast" is in the CX Zone and you have another ::Warship:: Chara, look at up to 3 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 on top of your LB in any order.

Warship - Iron Blood | AZL/S119-068 T: None

L1
CO

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Large Cruiser Agir
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 1 or higher, this gains +3000 Pow.
 [A] **CX COMBO** When this attacks, if "The Occasion Warrants a Toast" is in the CX Zone and you have another ::Warship:: Chara, look at up to 3 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 on top of your LB in any order.

Warship - Iron Blood | AZL/S119-068S T: None

L1
CO

Large Cruiser Agir
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 1 or higher, this gains +3000 Pow.
 [A] **CX COMBO** When this attacks, if "The Occasion Warrants a Toast" is in the CX Zone and you have another ::Warship:: Chara, look at up to 3 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 on top of your LB in any order.

Warship - Iron Blood | AZL/S119-068SP T: None

L1
CO

Felix Schultz
 [C] If there are 3 or more cards in your Clock, this gains +3000 Pow.
 [A] [Put a card from your hand in your Clock] 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 the WR. X = # of your other ::Warship:: Charas.

Warship - Iron Blood | AZL/S119-069 T: None

L0
CO

Azur Lane Vol. 2 Booster Pack

Felix Schultz
 [C] If there are 3 or more cards in your Clock, this gains +3000 Pow.
 [A] [Put a card from your hand in your Clock] 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 the WR. X = # of your other ::Warship:: Charas.

Warship - Iron Blood | AZL/S119-069S T: None

L0
CO

Felix Schultz
 [C] If there are 3 or more cards in your Clock, this gains +3000 Pow.
 [A] [Put a card from your hand in your Clock] 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 the WR. X = # of your other ::Warship:: Charas.

Warship - Iron Blood | AZL/S119-069SP T: None

L0
CO

Prinz Rupprecht
 [A] **CX COMBO** [Put a "Laze Around Together" from your CX Zone in the WR] At the start of your Encore Step, may pay. If so, choose a ::Warship:: Chara in your WR and return it to your hand.
 [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. (CX are considered to be Level 0 for this effect)

Warship - Iron Blood | AZL/S119-070 T: None

L0
CO

Prinz Rupprecht
 [A] **CX COMBO** [Put a "Laze Around Together" from your CX Zone in the WR] At the start of your Encore Step, may pay. If so, choose a ::Warship:: Chara in your WR and return it to your hand.
 [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. (CX are considered to be Level 0 for this effect)

Warship - Iron Blood | AZL/S119-070S T: None

L0
CO

Prinz Rupprecht
 [A] **CX COMBO** [Put a "Laze Around Together" from your CX Zone in the WR] At the start of your Encore Step, may pay. If so, choose a ::Warship:: Chara in your WR and return it to your hand.
 [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. (CX are considered to be Level 0 for this effect)

Warship - Iron Blood | AZL/S119-070SP T: None

L0
CO

Otto von Alvensleben
 [A] [(1)] When your CX is placed in the CX Zone, may pay. If so, 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.
 [A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Warship:: Chara, you may move this to an empty Slot in the Front Row.

Warship - Iron Blood | AZL/S119-071 T: None

L0
CO

Otto von Alvensleben
 [A] [(1)] When your CX is placed in the CX Zone, may pay. If so, 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.
 [A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Warship:: Chara, you may move this to an empty Slot in the Front Row.

Warship - Iron Blood | AZL/S119-071S T: None

L0
CO

Otto von Alvensleben
 [A] [(1)] When your CX is placed in the CX Zone, may pay. If so, 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.
 [A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Warship:: Chara, you may move this to an empty Slot in the Front Row.

Warship - Iron Blood | AZL/S119-071SP T: None

L0
CO

Regensburg
 [A] When this is placed from hand to the Stage, if you have another ::Warship:: Chara, this gains +4000 Pow for the turn.
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and swap them.

Warship - Iron Blood | AZL/S119-072 T: None

L1
CO

Regensburg
 [A] When this is placed from hand to the Stage, if you have another ::Warship:: Chara, this gains +4000 Pow for the turn.
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and swap them.

Warship - Iron Blood | AZL/S119-072S T: None

L1
CO

Regensburg
 [A] When this is placed from hand to the Stage, if you have another ::Warship:: Chara, this gains +4000 Pow for the turn.
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and swap them.

Warship - Iron Blood | AZL/S119-072SP T: None

L1
CO

Marco Polo
 [C] If you have 4 or more ::Warship:: Charas, this gets -1 Level while in your hand.
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +1000 Pow.
 [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.

Warship - Sardegna Empire | AZL/S119-073 T: Soul

L3
C2

Marco Polo
 [C] If you have 4 or more ::Warship:: Charas, this gets -1 Level while in your hand.
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +1000 Pow.
 [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.

Warship - Sardegna Empire | AZL/S119-073S T: L3
C2

Marco Polo
 [C] If you have 4 or more ::Warship:: Charas, this gets -1 Level while in your hand.
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +1000 Pow.
 [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.

Warship - Sardegna Empire | AZL/S119-073SP T: Soul L3
C2

Golden Hind
 [A] When this is placed from hand to the Stage, you may perform the following effect. "Your Opp. chooses a CX in their WR, returns all cards other than the chosen card from their WR to their LB, and shuffle your LB."
 [A] When your CX is placed in the CX Zone, if you are Level 3 or higher, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Warship - Tempesta | AZL/S119-074 T: Soul L3
C2

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Golden Hind
 [A] When this is placed from hand to the Stage, you may perform the following effect. "Your Opp. chooses a CX in their WR, returns all cards other than the chosen card from their WR to their LB, and shuffle your LB."
 [A] When your CX is placed in the CX Zone, if you are Level 3 or higher, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Warship - Tempesta | AZL/S119-074S T: Soul L3
C2

Golden Hind
 [A] When this is placed from hand to the Stage, you may perform the following effect. "Your Opp. chooses a CX in their WR, returns all cards other than the chosen card from their WR to their LB, and shuffle your LB."
 [A] When your CX is placed in the CX Zone, if you are Level 3 or higher, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Warship - Tempesta | AZL/S119-074SP T: Soul L3
C2

Hindenburg
 [C] Chara Opposite this gets -1 Soul.
 [A] **CX COMBO** [(2) Discard 4 cards from your hand to the WR] When this attacks, if "This Is Your Choice Alone to Make" is in the CX Zone and all your Charas are either GREEN or RED, may pay. If so, this gains +4000 Pow for the turn, your Opp. reveals the top 3 cards of their LB, if there are 2 or more CX among them, put the revealed cards in the WR, and if there is 1 or fewer CX among them, your Opp. puts the revealed cards in their Clock in any order.

Warship - Iron Blood | AZL/S119-075 T: Soul L3
C2

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Hindenburg
 [C] Chara Opposite this gets -1 Soul.
 [A] **CX COMBO** [(2) Discard 4 cards from your hand to the WR] When this attacks, if "This Is Your Choice Alone to Make" is in the CX Zone and all your Charas are either GREEN or RED, may pay. If so, this gains +4000 Pow for the turn, your Opp. reveals the top 3 cards of their LB, if there are 2 or more CX among them, put the revealed cards in the WR, and if there is 1 or fewer CX among them, your Opp. puts the revealed cards in their Clock in any order.

Warship - Iron Blood | AZL/S119-075S T: Soul L3
C2

Hindenburg
 [C] Chara Opposite this gets -1 Soul.
 [A] **CX COMBO** [(2) Discard 4 cards from your hand to the WR] When this attacks, if "This Is Your Choice Alone to Make" is in the CX Zone and all your Charas are either GREEN or RED, may pay. If so, this gains +4000 Pow for the turn, your Opp. reveals the top 3 cards of their LB, if there are 2 or more CX among them, put the revealed cards in the WR, and if there is 1 or fewer CX among them, your Opp. puts the revealed cards in their Clock in any order.

Warship - Iron Blood | AZL/S119-075SP T: Soul L3
C2

Brunhilde
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Warship:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] At the start of your CX Phase, you may look at the top card of your Opp.'s LB. (Put it back where it was)

Warship - Iron Blood | AZL/S119-076 T: None L0
C0

Brunhilde
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Warship:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] At the start of your CX Phase, you may look at the top card of your Opp.'s LB. (Put it back where it was)

Warship - Iron Blood | AZL/S119-076S T: None L0
C0

Magdeburg
 [S] [Rest This] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
 [S] [Put this in the WR] Choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Warship - Iron Blood | AZL/S119-077 T: None L1
C0

Magdeburg
 [S] [Rest This] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
 [S] [Put this in the WR] Choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Warship - Iron Blood | AZL/S119-077S T: None L1
C0

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

Warship - Iron Blood | AZL/S119-078 T: None L1
C0

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

Warship - Iron Blood | AZL/S119-078S T: None L1
C0

Lutzow
 [C] If all your Charas are ::Warship::, this gains +2000 Pow.
 [A] When the Battle Opp. of this becomes Reversed, if there's a CX in you CX Zone, you may put that Chara on top of the LB.

Warship - Iron Blood | AZL/S119-079 T: None L1
C0

Lutzow
 [C] If all your Charas are ::Warship::, this gains +2000 Pow.
 [A] When the Battle Opp. of this becomes Reversed, if there's a CX in you CX Zone, you may put that Chara on top of the LB.

Warship - Iron Blood | AZL/S119-079S T: None L1
C0

Z35
 [S] [Put this on the bottom of the LB] Choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in the Slot this was in.

Warship - Iron Blood | AZL/S119-080 T: Soul L1
C1

Z35
 [S] [Put this on the bottom of the LB] Choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in the Slot this was in.

Warship - Iron Blood | AZL/S119-080S T: Soul L1
C1

Jade
 [C] **ASSIST** All your Charas in front of this gain +1000 Pow.
 [S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -2000 Pow and gains the following ability for the turn. "[C] During battles involving this, you cannot play Events from hand."

Warship - Iron Blood | AZL/S119-081 T: Soul

L2
C1

Jade
 [C] **ASSIST** All your Charas in front of this gain +1000 Pow.
 [S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -2000 Pow and gains the following ability for the turn. "[C] During battles involving this, you cannot play Events from hand."

Warship - Iron Blood | AZL/S119-081S T: Soul

L2
C1

Z28
 [A] When this Direct Attacks, you may choose a ::Warship:: Chara in your WR and put it in your Stock.
 [S] **EXPERIENCE** [(4)] If the sum of Levels of cards in your Level Zone is 5 or higher, return all Level 3 or lower Charas in your Opp.'s Front Row to their hand.

Warship - Iron Blood | AZL/S119-082 T: Soul

L2
C1

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Z28
 [A] When this Direct Attacks, you may choose a ::Warship:: Chara in your WR and put it in your Stock.
 [S] **EXPERIENCE** [(4)] If the sum of Levels of cards in your Level Zone is 5 or higher, return all Level 3 or lower Charas in your Opp.'s Front Row to their hand.

Warship - Iron Blood | AZL/S119-082S T: Soul

L2
C1

Blucher
 [A] When this becomes Reversed, put the top 2 cards of your LB in the WR. If there's a Level 2 or higher card among them, you may put this card in your Stock. (CX are considered to be Level 0 for this effect)
 [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/S119-083 T: None

L0
C0

Blucher
 [A] When this becomes Reversed, put the top 2 cards of your LB in the WR. If there's a Level 2 or higher card among them, you may put this card in your Stock. (CX are considered to be Level 0 for this effect)
 [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/S119-083S T: None

L0
C0

Azur Lane Vol. 2 Booster Pack

U-37
 [C] All your other ::Warship:: Charas gain +500 Pow.
 [A] [Discard a card from your hand to the WR] When your CX with a Comeback Trigger Icon is triggered, may pay. If so, choose a Chara in your WR and return it to your hand.

Warship - Iron Blood | AZL/S119-084 T: None

L0
C0

U-37
 [C] All your other ::Warship:: Charas gain +500 Pow.
 [A] [Discard a card from your hand to the WR] When your CX with a Comeback Trigger Icon is triggered, may pay. If so, choose a Chara in your WR and return it to your hand.

Warship - Iron Blood | AZL/S119-084S T: None

L0
C0

U-410
 [A] [Discard a CX 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 the Damage dealt by this is Cancelled, you may put this in your Stock.

Warship - Iron Blood | AZL/S119-085 T: None

L0
C0

U-410
 [A] [Discard a CX 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 the Damage dealt by this is Cancelled, you may put this in your Stock.

Warship - Iron Blood | AZL/S119-085S T: None

L0
C0

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

Warship - Iron Blood | AZL/S119-086 T: None

L0
C0

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

Warship - Iron Blood | AZL/S119-086S T: None

L0
C0

Thuringen
 [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] 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 - Iron Blood | AZL/S119-087 T: None

L0
C0

Thuringen
 [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] 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 - Iron Blood | AZL/S119-087S T: None

L0
C0

Pola
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX among them, look at up to 4 cards from top of your LB and search from up to 1 ::Warship:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Warship - Sardegna Empire | AZL/S119-088 T: None

L0
C0

Pola
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX among them, look at up to 4 cards from top of your LB and search from up to 1 ::Warship:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Warship - Sardegna Empire | AZL/S119-088S T:

L0
C0

Attilio Regolo
 [S] [Counter] **BACKUP X, Level 1** [Discard this card from your hand to the WR] X = 500 times # of your ::Warship:: Charas.

Warship - Sardegna Empire | AZL/S119-089 T: None

L1
C0

Attilio Regolo
 [S] [Counter] **BACKUP X, Level 1** [Discard this card from your hand to the WR] X = 500 times # of your ::Warship:: Charas.

Warship - Sardegna Empire | AZL/S119-089S T:

L1
C0

Mainz
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Send that Chara to Memory.
 [A] When this attacks, if all of your Charas are ::Warship::, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

Warship - Iron Blood | AZL/S119-090 T: Soul

L1
C1

Mainz
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Send that Chara to Memory.
 [A] When this attacks, if all of your Charas are ::Warship::, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

Warship - Iron Blood | AZL/S119-090S T: Soul

L1
C1

Littorio
 [A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Warship - Sardegna Empire | AZL/S119-091 T: Soul

L2
C1

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Littorio
 [A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Warship - Sardegna Empire | AZL/S119-091S T:

L2
C1

Royal Fortune
 [C] For each of your other ::Warship:: Charas, this gains +1000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Warship - Tempesta | AZL/S119-092 T: Soul

L2
C2

Royal Fortune
 [C] For each of your other ::Warship:: Charas, this gains +1000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Warship - Tempesta | AZL/S119-092S T: Soul

L2
C2

Azur Lane Vol. 2 Booster Pack

Sardegna Empire
 Look at up to 3 cards from the top of your LB and search for up to 3 ::Warship:: Charas, reveal them, put them in your hand, and put the rest in the WR.

AZL/S119-093 T: None

L2
C1

Sardegna Empire
 Look at up to 3 cards from the top of your LB and search for up to 3 ::Warship:: Charas, reveal them, put them in your hand, and put the rest in the WR.

AZL/S119-093S T: None

L2
C1

The Occasion Warrants a Toast
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

AZL/S119-094 T: Salvage

The Occasion Warrants a Toast
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

AZL/S119-094EX T: Salvage

The Occasion Warrants a Toast
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

AZL/S119-094R T: Salvage

Laze Around Together
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
 [(Standby Icon): When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

AZL/S119-095 T: Soul Standby

Laze Around Together
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
 [(Standby Icon): When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

AZL/S119-095R T: Soul Standby

This Is Your Choice Alone to Make
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

AZL/S119-096 T: Salvage

This Is Your Choice Alone to Make
 [C] All your Charas gain +1000 Pow and +1 Soul.
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

AZL/S119-096R T: Salvage

Battleship New Jersey
 [A] [Discard a card from your hand to the WR] When this is place from hand to the stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. If X is 2 or higher, you may draw a card. If so, discard a card from your hand to the WR. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. If you don't draw, put the card back where it was)

Warship - Eagle Union | AZL/S119-097 T: None

L0
C0

Battleship New Jersey
 [A] [Discard a card from your hand to the WR] When this is place from hand to the stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. If X is 2 or higher, you may draw a card. If so, discard a card from your hand to the WR. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. If you don't draw, put the card back where it was)

Warship - Eagle Union | AZL/S119-097S T: None

L0
C0

Battleship New Jersey
 [A] [Discard a card from your hand to the WR] When this is place from hand to the stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. If X is 2 or higher, you may draw a card. If so, discard a card from your hand to the WR. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. If you don't draw, put the card back where it was)

Warship - Eagle Union | AZL/S119-097SP T: None

L0
C0

Light Cruiser Pamiat' Merkuria

[A] **CX COMBO EXPERIENCE** When "I'm Gonna Claim My Reward" is placed in your CX Zone, if the sum of Levels of cards in your Level Zone is 5 or higher, choose up to 1 Chara in your WR and return it to your hand, this gains +1000 Pow for the turn, and this gains the following ability until the next end of your Opp's turn. "[A] When this becomes Reversed, reveal the top card of your LB. If it's a ::Warship:: Chara, you may return this to your hand." (Put the revealed card back where it was)

Warship - Northern Parliament | AZL/S119-098 T: None

L2
C0

Light Cruiser Pamiat' Merkuria

[A] **CX COMBO EXPERIENCE** When "I'm Gonna Claim My Reward" is placed in your CX Zone, if the sum of Levels of cards in your Level Zone is 5 or higher, choose up to 1 Chara in your WR and return it to your hand, this gains +1000 Pow for the turn, and this gains the following ability until the next end of your Opp's turn. "[A] When this becomes Reversed, reveal the top card of your LB. If it's a ::Warship:: Chara, you may return this to your hand." (Put the revealed card back where it was)

Warship - Northern Parliament | AZL/S119-098S T: None

L2
C0

Light Cruiser Pamiat' Merkuria

[A] **CX COMBO EXPERIENCE** When "I'm Gonna Claim My Reward" is placed in your CX Zone, if the sum of Levels of cards in your Level Zone is 5 or higher, choose up to 1 Chara in your WR and return it to your hand, this gains +1000 Pow for the turn, and this gains the following ability until the next end of your Opp's turn. "[A] When this becomes Reversed, reveal the top card of your LB. If it's a ::Warship:: Chara, you may return this to your hand." (Put the revealed card back where it was)

Warship - Northern Parliament | AZL/S119-098SP T: None

L2
C0

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Aircraft Carrier Enterprise

[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** [(2) Discard a card from your hand to the WR] When this attacks, if "Brave Eagles, We Fight Until the End!" is in your CX Zone and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, perform Trigger Check twice during this attack's Trigger Step, and this gains the following ability for the turn. "[A] This ability activates up to twice per turn. When the Trigger Check of this reveals a YELLOW or BLUE ::Warship:: Chara, you may deal 3 Damage to your Opp." (DC can occur)

Warship - Eagle Union | AZL/S119-099 T: Soul

L3
C2

Aircraft Carrier Enterprise

[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** [(2) Discard a card from your hand to the WR] When this attacks, if "Brave Eagles, We Fight Until the End!" is in your CX Zone and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, perform Trigger Check twice during this attack's Trigger Step, and this gains the following ability for the turn. "[A] This ability activates up to twice per turn. When the Trigger Check of this reveals a YELLOW or BLUE ::Warship:: Chara, you may deal 3 Damage to your Opp." (DC can occur)

Warship - Eagle Union | AZL/S119-099EX T: Soul

L3
C2

Aircraft Carrier Enterprise

[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** [(2) Discard a card from your hand to the WR] When this attacks, if "Brave Eagles, We Fight Until the End!" is in your CX Zone and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, perform Trigger Check twice during this attack's Trigger Step, and this gains the following ability for the turn. "[A] This ability activates up to twice per turn. When the Trigger Check of this reveals a YELLOW or BLUE ::Warship:: Chara, you may deal 3 Damage to your Opp." (DC can occur)

Warship - Eagle Union | AZL/S119-099S T: Soul

L3
C2

Azur Lane Vol. 2 Booster Pack

Aircraft Carrier Enterprise

[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** [(2) Discard a card from your hand to the WR] When this attacks, if "Brave Eagles, We Fight Until the End!" is in your CX Zone and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, perform Trigger Check twice during this attack's Trigger Step, and this gains the following ability for the turn. "[A] This ability activates up to twice per turn. When the Trigger Check of this reveals a YELLOW or BLUE ::Warship:: Chara, you may deal 3 Damage to your Opp." (DC can occur)

Warship - Eagle Union | AZL/S119-099SP T: Soul

L3
C2

Bristol

[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] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

Warship - Eagle Union | AZL/S119-100 T: None

L0
C0

Bristol

[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] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

Warship - Eagle Union | AZL/S119-100S T: None

L0
C0

Bristol

[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] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

Warship - Eagle Union | AZL/S119-100SP T: None

L0
C0

Yorktown II

[A] When your CX is placed in the CX Zone, look at the top card of your LB and put it either on top or bottom of the LB or in the WR.
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, choose a BLUE Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S119-101 T: None

L0
C0

Yorktown II

[A] When your CX is placed in the CX Zone, look at the top card of your LB and put it either on top or bottom of the LB or in the WR.
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, choose a BLUE Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S119-101S T: None

L0
C0

Yorktown II

[A] When your CX is placed in the CX Zone, look at the top card of your LB and put it either on top or bottom of the LB or in the WR.
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, choose a BLUE Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S119-101SP T: None

L0
C0

Grozny

[C] If there are 5 or more cards in your hand, this gains +1000 Pow.
[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 Chara with **EXPERIENCE**, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Warship - Northern Parliament | AZL/S119-102 T: None

L0
C0

Grozny

[C] If there are 5 or more cards in your hand, this gains +1000 Pow.
[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 Chara with **EXPERIENCE**, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Warship - Northern Parliament | AZL/S119-102S T: None

L0
C0

Grozny

[C] If there are 5 or more cards in your hand, this gains +1000 Pow.
[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 Chara with **EXPERIENCE**, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Warship - Northern Parliament | AZL/S119-102SP T: None

L0
C0

Hammann II

[C] During your turn, if all your Charas are ::Warship::, this gains +2000 Pow.
[A] [(1) Discard a card from your hand to the WR, Rest 1 of your other Standing ::Warship:: Charas] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 2 ::Warship:: Charas in your WR and return them to your hand.

Warship - Eagle Union | AZL/S119-103 T: None

L1
C0

Hammann II

[C] During your turn, if all your Charas are ::Warship::, this gains +2000 Pow.
[A] [(1) Discard a card from your hand to the WR, Rest 1 of your other Standing ::Warship:: Charas] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 2 ::Warship:: Charas in your WR and return them to your hand.

Warship - Eagle Union | AZL/S119-103S T: None

L1
C0

Hammann II
 [C] During your turn, if all your Charas are ::Warship::, this gains +2000 Pow.
 [A] **EXPERIENCE** When this is placed from hand to the Stage, choose up to 1 ::Warship:: Chara in your Clock and put it on the bottom of your LB, and if the sum of Levels of cards in your Level Zone is 6 or higher, this gains +4500 Pow for the turn.
 [A] When this becomes Reversed, you may return this to your hand.

Warship - Eagle Union | AZL/S119-103SP T: None

L1
C0

Laffey II
 [C] If you have 4 or more ::Warship:: Charas, this gets -1 Level while in your hand.
 [A] **EXPERIENCE** When this is placed from hand to the Stage, choose up to 1 ::Warship:: Chara in your Clock and put it on the bottom of your LB, and if the sum of Levels of cards in your Level Zone is 6 or higher, this gains +4500 Pow for the turn.
 [A] When this becomes Reversed, you may return this to your hand.

Warship - Eagle Union | AZL/S119-104 T: Soul

L3
C2

Laffey II
 [C] If you have 4 or more ::Warship:: Charas, this gets -1 Level while in your hand.
 [A] **EXPERIENCE** When this is placed from hand to the Stage, choose up to 1 ::Warship:: Chara in your Clock and put it on the bottom of your LB, and if the sum of Levels of cards in your Level Zone is 6 or higher, this gains +4500 Pow for the turn.
 [A] When this becomes Reversed, you may return this to your hand.

Warship - Eagle Union | AZL/S119-104S T: Soul

L3
C2

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Laffey II
 [C] If you have 4 or more ::Warship:: Charas, this gets -1 Level while in your hand.
 [A] **EXPERIENCE** When this is placed from hand to the Stage, choose up to 1 ::Warship:: Chara in your Clock and put it on the bottom of your LB, and if the sum of Levels of cards in your Level Zone is 6 or higher, this gains +4500 Pow for the turn.
 [A] When this becomes Reversed, you may return this to your hand.

Warship - Eagle Union | AZL/S119-104SP T: Soul

L3
C2

Kearsarge
 [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] **CX COMBO EXPERIENCE** [(1) Discard a card from your hand to the WR] When this attacks, if "Hybrid Idealization" is in the CX Zone and the sum of Levels of cards in your Level Zoen is 8 or higher, may pay. If so, deal 2 Damage to your Opp., choose 1 of your Opp.'s Charas, and that Chara gets -X Pow for the turn. x = 1000 times # of your other ::Warship:: Charas. (DC can occur)

Warship - Eagle Union | AZL/S119-105 T: Soul

L3
C2

Kearsarge
 [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] **CX COMBO EXPERIENCE** [(1) Discard a card from your hand to the WR] When this attacks, if "Hybrid Idealization" is in the CX Zone and the sum of Levels of cards in your Level Zoen is 8 or higher, may pay. If so, deal 2 Damage to your Opp., choose 1 of your Opp.'s Charas, and that Chara gets -X Pow for the turn. x = 1000 times # of your other ::Warship:: Charas. (DC can occur)

Warship - Eagle Union | AZL/S119-105S T: Soul

L3
C2

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Kearsarge
 [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] **CX COMBO EXPERIENCE** [(1) Discard a card from your hand to the WR] When this attacks, if "Hybrid Idealization" is in the CX Zone and the sum of Levels of cards in your Level Zoen is 8 or higher, may pay. If so, deal 2 Damage to your Opp., choose 1 of your Opp.'s Charas, and that Chara gets -X Pow for the turn. x = 1000 times # of your other ::Warship:: Charas. (DC can occur)

Warship - Eagle Union | AZL/S119-105SP T: Soul

L3
C2

Hornet II
 [A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 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 - Eagle Union | AZL/S119-106 T: None

L0
C0

Hornet II
 [A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 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 - Eagle Union | AZL/S119-106S T: None

L0
C0

San Jacinto
 [A] When this is placed from hand to the Stage, you may choose a card in your hand 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 CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S119-107 T: None

L0
C0

San Jacinto
 [A] When this is placed from hand to the Stage, you may choose a card in your hand 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 CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S119-107S T: None

L0
C0

Constellation
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Warship:: Chara, choose a Chara in your Opp.'s Front Row, and that Chara gets -6000 Pow for the turn. (Put the revealed card back where it was)
 [A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Warship - Eagle Union | AZL/S119-108 T: None

L1
C0

Constellation
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Warship:: Chara, choose a Chara in your Opp.'s Front Row, and that Chara gets -6000 Pow for the turn. (Put the revealed card back where it was)
 [A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Warship - Eagle Union | AZL/S119-108S T: None

L1
C0

Seattle
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +4000 Pow.
 [A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, declare LB or WR, and search the declared zone for a ::Warship:: Chara, reveal it, and put it in your hand. If you declared LB, shuffle your LB.

Warship - Eagle Union | AZL/S119-109 T: None

L1
C0

Seattle
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +4000 Pow.
 [A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, declare LB or WR, and search the declared zone for a ::Warship:: Chara, reveal it, and put it in your hand. If you declared LB, shuffle your LB.

Warship - Eagle Union | AZL/S119-109S T: None

L1
C0

Houston II
 [C] If all your Charas are ::Warship::, this gains +3000 Pow.
 [A] During battles involving this, when Damage taken by you isn't Cancelled, this gains +6000 Pow for the turn.

Warship - Eagle Union | AZL/S119-110 T: None

L1
C0

Houston II
 [C] If all your Charas are ::Warship::, this gains +3000 Pow.
 [A] During battles involving this, when Damage taken by you isn't Cancelled, this gains +6000 Pow for the turn.

Warship - Eagle Union | AZL/S119-110S T: None

L1
C0

Anchorage
 [C] During your turn, this gains +2000 Pow.
 [A] **CX COMBO EXPERIENCE** When "Mid-Autumn Moon" is placed in your CX Zone, if this is in the Front Row and the sum of Levels of cards in your Level Zone is 2 or higher, search your LB for up to 2 ::Warship:: Charas and reveal them. Afterwards, your Opp. chooses 1 of them and put it in the WR, put the rest in your hand, and shuffle your LB.

Warship - Eagle Union | AZL/S119-111 T: None

L1
C0

Anchorage
 [C] During your turn, this gains +2000 Pow.
 [A] **CX COMBO EXPERIENCE** When "Mid-Autumn Moon" is placed in your CX Zone, if this is in the Front Row and the sum of Levels of cards in your Level Zone is 2 or higher, search your LB for up to 2 ::Warship:: Charas and reveal them. Afterwards, your Opp. chooses 1 of them and put it in the WR, put the rest in your hand, and shuffle your LB.

Warship - Eagle Union | AZL/S119-111S T: None

L1
C0

Chapayev
 [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.
 [A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, choose 1 of your Charas, and that Chara gains +1500 Pow and the following ability for the turn. [C] This cannot be chosen as target of your Opp.'s effects.

Warship - Northern Parliament | AZL/S119-112 T: Soul

L1
C1

Chapayev
 [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.
 [A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, choose 1 of your Charas, and that Chara gains +1500 Pow and the following ability for the turn. [C] This cannot be chosen as target of your Opp.'s effects.

Warship - Northern Parliament | AZL/S119-112S T: Soul

L1
C1

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West Virginia
 [C] **ASSIST** All your ::Warship:: Charas in front of this gain +1000 Pow.
 [A] When your CX with a Gate Trigger Icon is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability until the next end of your Opp.'s turn. [C] This cannot be chosen as target of your Opp.'s effects.

Warship - Eagle Union | AZL/S119-113 T: Soul

L1
C1

West Virginia
 [C] **ASSIST** All your ::Warship:: Charas in front of this gain +1000 Pow.
 [A] When your CX with a Gate Trigger Icon is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability until the next end of your Opp.'s turn. [C] This cannot be chosen as target of your Opp.'s effects.

Warship - Eagle Union | AZL/S119-113S T: Soul

L1
C1

Flasher
 [A] **EXPERIENCE** [(1)] When you use the **BACKUP** of this, if the sum of Levels of cards in your Level Zone is 5 or higher, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)
 [S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Warship - Eagle Union | AZL/S119-114 T: Soul

L2
C1

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Flasher
 [A] **EXPERIENCE** [(1)] When you use the **BACKUP** of this, if the sum of Levels of cards in your Level Zone is 5 or higher, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)
 [S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Warship - Eagle Union | AZL/S119-114S T: Soul

L2
C1

Guam
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1000 Pow and the following ability. [C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas.
 [A] When this is placed from hand to the Stage, look at up to X 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. X = # of your ::Warship:: Charas.

Warship - Eagle Union | AZL/S119-115 T: Soul

L3
C2

Guam
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1000 Pow and the following ability. [C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas.
 [A] When this is placed from hand to the Stage, look at up to X 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. X = # of your ::Warship:: Charas.

Warship - Eagle Union | AZL/S119-115S T: Soul

L3
C2

Montpelier
 [C] All your other ::Warship:: Charas gain +500 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 - Eagle Union | AZL/S119-116 T: None

L0
C0

Montpelier
 [C] All your other ::Warship:: Charas gain +500 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 - Eagle Union | AZL/S119-116S T: None

L0
C0

Halsey Powell
 [A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.
 [A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Warship - Eagle Union | AZL/S119-117 T: None

L0
C0

Halsey Powell
 [A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.
 [A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Warship - Eagle Union | AZL/S119-117S T: None

L0
C0

Alabama
 [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.
 [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, choose a ::Warship:: Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S119-118 T: None

L0
C0

Alabama
 [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.
 [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, choose a ::Warship:: Chara in your WR and return it to your hand.

Warship - Eagle Union | AZL/S119-118S T: None

L0
C0

Morrison
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the 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 - Eagle Union | AZL/S119-119 T: None

L0
C0

Morrison
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the 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 - Eagle Union | AZL/S119-119S T: None

L0
C0

Astoria
 [C] During your turn, this gains +1000 Pow.
 [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.

Warship - Eagle Union | AZL/S119-120 T: None

L0
C0

Astoria
 [C] During your turn, this gains +1000 Pow.
 [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.

Warship - Eagle Union | AZL/S119-120S T: None

L0
C0

Nautilus
 [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 +1000 Pow for the turn.
 [S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Search your LB for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

Warship - Eagle Union | AZL/S119-121 T: None

L0
C0

Nautilus
 [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 +1000 Pow for the turn.
 [S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Search your LB for up to 1 ::Warship:: Chara, reveal it, put it in your hand, and shuffle your LB.

Warship - Eagle Union | AZL/S119-121S T: None

L0
C0

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Dewey
 [C] If another "Gridley" is in your Front Row, this gains +1000 Pow and the following ability. "[C] All your other 'Gridley' gain +1500 Pow."
 [A] When this attacks, choose up to 2 of your ::Warship:: Charas, and those Charas gain +1500 Pow for the turn.

Warship - Eagle Union | AZL/S119-122 T: None

L1
C0

Dewey
 [C] If another "Gridley" is in your Front Row, this gains +1000 Pow and the following ability. "[C] All your other 'Gridley' gain +1500 Pow."
 [A] When this attacks, choose up to 2 of your ::Warship:: Charas, and those Charas gain +1500 Pow for the turn.

Warship - Eagle Union | AZL/S119-122S T: None

L1
C0

Biloxi
 [A] When this attacks, if there's a CX in your CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)
 [A] When this attacks, if there are no CX in your CX Zone and you have another ::Warship:: Chara, this gains +3000 Pow for the turn.

Warship - Eagle Union | AZL/S119-123 T: None

L1
C0

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Biloxi
 [A] When this attacks, if there's a CX in your CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)
 [A] When this attacks, if there are no CX in your CX Zone and you have another ::Warship:: Chara, this gains +3000 Pow for the turn.

Warship - Eagle Union | AZL/S119-123S T: None

L1
C0

Louisville
 [C] For each of your other ::Warship:: Charas, this gains +1500 Pow.
 [A] During battles involving this, when the Damage taken by you isn't Cancelled, this gains +3000 Pow for the turn.

Warship - Eagle Union | AZL/S119-124 T: Soul

L2
C1

Louisville
 [C] For each of your other ::Warship:: Charas, this gains +1500 Pow.
 [A] During battles involving this, when the Damage taken by you isn't Cancelled, this gains +3000 Pow for the turn.

Warship - Eagle Union | AZL/S119-124S T: Soul

L2
C1

Chkalov
 [S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.
 [S] **EXPERIENCE** [Rest this] If the sum of Levels of cards in your Level Zone is 5 or higher, 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 that Chara on the bottom of the LB."

Warship - Northern Parliament | AZL/S119-125 T: Soul

L2
C1

Chkalov
 [S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.
 [S] **EXPERIENCE** [Rest this] If the sum of Levels of cards in your Level Zone is 5 or higher, 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 that Chara on the bottom of the LB."

Warship - Northern Parliament | AZL/S119-125S T: Soul

L2
C1

Northern Parliament
 You may choose a card in your Level Zone and a card in your WR and swap them.
 Choose a ::Warship:: Chara in your WR and return it to your hand.

AZL/S119-126 T: None

L2
C0

Northern Parliament
 You may choose a card in your Level Zone and a card in your WR and swap them.
 Choose a ::Warship:: Chara in your WR and return it to your hand.

AZL/S119-126S T: None

L2
C0

I'm Gonna Claim My Reward
 [C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

AZL/S119-127 T: Soul Gate

I'm Gonna Claim My Reward
 [C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

AZL/S119-127EX T: Soul Gate

I'm Gonna Claim My Reward
 [C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

AZL/S119-127R T: Soul Gate

Brave Eagles, We Fight Until the End!
 [C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

AZL/S119-128 T: Soul Gate

Brave Eagles, We Fight Until the End!
 [C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

AZL/S119-128R T: Soul Gate

Hybrid Idealization
[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

AZL/S119-129 T: Soul Gate



Hybrid Idealization
[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

AZL/S119-129R T: Soul Gate



Mid-Autumn Moon
[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

AZL/S119-130 T: Soul Gate



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Mid-Autumn Moon
[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

AZL/S119-130R T: Soul Gate



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

AZL/S119-131A T: Soul Gate



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