

Power, Blood Fiend

[C] This cannot Side Attack.
[C] For each of your other Charas with either ::Devil Hunter::, ::Demon::, or ::Animal::, this gains +500 Pow.
[A] **CX COMBO** When this attacks, if "Fiend's Daily Life" is in the CZ and you have 2 or more other Charas with either ::Devil Hunter::, ::Demon::, or ::Animal::, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Devil Hunter::, ::Demon::, or ::Animal::, reveal it, put it in your hand put the rest in the WR, and if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Devil Hunter - Public Safety | CSM/S96-001 T: None

L1
C0

Power, Blood Fiend

[C] This cannot Side Attack.
[C] For each of your other Charas with either ::Devil Hunter::, ::Demon::, or ::Animal::, this gains +500 Pow.
[A] **CX COMBO** When this attacks, if "Fiend's Daily Life" is in the CZ and you have 2 or more other Charas with either ::Devil Hunter::, ::Demon::, or ::Animal::, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Devil Hunter::, ::Demon::, or ::Animal::, reveal it, put it in your hand put the rest in the WR, and if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Devil Hunter - Public Safety | CSM/S96-001SP T: None

L1
C0

Power, Tokyo Special Division 4

[C] If you have 4 or more Charas with either ::Devil Hunter::, ::Demon::, or ::Animal::, this gets -1 Level while in your hand.
[C] During your turn, if you have another Chara with either ::Devil Hunter::, ::Demon::, or ::Animal::, this gains +2500 Pow and the following ability. "[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Devil Hunter - Public Safety | CSM/S96-002 T: Soul

L3
C2

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Power, Tokyo Special Division 4

[C] If you have 4 or more Charas with either ::Devil Hunter::, ::Demon::, or ::Animal::, this gets -1 Level while in your hand.
[C] During your turn, if you have another Chara with either ::Devil Hunter::, ::Demon::, or ::Animal::, this gains +2500 Pow and the following ability. "[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Devil Hunter - Public Safety | CSM/S96-002S T: Soul

L3
C2

Chainsaw Man, the Devil Hunter that Devils Fear

[C] If you have 3 or more other Charas, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When this attacks, if "Bloodstained Declaration of War" is in the CZ and you have 3 or more other Charas, deal 1 Damage to your Opp., and this gains the following ability until the next end of your Opp.'s turn. "[A] [(2)] Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp., and you may put that Chara on top of the LB." (DC can occur)

Devil Hunter - Public Safety | CSM/S96-003 T: Soul

L3
C2

Chainsaw Man, the Devil Hunter that Devils Fear

[C] If you have 3 or more other Charas, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When this attacks, if "Bloodstained Declaration of War" is in the CZ and you have 3 or more other Charas, deal 1 Damage to your Opp., and this gains the following ability until the next end of your Opp.'s turn. "[A] [(2)] Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp., and you may put that Chara on top of the LB." (DC can occur)

Devil Hunter - Public Safety | CSM/S96-003CSMR T: Soul

L3
C2

Chainsaw Man Booster Pack

Pochita, Always Together

[S] [(1)] Discard a "Denji, Start of Battle" from your hand to the WR] If you are Level 3 or higher, choose up to 1 Chara in your WR and return it to your hand, choose up to 1 Chara in your hand with "Chainsaw Man" in name and put it in the Slot this was in. Afterwards, either put this face-up under that Chara put on the Stage this way as Marker or put this in the WR.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Demon | CSM/S96-004 T: None

L0
C0

Pochita, Always Together

[S] [(1)] Discard a "Denji, Start of Battle" from your hand to the WR] If you are Level 3 or higher, choose up to 1 Chara in your WR and return it to your hand, choose up to 1 Chara in your hand with "Chainsaw Man" in name and put it in the Slot this was in. Afterwards, either put this face-up under that Chara put on the Stage this way as Marker or put this in the WR.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Demon | CSM/S96-004SP T: None

L0
C0

Makima, Leader of the Special Division 4

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Climax card, reveal it, choose up to 1 Climax card in your hand, reveal it, swap the Climaxes, and shuffle your LB.
[A] At the start of your Climax Phase, choose 1 of your Charas with either ::Devil Hunter::, or ::Demon::, and that Chara gains +1000 Pow for the turn.

Devil Hunter - Public Safety | CSM/S96-005 T: None

L0
C0

Makima, Leader of the Special Division 4

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Climax card, reveal it, choose up to 1 Climax card in your hand, reveal it, swap the Climaxes, and shuffle your LB.
[A] At the start of your Climax Phase, choose 1 of your Charas with either ::Devil Hunter::, or ::Demon::, and that Chara gains +1000 Pow for the turn.

Devil Hunter - Public Safety | CSM/S96-005OFR T: None

L0
C0

Power, Promise of the Fiend

[A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 2 cards from top of your LB, put them on top of your LB in any order, and choose a Chara in your WR with either ::Devil Hunter::, ::Demon::, or ::Animal:: and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-006 T: None

L0
C0

Power, Promise of the Fiend

[A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 2 cards from top of your LB, put them on top of your LB in any order, and choose a Chara in your WR with either ::Devil Hunter::, ::Demon::, or ::Animal:: and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-006S T: None

L0
C0

Denji, Start of Battle

[C] During your turn, this gains +4000 Pow and cannot Side Attack.
[A] During battles involving this, when Damage taken by you is Cancelled, you may put this in the WR. If so, put the top card of your LB in your Stock.

Devil Hunter - Public Safety | CSM/S96-007 T: None

L1
C0

Denji, Start of Battle

[C] During your turn, this gains +4000 Pow and cannot Side Attack.
[A] During battles involving this, when Damage taken by you is Cancelled, you may put this in the WR. If so, put the top card of your LB in your Stock.

Devil Hunter - Public Safety | CSM/S96-007OFR T: None

L1
C0

Power, Angel's Seduction

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4500 Pow until the next end of your Opp.'s turn.

Devil Hunter - Public Safety | CSM/S96-008 T: Soul

L2
C1

Power, Angel's Seduction

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4500 Pow until the next end of your Opp.'s turn.

Devil Hunter - Public Safety | CSM/S96-008OFR T: Soul

L2
C1

Makima, Order of the Superior

[C] **ASSIST** All your Charas in front of this gain +2000 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.
[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 Climax card revealed this way, search your LB for up to 1 Chara with either ::Devil Hunter::, or ::Demon::, reveal it, put it in your hand, and shuffle your LB.

Devil Hunter - Public Safety | CSM/S96-009 T: Soul

L3
C2

Makima, Order of the Superior

[C] **ASSIST** All your Charas in front of this gain +2000 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.
[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 Climax card revealed this way, search your LB for up to 1 Chara with either ::Devil Hunter::, or ::Demon::, reveal it, put it in your hand, and shuffle your LB.

Devil Hunter - Public Safety | CSM/S96-009S T: Soul

L3
C2

Denji, After a Fierce Battle

[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 Charas with either ::Devil Hunter:: or ::Demon:: among those cards.
[A] [Discard a Chara with either ::Devil Hunter:: or ::Demon:: from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, draw a card.

Devil Hunter - Public Safety | CSM/S96-010 T: None

L0
C0

Makima, Yesterday's Alcohol

[A] [Discard 2 Charas with either ::Devil Hunter:: or ::Demon:: from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in your Stock in any order.
[A] When your other Chara with either ::Devil Hunter:: or ::Demon:: attacks, this gains +1000 Pow for the turn.

Devil Hunter - Public Safety | CSM/S96-011 T: None

L0
C0

Denji, Indirect Kiss

[A] [(1) When your Climax card is placed in the CZ, may pay. If so, put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR with either ::Devil Hunter:: or ::Demon:: and return it to your hand. X = sum of those cards. (Climax cards are considered to be Level 0 for this effect)
[A] [(1) Put this in the WR] When your other Chara with either ::Devil Hunter:: or ::Public Safety:: is Front Attacked, may pay. If so, return that Chara to your hand.

Devil Hunter - Public Safety | CSM/S96-012 T: None

L1
C0

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Chainsaw Man, Wild Battle

[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, Send that Chara to Memory.

Devil Hunter - Public Safety | CSM/S96-013 T: None

L1
C0

Chainsaw Man, Battle with Devil

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Devil Hunter - Public Safety | CSM/S96-014 T: Soul

L2
C1

Denji, New Goal

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a Climax card in their WR, returns all cards in their WR other than that card to their LB and shuffles their LB.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Devil Hunter - Public Safety | CSM/S96-015 T: Soul

L2
C1

Chainsaw Man Booster Pack

Denji, New Goal

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a Climax card in their WR, returns all cards in their WR other than that card to their LB and shuffles their LB.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Devil Hunter - Public Safety | CSM/S96-015S T: Soul

L2
C1

Power, Battle of Brains

[A] **CX COMBO** [(3) Put a card from your hand in your Clock, put a "Fiend Rampaging" from your CZ in the WR] When this attacks, if there are 5 or fewer cards in your Clock, may pay. If so, choose up to 3 cards in your Opp.'s WR, put them on top of the LB in any order, and deal 4 Damage to your Opp.. (DC can occur)

Devil Hunter - Public Safety | CSM/S96-016 T: Soul

L3
C2

Power, Battle of Brains

[A] **CX COMBO** [(3) Put a card from your hand in your Clock, put a "Fiend Rampaging" from your CZ in the WR] When this attacks, if there are 5 or fewer cards in your Clock, may pay. If so, choose up to 3 cards in your Opp.'s WR, put them on top of the LB in any order, and deal 4 Damage to your Opp.. (DC can occur)

Devil Hunter - Public Safety | CSM/S96-016S T: Soul

L3
C2

Denji, Rookie Welcoming Party

[A] [Put a Chara with either ::Devil Hunter:: or ::Demon:: from your WR on the bottom of your Clock] When this becomes Reversed in battle, may pay. If so, reveal top 2 cards of your LB, your Opp. chooses either a Chara with ::Devil Hunter:: or ::Demon:: or an Event among them and put it in your hand, and put the rest in the WR.

Devil Hunter - Public Safety | CSM/S96-017 T: None

L0
C0

Maikma, Sudden Letter of Resignation

[A] [Put this in the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Charas and move it to the Slot this was in.

Devil Hunter - Public Safety | CSM/S96-018 T: None

L0
C0

Makima, Rookie Welcoming Party

[A] When you use the **BACKUP** of this, if you have a Chara with either ::Devil Hunter:: or ::Demon::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Devil Hunter - Public Safety | CSM/S96-019 T: None

L1
C0

Meowy

[S] [(1) Put this in the WR] Choose up to 1 "Pow, Blood Fiend" in your WR, put it in the Slot this was in, and that Chara gains +2000 Pow and the following ability for the turn. "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Animal | CSM/S96-020 T: None

L1
C0

Power, Rookie Welcoming Party

[A] At the start of your Climax Phase, choose 1 of your Charas with either ::Devil Hunter::, ::Demon::, or ::Animal::, and that Chara gains +2000 Pow for the turn.
[S] [Rest this] If there are 2 or fewer Markers under this, choose a Chara in your WR and put it face-up under this as Marker. If you put a Marker this way, look at the top card of your Opp.'s LB and put it either on top or bottom of their LB.

Devil Hunter - Public Safety | CSM/S96-021 T: Soul

L1
C1

Power, Scene of Daily Life

[A] When this attacks, choose 1 of your Charas with either ::Devil Hunter::, ::Demon::, or ::Animal::, and that Chara gains +X Pow for the turn. X = 1000 times # of your Charas with either ::Devil Hunter::, ::Demon::, or ::Animal::.
[A] **ENCORE** [Put a Chara with either ::Devil Hunter::, ::Demon::, or ::Animal:: from your WR on the bottom of your Clock]

Devil Hunter - Public Safety | CSM/S96-022 T: None

L1
C1

Makima, Granting a Wish

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest This] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Devil Hunter - Public Safety | CSM/S96-023 T: Soul

L2
C1

Noisy Life

[Discard 2 Charas with either ::Devil Hunter:: or ::Demon:: from your hand to the WR] may pay. If so, search your LB for up to 1 Chara with either "Denji" or "Chainsaw Man" in name, up to 1 Chara with "Aki Hayakawa" in name, and up to 1 Chara with "Pow" in name, reveal them, put them in your hand, and shuffle your LB.

CSM/S96-024 T: None

L1
C1

Bloodstained Declaration of War

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

CSM/S96-025 T: Choice

Bloodstained Declaration of War

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

CSM/S96-025OFR T: Choice

Fiend's Daily Life

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

CSM/S96-026 T: Choice

Fiend's Daily Life

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

CSM/S96-026R T: Choice

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Fiend Rampaging

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

CSM/S96-027 T: Choice

Fiend Rampaging

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

CSM/S96-027R T: Choice

Himeno, Devil Hunter

[S] [(1) Send this Standing card to Memory] If you are Level 2 or higher, search your LB for up to 1 Level 2 or higher Chara, reveal it, put it in your hand, and shuffle your LB.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-028 T: None

L0
C0

Chainsaw Man Booster Pack

Himeno, Devil Hunter

[S] [(1) Send this Standing card to Memory] If you are Level 2 or higher, search your LB for up to 1 Level 2 or higher Chara, reveal it, put it in your hand, and shuffle your LB.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-028SP T: None

L0
C0

Aki Hayakawa, Tokyo Special Division 4

[C] **RECOLLECTION** If there is a "Himeno, Devil Hunter" in your Memory, this gains +4000 Pow and "[A] **ENCORE** [Discard a Chara with either ::Devil Hunter:: or ::Demon:: from your hand to the WR]."
[A] When this is placed from hand to the Stage, you may choose a Chara in your WR with either ::Devil Hunter:: or ::Demon:: and return it to your hand.
[A] **CX COMBO** When this attacks, if "Drawing Blade with Determination" is in the CZ, this gains +1000 Pow for the turn, put the bottom 4 cards of your Opp.'s LB in the WR, and deal 1 Damage to your Opp. X times. X = # of Climax cards among those cards. (DC can occur)

Devil Hunter - Public Safety | CSM/S96-029 T: Soul

L3
C2

Aki Hayakawa, Tokyo Special Division 4

[C] **RECOLLECTION** If there is a "Himeno, Devil Hunter" in your Memory, this gains +4000 Pow and "[A] **ENCORE** [Discard a Chara with either ::Devil Hunter:: or ::Demon:: from your hand to the WR]."
[A] When this is placed from hand to the Stage, you may choose a Chara in your WR with either ::Devil Hunter:: or ::Demon:: and return it to your hand.
[A] **CX COMBO** When this attacks, if "Drawing Blade with Determination" is in the CZ, this gains +1000 Pow for the turn, put the bottom 4 cards of your Opp.'s LB in the WR, and deal 1 Damage to your Opp. X times. X = # of Climax cards among those cards. (DC can occur)

Devil Hunter - Public Safety | CSM/S96-029S T: Soul

L3
C2

Kobeni, Devil Hunter

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

Devil Hunter - Public Safety | CSM/S96-030 T: None

L0
C0

Kobeni, Devil Hunter

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

Devil Hunter - Public Safety | CSM/S96-030SP T: None

L0
C0

Kobeni, Rookie Welcoming Party

[C] If you have another Chara with either ::Devil Hunter:: or ::Demon::, this gains +1500 Pow.
[A] When the Battle Opp. of this becomes Reversed, if all your Charas are either ::Devil Hunter:: or ::Demon::, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Devil Hunter - Public Safety | CSM/S96-031 T: None

L0
C0

Kobeni, Rookie Welcoming Party

[C] If you have another Chara with either ::Devil Hunter:: or ::Demon::, this gains +1500 Pow.
[A] When the Battle Opp. of this becomes Reversed, if all your Charas are either ::Devil Hunter:: or ::Demon::, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Devil Hunter - Public Safety | CSM/S96-031S T: None

L0
C0

Kishibe, Devil Hunter

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with either ::Devil Hunter:: or ::Demon:: and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-032 T: None

L0
C0

Kishibe, Devil Hunter

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with either ::Devil Hunter:: or ::Demon:: and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-032SP T: None

L0
C0

Aki Hayakawa, Pact with the Fox Devil

[C] During your turn, this gains +1000 Pow.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Devil Hunter:: or ::Demon::, Rest it, and move it to an empty Slot in the Back Row.

Devil Hunter - Public Safety | CSM/S96-033 T: None

L0
C0

Aki Hayakawa, Pact with the Fox Devil

[C] During your turn, this gains +1000 Pow.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Devil Hunter:: or ::Demon::, Rest it, and move it to an empty Slot in the Back Row.

Devil Hunter - Public Safety | CSM/S96-033OFR T: None

L0
C0

Himeno, Invitation to Smoke

[A] **RECOLLECTION** When this attacks, if there is an "Easy revenge!" in your Memory, reveal the top card of your LB. If it's either a Chara with either ::Devil Hunter:: or ::Demon:: or "Easy revenge!", all your Charas gain +4000 Pow and +1 Soul for the turn. (Put the revealed card back where it was)

Devil Hunter - Public Safety | CSM/S96-034 T: Soul

L2
C1

Himeno, Invitation to Smoke

[A] **RECOLLECTION** When this attacks, if there is an "Easy revenge!" in your Memory, reveal the top card of your LB. If it's either a Chara with either ::Devil Hunter:: or ::Demon:: or "Easy revenge!", all your Charas gain +4000 Pow and +1 Soul for the turn. (Put the revealed card back where it was)

Devil Hunter - Public Safety | CSM/S96-034S T: Soul

L2
C1

Samurai Sword, One with Heart of a Devil

[C] If you have 4 or more Charas with either ::Devil Hunter:: or ::Demon::, this gets -1 Level while in your hand.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
[A] **CX COMBO** [Put a "Strike with the Katana" from your CZ in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 3 cards from top of your LB and search for up to 3 Charas with either ::Devil Hunter:: or ::Demon::, reveal them, put them in your hand, and this gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Demon | CSM/S96-035 T: None

L2
C1

Samurai Sword, One with Heart of a Devil

[C] If you have 4 or more Charas with either ::Devil Hunter:: or ::Demon::, this gets -1 Level while in your hand.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
[A] **CX COMBO** [Put a "Strike with the Katana" from your CZ in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 3 cards from top of your LB and search for up to 3 Charas with either ::Devil Hunter:: or ::Demon::, reveal them, put them in your hand, and this gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Demon | CSM/S96-035SP T: None

L2
C1

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Himeno, Senior Devil Hunter

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to their hand. You may discard a card from your hand to the WR. If so, choose 1 of your Opp.'s Charas and return it to their hand.
[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on top of the Clock, at the start of your Climax Phase, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Chara, your Opp. chooses a Level X or lower Chara in their WR and swaps those Charas. X = Level of the Chara you chose -1.

Devil Hunter - Public Safety | CSM/S96-036 T: Soul

L3
C2

Himeno, Senior Devil Hunter

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to their hand. You may discard a card from your hand to the WR. If so, choose 1 of your Opp.'s Charas and return it to their hand.
[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on top of the Clock, at the start of your Climax Phase, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Chara, your Opp. chooses a Level X or lower Chara in their WR and swaps those Charas. X = Level of the Chara you chose -1.

Devil Hunter - Public Safety | CSM/S96-036S T: Soul

L3
C2

Himeno, Last Smoke

[A] When your Climax card is placed in the CZ, look at the top card of your LB, put it either on top or bottom of the LB or in the WR, choose 1 of your Charas, and that Chara gains +1500 Pow until the next end of your Opp.'s turn.
[A] **RECOLLECTION** [Discard a Climax card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, if there is an "Easy revenge!" in your Memory, may pay. If so, choose a Chara in your WR and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-037 T: None

L0
C0

Chainsaw Man Booster Pack

Kobeni, Sudden Attack

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, put the top 3 cards of your LB in the WR. If they are all Charas with either ::Devil Hunter:: or ::Demon::, you may return this to your hand.

Devil Hunter - Public Safety | CSM/S96-038 T: None

L0
C0

Kobeni, Sudden Attack

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, put the top 3 cards of your LB in the WR. If they are all Charas with either ::Devil Hunter:: or ::Demon::, you may return this to your hand.

Devil Hunter - Public Safety | CSM/S96-038S T: None

L0
C0

Sawatari, Pact with the Snake Devil

[C] During your turn, for each of your other Charas with either ::Devil Hunter:: or ::Demon::, this gains +500 Pow.
[A] [Discard a Chara with either ::Devil Hunter:: or ::Demon:: from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Cose 0 or lower Chara in your WR and put it in any Slot on the Stage.

Demon | CSM/S96-039 T: None

L1
C0

Kishibe, Captain of the Tokyo Special Division 4

[C] You cannot play Events or **BACKUP** from hand.
[C] For each of your other "Kishibe, Captain of the Tokyo Special Division 4" in the Front Row, this gains +2000 Pow.

Devil Hunter - Public Safety | CSM/S96-040 T: None

L1
C0

Kobeni, Panicking

[A] When you use the **BACKUP** of this, if you have a Chara with either ::Devil Hunter:: or ::Demon::, put the top 3 cards of either 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]

Devil Hunter - Public Safety | CSM/S96-041 T: Soul

L1
C1

Aki Hayakawa, After the Fierce Battle

[C] If there's a Climax card with a Choice Trigger Icon in your CZ, all your other "Denji, Dream-Like Life" gain Choice Trigger Icon while in all Zones.
[C] **ASSIST** All your Charas with either ::Devil Hunter:: or ::Demon:: in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Climax card with a Choice Trigger Icon is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Devil Hunter - Public Safety | CSM/S96-042 T: Soul

L1
C1

Samurai Sword, Slicing in Half

[C] If there are 2 or more "Samurai Sword, High Speed Slash" in your WR, this gets -1 Level while in your hand.
[A] [Discard 2 GREEN cards from your hand to the WR] When this attacks, this gains +4000 Pow for the turn, and may pay. If so, your Opp. puts the top 18 cards of their LB in the WR.
[A] [(1)] Put a "Samurai Sword, High Speed Slash" from your WR on the bottom of the LB] At the start of your Opp.'s MP, may pay. If so, this does not Reverse for the turn.

Demon | CSM/S96-043 T: Soul

L3
C2

Samurai Sword, Slicing in Half

[C] If there are 2 or more "Samurai Sword, High Speed Slash" in your WR, this gets -1 Level while in your hand.
[A] [Discard 2 GREEN cards from your hand to the WR] When this attacks, this gains +4000 Pow for the turn, and may pay. If so, your Opp. puts the top 18 cards of their LB in the WR.
[A] [(1)] Put a "Samurai Sword, High Speed Slash" from your WR on the bottom of the LB] At the start of your Opp.'s MP, may pay. If so, this does not Reverse for the turn.

Demon | CSM/S96-043S T: Soul

L3
C2

Samurai Sword, High Speed Slash

[A] When this becomes Reversed in battle, you may choose a card in your Opp.'s Clock and put it in the WR. If so, your Opp. puts the top card of their LB in their Clock.
[S] [(1)] Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Demon | CSM/S96-044 T: None

L0
C0

Aki Hayakawa, Scene of Daily Life

[A] [Discard a Climax card from your hand to the WR, put another Chara from your Stage to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-045 T: None

L0
C0

Kobeni, Time of Happiness

[C] If all your Charas are either ::Devil Hunter:: or ::Demon::, this gains +2000 Pow.
[A] [(1)] Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-046 T: None

L1
C0

Himeno, After the Rookie Welcoming Party

[C] **RECOLLECTION** During your turn, if there is an "Easy revenge!" in your Memory, this gains +3500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR. If so, put that Chara in Clock."

Devil Hunter - Public Safety | CSM/S96-047 T: None

L1
C0

[C] **ASSIST** All your Charas with either ::Devil Hunter:: or ::Demon:: in front of this gain +X Pow.
X = 500 times Level of that Chara.

L2
C1

[C] During your turn, for each of your other Charas with either ::TRAIT:: or ::TRAIT::, this gains +1500 Pow.

[A] **ENCORE** [Discard a Chara with either ::Devil Hunter:: or ::Demon:: from your hand to the WR]

L2
C1

Choose 1 of your Charas with either ::Devil Hunter:: or ::Demon:: that doesn't have a Marker, put this face-up under that Chara as Marker, and that Chara gains +2000 Pow for the turn.

[A] When this is placed from the Marker Zone to the WR, if you have 2 or more Charas with either ::Devil Hunter:: or ::Demon::, Send this to Memory.

[A] **RECOLLECTION** If this is in Memory, at the start of your MP, return this to your hand.

L1
C0

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

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

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

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

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a Chara with either ::Devil Hunter:: or ::Demon:: or "First Indirect Kiss", you may put it face-down under this as Marker. (If you don't, put it back where it was)

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

LC
CO

[C] If there is a Marker under this, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a Chara with either ::Devil Hunter:: or ::Demon:: or "First Indirect Kiss", you may put it face-down under this as Marker. (If you don't, put it back where it was)
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row that has an Opp.'s Chara Opposite that Slot.

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

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

(A) [Clock] **ALARM** If this is on top of the LB, at the start of your Climax Phase, choose 1 of your Charas with either ::Devil Hunter::, ::Demon::, and that Chara gains the following ability for the turn. (A) When this attacks, look at up to 2 cards from top of your LB and put them on top of the LB in any order.

LO
CO

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

[A] [Clock] **ALARM** If this is on top of the LB, at the start of your Climax Phase, choose 1 of your Charas with either :Devil Hunter:, or :Demon:, and that Chara gains the following ability for the turn. [A] When this attacks, look at up to 2 cards from top of your LB and put them on top of the LB in any order."

LC
CC

[C] If "Makima, First Taste" is in your Clock, this gets -1 Level while in your hand.
 [A] **CX COMBO** When this is placed from hand to the Stage, you may choose a "Hidden Pow" in your WR and either return it to your hand or put it in your Stock.
 [A] **CX COMBO** When this attacks, if "Hidden Pow" is in the CZ, reveal the top card of your LB. If it's either a Chara with ::Devil Hunter:: or ::Demon:: or an Event, choose up to 1 of your Opp.'s Charas and put it in the WR, and this gains +2000 Pow for the turn.

L3
C2

[C] If "Makima, First Taste" is in your Clock, this gets -1 Level while in your hand.
 [A] **CX COMBO** When this is placed from hand to the Stage, you may choose a "Hidden Pow" in your WR and either return it to your hand or put it in your Stock.
 [A] **CX COMBO** When this attacks, if "Hidden Pow" is in the CZ, reveal the top card of your LB. If it's either a Chara with ::Devil Hunter:: or ::Demon:: or an Event, choose up to 1 of your Opp.'s Charas and put it in the WR, and this gains +2000 Pow for the turn.

L3
C2

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with either ::Devil Hunter:: or ::Demon::, and that Chara gains +2000 Pow for the turn.

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory in any Slot on their Stage.

LC
CO

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with either ::Devil Hunter:: or ::Demon::, and that Chara gains +2000 Pow for the turn.

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory in any Slot on their Stage.

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

[C] During your turn, if all your Charas are either ::Devil Hunter:: or ::Demon::, this gains +8000 Pow.
[A] When this becomes Reversed in battle, put the top card of your LB in your Clock, and Rest this.

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

[C] During your turn, if all your Charas are either ::Devil Hunter:: or ::Demon::, this gains +8000 Pow.
[A] When this becomes Reversed in battle, put the top card of your LB in your Clock, and Rest this.

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

[C] If you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, this gains +2000 Pow.

[A] **CX COMBO** When "Concealed Ability" is placed in your CZ, if this is in the Front Row and you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, search your LB for up to 1 Chara with either ::Devil Hunter:: or ::Demon::, reveal it, put it on the bottom of the Stock, shuffle your LB, and this gains the following ability for the turn. "[A] ([1]) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

L1
C0

Makima, Devil Hunter

[C] If you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, this gains +2000 Pow.
[A] **CX COMBO** When "Concealed Ability" is placed in your CZ, if this is in the Front Row and you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, search your LB for up to 1 Chara with either ::Devil Hunter:: or ::Demon::, reveal it, put it on the bottom of the Stock, shuffle your LB, and this gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Devil Hunter - Public Safety | CSM/S96-058S T: None

L1
C0

Power, Such a Tiny House~

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, if this is in the Front Row, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 Chara with either ::Devil Hunter::, ::Demon::, or ::Animal::, reveal it, put it in your hand, and put the rest in the WR.

Devil Hunter - Public Safety | CSM/S96-059 T: None

L1
C0

Power, Such a Tiny House~

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, if this is in the Front Row, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 Chara with either ::Devil Hunter::, ::Demon::, or ::Animal::, reveal it, put it in your hand, and put the rest in the WR.

Devil Hunter - Public Safety | CSM/S96-059S T: None

L1
C0

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Chainsaw Man, One with Heart of a Devil

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard 3 cards from your hand to the WR] When this Direct Attacks, may pay. If so, choose up to 2 cards in your Opp.'s WR and put them on top of their LB in any order, and this gains +2000 Pow until the next end of your Opp.'s turn.

Devil Hunter - Public Safety | CSM/S96-060 T: Soul

L3
C2

Chainsaw Man, One with Heart of a Devil

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard 3 cards from your hand to the WR] When this Direct Attacks, may pay. If so, choose up to 2 cards in your Opp.'s WR and put them on top of their LB in any order, and this gains +2000 Pow until the next end of your Opp.'s turn.

Devil Hunter - Public Safety | CSM/S96-060S T: Soul

L3
C2

Makima, Sudden Confession

[A] **CX COMBO** When "Special Wish" is placed in your CZ, if you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, you declare LB or WR, search the zone you declared for up to 1 "Denji, Unexpected Accident", reveal it, and put it in your hand. If you declared LB, shuffle your LB.
[S] **BRAINSTORM** [Put another Chara from your Stage in the WR. Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

Devil Hunter - Public Safety | CSM/S96-061 T: None

L0
C0

Chainsaw Man Booster Pack

Power, After the Fierce Battle

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

Devil Hunter - Public Safety | CSM/S96-062 T: None

L0
C0

Power, Innocent Fiend

[A] When this is placed from hand to the Stage, put the top 4 cards of your LB in the WR. If there is a Climax card among them, you may choose 1 of your Opp.'s Level 3 or lower Charas and return it to their hand.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Devil Hunter - Public Safety | CSM/S96-063 T: Soul

L1
C1

Makima, Direct Underling of Chief Cabinet Secretary

[C] You may choose "First Indirect Kiss" in your WR for the effect of Comeback Trigger Icon.
[A] When your Climax card with a Comeback Trigger Icon is placed in the CZ, you may choose a Chara in your WR and return it to your hand. If so, choose a Climax card in your CZ, and that card gains the following ability for the turn. "[C] All your Charas get -1000 Pow and -1 Soul."
[S] [Rest this] Choose 1 of your Charas with either ::Devil Hunter:: or ::Demon::, and that Chara gains +1500 Pow until the next end of your Opp.'s turn.

Devil Hunter - Public Safety | CSM/S96-064 T: Soul

L1
C1

Denji, Loser's Cries

[C] Perform Damage Process from the bottom of the LB for all damage dealt by this card.
[A] **CX COMBO** [(1) Put a "Strongest Tournament" from your CZ in the WR] At the start of your Climax Phase, may pay. If so, Stand this, choose up to 1 "Aki Hayakawa, Requiem for the Heavens" in your hand and put it in any Slot on the Stage, and that Chara and this gain 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."
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Devil Hunter - Public Safety | CSM/S96-065 T: Soul

L3
C2

Denji, Unexpected Accident

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Devil Hunter:: or ::Demon::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Devil Hunter - Public Safety | CSM/S96-066 T: None

L0
C0

Power, You're Too Sensitive~

[A] When this attacks, you may choose 1 of your other Charas and put it in your Stock.

Devil Hunter - Public Safety | CSM/S96-067 T: None

L0
C0

Makima, I Wasn't Shot

[C] If you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, this gains +2000 Pow.
[A] **EXPERIENCE** [Discard 3 Charas with either "Denji", "Chainsaw Man" and/or "Makima" from your hand to the WR] When this is placed from hand to the Stage, if there's a YELLOW card in your Level Zone, may pay. If so, draw up to 3 cards.

Devil Hunter - Public Safety | CSM/S96-068 T: None

L1
C0

Denji, Partner's Sudden Change

[C] If you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Devil Hunter - Public Safety | CSM/S96-069 T: None

L1
C1

Power, Extreme Interior Operation

[C] All your other "Denji, Extreme Interior Operation" gain +4000 Pow.
[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose up to 1 "Denji, Extreme Interior Operation" in your WR and put it in any Slot on the Stage.

Devil Hunter - Public Safety | CSM/S96-070 T: Soul

L2
C1

Denji, Extreme Interior Operation

[C] All your other "Pow, Extreme Interior Operation" gain +4000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory.

Devil Hunter - Public Safety | CSM/S96-071 T: Soul

L2
C1

Chainsaw Man, Undying Devil

[C] For each of your other Charas with either ::Devil Hunter:: or ::Demon::, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara with either ::Devil Hunter:: or ::Demon:: from your hand to the WR]

Devil Hunter - Public Safety | CSM/S96-072 T: Soul

L2
C2

Makima, Attack on the Shinkansen

[C] During your turn, for each Chara in your Opp.'s Back Row, this gains +3000 Pow.
[A] **ENCORE** [Put 2 Charas from your Stage in the WR]

Devil Hunter - Public Safety | CSM/S96-073 T: Soul

L2
C2

[A] [Discard 3 cards 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 4 Charas with either ::Devil Hunter::, ::Demon:: and/or ::Animal::, reveal them, choose 1 of them and put it in your Stock, put the rest in your hand, and shuffle your LB.

[A] When the Trigger Check of this reveals a Climax card, you may deal 1 Damage to your Opp.. (DC can occur)

L3
C2

L2
C2

L1
C0

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

L2
C1

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

LO
CO

L3
C2

L3
C2

L3
C2

L3
C2

Himeno, Alliance Formed

[A] [Discard a Chara with either ::Devil Hunter:: or ::Demon:: 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 "Easy revenge!", reveal it, put it in your hand, and shuffle your LB.
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Devil Hunter - Public Safety | CSM/S96-085 T: None

L0
C0

Himeno, Taking a Break

[A] **CX COMBO** [Put a "Secret Alliance" from your CZ in the WR] At the start of your Climax Phase, if you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, may pay. If so, look at up to 3 cards from top of your LB and search for up to 2 cards that are either Charas with either ::Devil Hunter:: or ::Demon:: or "Easy revenge!", reveal them, put them in your hand, and put the rest in the WR.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Devil Hunter - Public Safety | CSM/S96-086 T: None

L0
C0

Himeno, Taking a Break

[A] **CX COMBO** [Put a "Secret Alliance" from your CZ in the WR] At the start of your Climax Phase, if you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, may pay. If so, look at up to 3 cards from top of your LB and search for up to 2 cards that are either Charas with either ::Devil Hunter:: or ::Demon:: or "Easy revenge!", reveal them, put them in your hand, and put the rest in the WR.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Devil Hunter - Public Safety | CSM/S96-086S T: None

L0
C0

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Future Devil

[C] All your other Charas with either ::Devil Hunter:: or ::Demon:: gain +500 Pow.
[A] When your other "Aki Hayakawa, Career Consultation" is placed from hand to the Stage, if there's no Marker under that Chara, you may put this face-up under that Chara as Marker. If so, search your LB for up to 1 Chara with either ::Devil Hunter:: or ::Demon::, reveal it, put it on the bottom of your Stock, and shuffle your LB.

Demon | CSM/S96-087 T: None

L0
C0

Aki Hayakawa, Morning Routine

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".
[A] [(1)] Discard a Climax card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a Climax card in your WR and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-088 T: None

L0
C0

Aki Hayakawa, Last Smoke

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to the LB and shuffle your LB.
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Devil Hunter - Public Safety | CSM/S96-089 T: Soul

L2
C1

Chainsaw Man Booster Pack

Aki Hayakawa, Last Smoke

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to the LB and shuffle your LB.
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Devil Hunter - Public Safety | CSM/S96-089S T: Soul

L2
C1

Aki Hayakawa, Requiem for the Heavens

[C] Perform Damage Process from the bottom of the LB for all damage dealt by this card.
[C] All your other Charas with either ::Devil Hunter:: or ::Demon:: gain +1500 Pow.
[A] [(1)] Discard a card from your hand to the WR] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp..

Devil Hunter - Public Safety | CSM/S96-090 T: Soul

L3
C2

Aki Hayakawa, Scene at the Hotel

[C] If this is in the Front Row Center Slot, this gains +2000 Pow.
[A] When this attacks, perform Trigger Check twice during this attack's Trigger Step. After the 2 Trigger Checks are made, put the top card of your Stock in the WR.

Devil Hunter - Public Safety | CSM/S96-091 T: None

L0
C0

Himeno, Request to Clear the Devils Out

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row whose Level is higher than the Level of your Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.
[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 Chara with either ::Devil Hunter:: or ::Demon::, reveal it, put it in your hand, and shuffle your LB.

Devil Hunter - Public Safety | CSM/S96-092 T: None

L0
C0

Himeno, Honest Question

[A] [Discard 2 cards from your hand to 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 on the bottom of your Opp.'s LB.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Devil Hunter - Public Safety | CSM/S96-093 T: None

L1
C0

Aki Hayakawa, First Time Smoking

[C] **RECOLLECTION** During your turn, if there is a card in your Memory, this gains +2500 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

Devil Hunter - Public Safety | CSM/S96-094 T: None

L1
C0

Himeno, Reward of the Work

[C] During your turn, if you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, this gains +2000 Pow.
[A] [(1)] Discard a card from your hand to the WR. Rest 1 of your other Standing Chara with either ::Devil Hunter:: or ::Demon:: 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 Charas in your WR with either ::Devil Hunter:: and/or ::Demon:: and return them to your hand.

Devil Hunter - Public Safety | CSM/S96-095 T: None

L1
C0

Aki Hayakawa, Career Consultation

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] At the start of your Clock Phase or Attack Phase, if "Future Devil" is in this card's Marker, look at up to 3 cards from top of your LB and put them on top of your LB in the original order.
[A] [Discard a Climax card from your hand to the WR] When your Climax card is triggered, may pay. If so, put the top card of your Clock in the WR.

Devil Hunter - Public Safety | CSM/S96-096 T: Soul

L2
C1

East revenge!

Put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower Chara in your WR with either ::Devil Hunter:: or ::Demon:: and return it to your hand. X = sum of Levels of cards put in the WR via this effect. Send this to Memory. (Climax cards are considered to be Level 0 for this effect)
[A] **RECOLLECTION** If this is in Memory, when your "Aki Hayakawa, Tokyo Special Division 4" attacks, look at the bottom card of your Opp.'s LB and put it either on the bottom of their LB or in their WR.

CSM/S96-097 T: None

L1
C1

East revenge!

Put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower Chara in your WR with either ::Devil Hunter:: or ::Demon:: and return it to your hand. X = sum of Levels of cards put in the WR via this effect. Send this to Memory. (Climax cards are considered to be Level 0 for this effect)
[A] **RECOLLECTION** If this is in Memory, when your "Aki Hayakawa, Tokyo Special Division 4" attacks, look at the bottom card of your Opp.'s LB and put it either on the bottom of their LB or in their WR.

CSM/S96-097S T: None

L1
C1

Origin of Devil Hunting

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

CSM/S96-098 T: Soul Gate

Origin of Devil Hunting

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

CSM/S96-098R T: Soul Gate

Right Hand of the Ghost

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

CSM/S96-099 T: Soul Gate

Right Hand of the Ghost

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

CSM/S96-099R T: Soul Gate

Secret Alliance

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

CSM/S96-100 T: 2 Soul

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Secret Alliance

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

CSM/S96-100R T: 2 Soul

Chainsaw Man Booster Pack