

Leonmitchelli Galette des Rois

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Animal:: Charas, and that Chara gains +2000 Pow for the turn.
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Animal:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Animal - Royalty | DD/WE12-01 T: None

L0
C0

Gaul, Prince of Galette

[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

Animal - Royalty | DD/WE12-02 T: None

L0
C0

Leo, Fair and Square

[A] When an Opp.'s Chara is returned to hand from the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
[S] [Rest this] Choose 1 of your ::Animal:: Charas, and that Chara gains +1500 Pow for the turn.

Animal - Royalty | DD/WE12-03 T: None

L1
C0

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Leo, Unrivald Battle

[A] [(1)] When this attacks, if "Lion King Explosion" is in the CZ, may pay. If so, choose 1 card in your Clock and return it to your hand, and put the top card of your LB in your Clock.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Animal - Royalty | DD/WE12-04 T: None

L1
C0

"Lion King" Leo

[C] **BODYGUARD** (When your Opp. attacks, if this is not Reversed and is in the Front Row Center Slot, your Opp. instead Front Attack this)
[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 "Grandvert, Magic Battleaxe" in your WR and return it to your hand.

Animal - Royalty | DD/WE12-05 T: Soul

L3
C2

Leo, Solitary Charge

[C] If you have no other Chara, this gains +1500 Pow and cannot be Reversed by Opp. Chara's [A] abilities.

Animal - Royalty | DD/WE12-06 T: None

L0
C0

Dog Days Extra Pack

"Genoise" Jaune

--No Text--

Animal - Weapon | DD/WE12-07 T: None

L0
C0

"Genoise" Vert

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.

Animal - Weapon | DD/WE12-08 T: None

L0
C0

Gaul Galette des Rois

[C] For each other ::Animal:: Chara you have, this gains +500 Pow.

Animal - Royalty | DD/WE12-09 T: None

L1
C0

Leo, Silent Determination

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

Animal - Royalty | DD/WE12-10 T: Soul

L2
C1

Violet, Personal Attendant

[C] Your other Chara in the Front Row Center Slot gains +2000 Pow.
[A] [Clock] **SHIFT Level 2**

Animal | DD/WE12-11 T: Soul

L2
C1

Leo, Sudden Declaration of War

[A] When this is placed from hand to the Stage, your Opp. may choose a Chara in the WR and return it to the hand.
[A] [(2) Discard a card from hand to the WR] When "Magic God Optical Flash" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 ::Animal:: Chara in your Clock whose Level is lower or equal to your Level and put it in any Slot on the Stage.

Animal - Royalty | DD/WE12-12 T: Soul

L2
C2

Grandvert, Magic Battleaxe

Choose 1 of your Charas, and that Chara gains +2000 Pow until the next end of your Opp.'s turn.

DD/WE12-13 T: None

L1
C0

Lion King Explosion

[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

DD/WE12-14 T: 2 Soul

Magic God Optical Flash

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

DD/WE12-15 T: Treasure

"Hero Express" Cinque

[A] [(2) Put the top card of your LB in your Clock] When this is Front Attacked, may pay. If so, choose another ::Animal:: Chara of yours and this and return both to your hand.

Hero - Sports | DD/WE12-16 T: None

L0
C0

Millhi, Summon Lord

[C] All your other Charas with either ::Animal:: and/or ::Hero:: gain +500 Pow.
[A] [(1) When another "Cinque Izumi" of yours becomes Reversed, may pay. If so, send that Chara to Memory.
[S] [(3) Discard a "Hero's Arrival" from hand to the WR, Rest this] Choose a "Cinque Izumi" in your WR and put it in any Slot on the Stage.

Animal - Music | DD/WE12-17 T: None

L1
C0

Dalkian, Freedom Knight

[A] When you use the **BACKUP** of this, if you have 3 or more Charas with either ::Animal:: and/or ::Hero::, choose 1 of your Battling Charas. That Chara gains +X Pow for the turn, where X = 500 times your Level.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this from hand to the WR]

Animal - Weapon | DD/WE12-18 T: Soul

L1
C1

Millhi, Lord's Determination
[C] If you have 3 or more other ::Animal:: Charas, this gains "[S] [(2) Rest this] Choose 1 "Cinque Izumi" in your Memory and put it in any Slot on the Stage".
[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

Animal - Music | DD/WE12-19 T: Soul

L2

C1

Ricotta Elmar
[A] [(1)] When "Rico's Support" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Level 1 or lower Chara and put it in the WR.
[S] [Rest 2 of your ::Animal:: Charas] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Animal - Science | DD/WE12-20 T: Soul

L2

C1

Eclair Martinozzi
[C] If you have 3 or more other ::Animal:: Charas, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn, where X = 500 times # of your ::Animal:: Charas.

Animal - Weapon | DD/WE12-21 T: Soul

L2

C2

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Millhiore Firianno Biscotti
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] [(2)] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (Damage Cancel can occur)

Animal - Music | DD/WE12-22 T: Soul

L3

C2

Millhi, Lord of Biscotti
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 ::Hero:: Chara in your WR and return it to your hand.

Animal - Music | DD/WE12-23 T: None

L0

C0

Yukikaze, Head of Secret Squad
[A] When this becomes Reversed, if Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other ::Hero:: Charas, and that Chara gains +1500 Pow for the turn.

Animal - God | DD/WE12-24 T: None

L0

C0

Dog Days Extra Pack

Ecle, Captain of Lop-Eared squad
[A] When this attacks, choose 1 of your other ::Hero:: Cahracters. That Chara gains +1000 Pow for the turn.
[S] [Put this in the WR] Choose 1 of your ::Hero:: Charas, and that Chara gains +2000 Pow for the turn.

Animal - Weapon | DD/WE12-25 T: None

L0

C0

Rico, Loves Machine!
[A] [Clock] **SHIFT Level 0**
[S] [(1)] Choose an Opp.'s Front Row Chara whose Level is 0 or lower and put it in the WR.

Animal - Science | DD/WE12-26 T: None

L0

C0

Millhi, Proxy Operation
[C] If "Ricotta Elmar" is in your Clock, this gains +2000 Pow.

Animal - Music | DD/WE12-27 T: None

L0

C0

Millhi, Looking on
--No Text--

Animal - Music | DD/WE12-28 T: None

L0

C0

Rico, Chief Researcher
[A] At the beginning of your Opp.'s Attack Phase, you may choose this alongside 1 of your Chara with "Millhi" in the name. Stand them and swap them.

Animal - Science | DD/WE12-29 T: None

L1

C0

Cinque, Summon Hero
[A] When this is Front Attacked, you may put the top card of your LB in your WR. If it's a Climax card, choose the Chara Opposite this. That Chara gets -1 Soul for the turn.

Hero - Sports | DD/WE12-30 T: None

L1

C0

Ecle, Praetorian Guard Captain
--No Text--

Animal - Weapon | DD/WE12-31 T: None

L1

C0

Millhi, Encounter at the Bath!
[C] If there are 3 or fewer cards in your Stock, this gains +1000 Pow.

Animal - Music | DD/WE12-32 T: None

L1

C1

Cinque Izumi
[A] When this is placed from the Stage to the WR, put the top card of your LB in your Clock.

Hero - Sports | DD/WE12-33 T: Soul

L2

C2

Monster Ball
[Counter] Choose up to 2 of your ::Animal:: Charas, and they gain "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot this was in" for the turn.

DD/WE12-34 T: None

L1

C2

Hero's Arrival!
[C] All your Charas gain +1000 Pow and +1 Soul for the turn.

DD/WE12-35 T: Salvage

Rico's Support
[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

DD/WE12-36 T: 2 Soul