

Aki Hayakawa, Belief in Work

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

Devil Hunter - Public Safety | CSM/S96-T01 T: None

L0  
C0

Aki Hayakawa, Belief in Work

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

Devil Hunter - Public Safety | CSM/S96-T01R T: None

L0  
C0

Power, Devil Hunter

[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.  
[A] [(1) Choose 1 ::Devil Hunter:: or ::Demon:: Chara in your WR and put it to the bottom of your Clock] When this is moved from Stage to the WR, may pay. If so, choose a ::Devil Hunter:: or ::Demon:: Chara in your WR and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-T02 T: None

L0  
C0

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Power, Devil Hunter

[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.  
[A] [(1) Choose 1 ::Devil Hunter:: or ::Demon:: Chara in your WR and put it to the bottom of your Clock] When this is moved from Stage to the WR, may pay. If so, choose a ::Devil Hunter:: or ::Demon:: Chara in your WR and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-T02SSP T: None

L0  
C0

Pochita, Chainsaw Devil

[C] All your other Charas with either ::Devil Hunter:: or ::Demon:: gain +500 Pow.  
[S] [(2) Rest this] 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.

Demon | CSM/S96-T03 T: None

L0  
C0

Pochita, Chainsaw Devil

[C] All your other Charas with either ::Devil Hunter:: or ::Demon:: gain +500 Pow.  
[S] [(2) Rest this] 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.

Demon | CSM/S96-T03R T: None

L0  
C0

Chainsaw Man Trial Deck

Makima, Favorite Type?

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

Devil Hunter - Public Safety | CSM/S96-T04 T: None

L1  
C0

Makima, Favorite Type?

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

Devil Hunter - Public Safety | CSM/S96-T04R T: None

L1  
C0

Power, Smell of Blood

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Devil Hunter - Public Safety | CSM/S96-T05 T: Soul

L2  
C1

Power, Smell of Blood

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Devil Hunter - Public Safety | CSM/S96-T05R T: Soul

L2  
C1

Makima, Name of the Devil

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Devil Hunter:: or ::Demon::, you may choose a Chara in your WR with either ::Devil Hunter:: or ::Demon:: and put it in your Stock.

Devil Hunter - Public Safety | CSM/S96-T06 T: Soul

L2  
C1

Makima, Name of the Devil

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Devil Hunter:: or ::Demon::, you may choose a Chara in your WR with either ::Devil Hunter:: or ::Demon:: and put it in your Stock.

Devil Hunter - Public Safety | CSM/S96-T06R T: Soul

L2  
C1

Aki Hayakawa, Ready for Work

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Devil Hunter:: or ::Demon::, and that Chara gains +1500 Pow for the turn.  
[A] When this attacks, if you have 2 or more other Charas with ::Devil Hunter:: and/or ::Demon::, this gains +4000 Pow for the turn.

Devil Hunter - Public Safety | CSM/S96-T07 T: Soul

L2  
C1

Aki Hayakawa, Ready for Work

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Devil Hunter:: or ::Demon::, and that Chara gains +1500 Pow for the turn.  
[A] When this attacks, if you have 2 or more other Charas with ::Devil Hunter:: and/or ::Demon::, this gains +4000 Pow for the turn.

Devil Hunter - Public Safety | CSM/S96-T07R T: Soul

L2  
C1

The Strongest Bread

You may discard a card from your hand to the WR. If so, perform these 3 effects once each.  
"Look at up to 3 cards from the top of your LB, put them back on top of your LB in any order, choose up to 1 of your Opp.'s Charas, and your Opp. returns that Chara to their hand."  
"Deal 1 Damage to your Opp., choose up to 1 card from your Opp.'s WR, your Opp. places it on the top of their LB, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow." (DC can occur)  
"Choose up to 2 of your Charas, and for the turn those Charas gain +1 Soul."

CSM/S96-T08 T: None

L3  
C4

The Strongest Bread

You may discard a card from your hand to the WR. If so, perform these 3 effects once each.  
"Look at up to 3 cards from the top of your LB, put them back on top of your LB in any order, choose up to 1 of your Opp.'s Charas, and your Opp. returns that Chara to their hand."  
"Deal 1 Damage to your Opp., choose up to 1 card from your Opp.'s WR, your Opp. places it on the top of their LB, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow." (DC can occur)  
"Choose up to 2 of your Charas, and for the turn those Charas gain +1 Soul."

CSM/S96-T08R T: None

L3  
C4

Dog and Owner

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

CSM/S96-T09 T: Soul Shot

Dog and Owner

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

CSM/S96-T09R T: Soul Shot

Power, First Encounter

[A] **BOND** / "Denji, Secret Heart" or "Denji, Aiming for Vital Points" [Discard a card from your hand to the WR]  
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a Chara with either ::Devil Hunter:: or ::Demon:: in your WR and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-T10 T: None

L0  
C0

Power, First Encounter

[A] **BOND** / "Denji, Secret Heart" or "Denji, Aiming for Vital Points" [Discard a card from your hand to the WR]  
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a Chara with either ::Devil Hunter:: or ::Demon:: in your WR and return it to your hand.

Devil Hunter - Public Safety | CSM/S96-T10R T: None

L0  
C0

Makima, Strange Smell

[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-T11 T: None

L0  
C0

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Makima, Strange Smell

[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-T11R T: None

L0  
C0

Chainsaw Man, Electric Saw Devil

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

Devil Hunter - Public Safety | CSM/S96-T12 T: None

L0  
C0

Chainsaw Man, Electric Saw Devil

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

Devil Hunter - Public Safety | CSM/S96-T12R T: None

L0  
C0

Chainsaw Man Trial Deck

Denji, Devil Hunter

[A] When this attacks, if you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, this gains +2000 Pow for the turn.  
[A] CX COMBO When this card attacks, if "Contract in the Garbage" is in your CZ, and you have another ::Devil Hunter:: or ::Demon:: Chara, put the top 2 cards of your LB into the WR, choose a ::Devil Hunter:: or ::Demon:: Chara with Level X or lower, and return that card to your hand. X is the total Level of cards sent to WR this way.

Devil Hunter - Public Safety | CSM/S96-T13 T: None

L1  
C0

Denji, Devil Hunter

[A] When this attacks, if you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, this gains +2000 Pow for the turn.  
[A] CX COMBO When this card attacks, if "Contract in the Garbage" is in your CZ, and you have another ::Devil Hunter:: or ::Demon:: Chara, put the top 2 cards of your LB into the WR, choose a ::Devil Hunter:: or ::Demon:: Chara with Level X or lower, and return that card to your hand. X is the total Level of cards sent to WR this way.

Devil Hunter - Public Safety | CSM/S96-T13S T: None

L1  
C0

Denji, Devil Hunter

[A] When this attacks, if you have 2 or more other Charas with either ::Devil Hunter:: or ::Demon::, this gains +2000 Pow for the turn.  
[A] CX COMBO When this card attacks, if "Contract in the Garbage" is in your CZ, and you have another ::Devil Hunter:: or ::Demon:: Chara, put the top 2 cards of your LB into the WR, choose a ::Devil Hunter:: or ::Demon:: Chara with Level X or lower, and return that card to your hand. X is the total Level of cards sent to WR this way.

Devil Hunter - Public Safety | CSM/S96-T13SSP T: None

L1  
C0

Denji, Aiming for Vital Points

--No Text--

Devil Hunter - Public Safety | CSM/S96-T14 T: None

L1  
C0

Denji, Aiming for Vital Points

--No Text--

Devil Hunter - Public Safety | CSM/S96-T14R T: None

L1  
C0

Makima, Earnest Motive

[A] When your other Chara with either ::Devil Hunter:: or ::Demon:: attacks, this gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Devil Hunter:: or ::Demon::.  
[A] **ENCORE** [Put the top card of your LB in your Clock]

Devil Hunter - Public Safety | CSM/S96-T15 T: None

L1  
C1

Makima, Earnest Motive

[A] When your other Chara with either ::Devil Hunter:: or ::Demon:: attacks, this gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Devil Hunter:: or ::Demon::.  
[A] **ENCORE** [Put the top card of your LB in your Clock]

Devil Hunter - Public Safety | CSM/S96-T15R T: None

L1  
C1

Denji, Secret Heart

[A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.  
[S] [Put this card in the the WR] Choose a "Chainsaw Man, Devil-Hunting Devil" in your WR, place it to the Stage in the same slot as your "Pochita, Chainsaw Devil", and put the "Pochita, Chainsaw Devil" in that slot faceup under it as Marker.

Devil Hunter - Public Safety | CSM/S96-T16 T: Soul

L2  
C1

Denji, Secret Heart

[A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.  
[S] [Put this card in the the WR] Choose a "Chainsaw Man, Devil-Hunting Devil" in your WR, place it to the Stage in the same slot as your "Pochita, Chainsaw Devil", and put the "Pochita, Chainsaw Devil" in that slot faceup under it as Marker.

Devil Hunter - Public Safety | CSM/S96-T16R T: Soul

L2  
C1

Chainsaw Man, Devil-Hunting Devil

[A] When this is placed from hand to the Stage or via effect of [S] of "Denji, Secret Heart" 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] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among those cards. (DC can occur)

Devil Hunter - Public Safety | CSM/S96-T17 T: Soul

L3  
C2

Chainsaw Man, Devil-Hunting Devil

[A] When this is placed from hand to the Stage or via effect of [S] of "Denji, Secret Heart" 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] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among those cards. (DC can occur)

Devil Hunter - Public Safety | CSM/S96-T17OFR T: Soul

L3  
C2

Power, Don't Be Stupid!

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] [(1) put another of your ::Devil Hunter:: or ::Demon:: Charas from Stage to the WR] When this attacks, may pay. If so, choose up to 2 cards from your Opp.'s WR, your Opp. returns them to their LB, shuffles their LB, and for the turn this Chara gains +1000 Pow.

Devil Hunter - Public Safety | CSM/S96-T18 T: Soul

L3  
C2

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

[A] ((1) put another of your ::Devil Hunter:: or ::Demon:: Charas from Stage to the WR) When this attacks, may pay. If so, choose up to 2 cards from your Opp.'s WR, your Opp. returns them to their LB, shuffles their LB, and for the turn this Chara gains +1000 Pow.

L3  
C2

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

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

[C] All your Charas gain +2 Soul.

[C] All your Charas gain +2 Soul.

