

Soshiro Hoshina, Midnight Training Room

[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. (CX are considered to be Level 0 for this effect. 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.

Defense Force - Vice Captain | KJ8/S123-001 T: None

L0C0

Soshiro Hoshina, Midnight Training Room

[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. (CX are considered to be Level 0 for this effect. 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.

Defense Force - Vice Captain | KJ8/S123-001S T: None

L0C0

Soshiro Hoshina, Midnight Training Room

[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. (CX are considered to be Level 0 for this effect. 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.

Defense Force - Vice Captain | KJ8/S123-001SSP T: None

L0C0

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Kikoru Shinomiya, Representative of Defense Force

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, 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 Clock, at the start of your CX Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Defense Force - Elite | KJ8/S123-002 T: None

L0C0

Kikoru Shinomiya, Representative of Defense Force

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, 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 Clock, at the start of your CX Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Defense Force - Elite | KJ8/S123-002S T: None

L0C0

Kikoru Shinomiya, Representative of Defense Force

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, 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 Clock, at the start of your CX Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Defense Force - Elite | KJ8/S123-002SSP T: None

L0C0

Kaiju No. 8 Booster Pack

Kikoru Shinomiya, Third Party

[C] If you have 4 or more ::Defense Force:: and/or ::Kaiju:: Charas, this gets -1 Level while in your hand.

[C] During your turn, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."

[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 bottom card of your Clock in your Stock.

Defense Force - Elite | KJ8/S123-003 T: Soul

L3C2

Kikoru Shinomiya, Third Party

[C] If you have 4 or more ::Defense Force:: and/or ::Kaiju:: Charas, this gets -1 Level while in your hand.

[C] During your turn, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."

[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 bottom card of your Clock in your Stock.

Defense Force - Elite | KJ8/S123-003S T: Soul

L3C2

Kikoru Shinomiya, Third Party

[C] If you have 4 or more ::Defense Force:: and/or ::Kaiju:: Charas, this gets -1 Level while in your hand.

[C] During your turn, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."

[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 bottom card of your Clock in your Stock.

Defense Force - Elite | KJ8/S123-003SP T: Soul

L3C2

Kikoru Shinomiya, Aggressive Battle Style

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

[A] **CX COMBO** [(1) Discard a ::Defense Force:: or ::Kaiju:: Chara from your hand to the WR, put a "Kikoru Shinomiya's Personal Weapon, Ax-0112" from your WR face-up under this as Marker] When this attacks, if "Perfectionist Lady" is in the CX Zone, may pay. If so, put the top 2 cards of your LB in the WR, and for each Soul Trigger Icon among those cards, perform the following action. "Deal 4 Damage to your Opp.." (DC can occur)

Defense Force - Elite | KJ8/S123-004 T: Soul

L3C2

Kikoru Shinomiya, Aggressive Battle Style

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

[A] **CX COMBO** [(1) Discard a ::Defense Force:: or ::Kaiju:: Chara from your hand to the WR, put a "Kikoru Shinomiya's Personal Weapon, Ax-0112" from your WR face-up under this as Marker] When this attacks, if "Perfectionist Lady" is in the CX Zone, may pay. If so, put the top 2 cards of your LB in the WR, and for each Soul Trigger Icon among those cards, perform the following action. "Deal 4 Damage to your Opp.." (DC can occur)

Defense Force - Elite | KJ8/S123-004S T: Soul

L3C2

Kikoru Shinomiya, Aggressive Battle Style

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

[A] **CX COMBO** [(1) Discard a ::Defense Force:: or ::Kaiju:: Chara from your hand to the WR, put a "Kikoru Shinomiya's Personal Weapon, Ax-0112" from your WR face-up under this as Marker] When this attacks, if "Perfectionist Lady" is in the CX Zone, may pay. If so, put the top 2 cards of your LB in the WR, and for each Soul Trigger Icon among those cards, perform the following action. "Deal 4 Damage to your Opp.." (DC can occur)

Defense Force - Elite | KJ8/S123-004SP T: Soul

L3C2

Isao Shinomiya, Director General of the Defense Force

[C] If there's a Marker under this, this gains ::Daikajiu:: and the following ability. "[S] [(1) Rest this] Choose 1 of your Opp.'s Charas and return it to their hand."

[C] **ASSIST** All your ::Defense Force:: and/or ::Kaiju:: 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, reveal the top card of your LB. If it's a ::Defense Force:: or ::Kaiju:: Chara, you may put it face-down under this as Marker. (Otherwise put it back where it was)

Defense Force - Superior | KJ8/S123-005 T: Soul

L1C1

Isao Shinomiya, Director General of the Defense Force

[C] If there's a Marker under this, this gains ::Daikajiu:: and the following ability. "[S] [(1) Rest this] Choose 1 of your Opp.'s Charas and return it to their hand."

[C] **ASSIST** All your ::Defense Force:: and/or ::Kaiju:: 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, reveal the top card of your LB. If it's a ::Defense Force:: or ::Kaiju:: Chara, you may put it face-down under this as Marker. (Otherwise put it back where it was)

Defense Force - Superior | KJ8/S123-005S T: Soul

L1C1

Soshiro Hoshina, Job of the Vice-Captain

[C] If you have 4 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +6000 Pow.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Defense Force:: and/or ::Kaiju:: Charas, you may choose a ::Defense Force:: or ::Kaiju:: Chara in your WR and put it in your Stock.

Defense Force - Vice Captain | KJ8/S123-006 T: Soul

L2C1

Soshiro Hoshina, Job of the Vice-Captain

[C] If you have 4 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +6000 Pow.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Defense Force:: and/or ::Kaiju:: Charas, you may choose a ::Defense Force:: or ::Kaiju:: Chara in your WR and put it in your Stock.

Defense Force - Vice Captain | KJ8/S123-006S T: Soul

L2C1

Soshiro Hoshina, Job of the Vice-Captain

[C] If you have 4 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +6000 Pow.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Defense Force:: and/or ::Kaiju:: Charas, you may choose a ::Defense Force:: or ::Kaiju:: Chara in your WR and put it in your Stock.

Defense Force - Vice Captain | KJ8/S123-006SP T: Soul

L2C1

Soshiro Hoshina, Time to Kill Kaiju

[A] When this is placed from hand to the Stage, 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 on top of your LB in any order, and discard a card from your hand to the WR.

[A] **CX COMBO** [Put this in the WR] During your CX Phase, when "This is the Current Me" is placed in the CX Zone, may pay. If so, choose up to 1 "Mina Ashiro, Fully Unleashed" in your hand and put it in the Slot this was in.

Defense Force - Vice Captain | KJ8/S123-007 T: Soul

L2C1

### Soshiro Hoshina, Time to Kill Kaiju

[A] When this is placed from hand to the Stage, 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 on top of your LB in any order, and discard a card from your hand to the WR.  
[A] **CX COMBO** [Put this in the WR] During your CX Phase, when "This is the Current Me" is placed in the CX Zone, may pay. If so, choose up to 1 "Mina Ashiro, Fully Unleashed" in your hand and put it in the Slot this was in.

Defense Force - Vice Captain | KJ8/S123-007S T: Soul

L2  
C1

### Kikoru Shinomiya, Fully Prepared

[C] If you have 4 or more Defense Force:: and/or Kaiju:: Charas, 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 "Defense Force Squadron Style Axe Technique" from your CX Zone 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 Defense Force:: and/or Kaiju:: Charas, reveal them, put them in your hand, put the rest in the WR, 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.

Defense Force - Elite | KJ8/S123-008 T: None

L2  
C1

### Kikoru Shinomiya, Fully Prepared

[C] If you have 4 or more Defense Force:: and/or Kaiju:: Charas, 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 "Defense Force Squadron Style Axe Technique" from your CX Zone 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 Defense Force:: and/or Kaiju:: Charas, reveal them, put them in your hand, put the rest in the WR, 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.

Defense Force - Elite | KJ8/S123-008S T: None

L2  
C1

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### Soshiro Hoshina, Proof of Existence

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +4500 Pow for the turn.  
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR, put a "Soshiro Hoshina's Personal Weapon, SW-2033" from your WR face-up under this as Marker] When this attacks, if "Hoshina Style Swordsmanship Technique" is in the CX Zone and you have another Defense Force:: or Kaiju:: Chara, may pay. If so, deal 1 Damage to your Opp. twice, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock." (DC can occur)

Defense Force - Vice Captain | KJ8/S123-009 T: Soul

L3  
C2

### Soshiro Hoshina, Proof of Existence

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +4500 Pow for the turn.  
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR, put a "Soshiro Hoshina's Personal Weapon, SW-2033" from your WR face-up under this as Marker] When this attacks, if "Hoshina Style Swordsmanship Technique" is in the CX Zone and you have another Defense Force:: or Kaiju:: Chara, may pay. If so, deal 1 Damage to your Opp. twice, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock." (DC can occur)

Defense Force - Vice Captain | KJ8/S123-009S T: Soul

L3  
C2

### Soshiro Hoshina, Proof of Existence

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +4500 Pow for the turn.  
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR, put a "Soshiro Hoshina's Personal Weapon, SW-2033" from your WR face-up under this as Marker] When this attacks, if "Hoshina Style Swordsmanship Technique" is in the CX Zone and you have another Defense Force:: or Kaiju:: Chara, may pay. If so, deal 1 Damage to your Opp. twice, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock." (DC can occur)

Defense Force - Vice Captain | KJ8/S123-009SP T: Soul

L3  
C2

## Kaiju No. 8 Booster Pack

### Kikoru Shinomiya, Being Proud

[C] If this is in the Front Row, all your Defense Force:: and/or Kaiju:: Charas gain +1000 Pow and "[A] **ENCORE** [Discard a Defense Force:: or Kaiju:: Chara from your hand to the WR]" until the next end of your Opp.'s turn.  
[A] [Discard a Defense Force:: or Kaiju:: Chara from your hand to the WR] When this is placed from hand to the Stage, if you have another Defense Force:: or Kaiju:: Chara, may pay. If so, your Opp. returns all cards from their Stock to their LB, shuffles their LB, and put the same number of cards from top of their LB in their Stock.

Defense Force - Elite | KJ8/S123-010 T: Soul

L3  
C2

### Kikoru Shinomiya, Being Proud

[C] If this is in the Front Row, all your Defense Force:: and/or Kaiju:: Charas gain +1000 Pow and "[A] **ENCORE** [Discard a Defense Force:: or Kaiju:: Chara from your hand to the WR]" until the next end of your Opp.'s turn.  
[A] [Discard a Defense Force:: or Kaiju:: Chara from your hand to the WR] When this is placed from hand to the Stage, if you have another Defense Force:: or Kaiju:: Chara, may pay. If so, your Opp. returns all cards from their Stock to their LB, shuffles their LB, and put the same number of cards from top of their LB in their Stock.

Defense Force - Elite | KJ8/S123-010S T: Soul

L3  
C2

### Soshiro Hoshina, Reason to Fight

[A] When your CX with a Shot Trigger Icon is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX with a Shot Trigger Icon revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Defense Force - Vice Captain | KJ8/S123-011 T: None

L0  
C0

### Soshiro Hoshina, Reason to Fight

[A] When your CX with a Shot Trigger Icon is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX with a Shot Trigger Icon revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Defense Force - Vice Captain | KJ8/S123-011S T: None

L0  
C0

### Young Soshiro Hoshina

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Defense Force - Vice Captain | KJ8/S123-012 T: None

L0  
C0

### Young Soshiro Hoshina

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Defense Force - Vice Captain | KJ8/S123-012S T: None

L0  
C0

### Kikoru Shinomiya, Secret Behind Captain's Strength

[A] When your Opp.'s CX is placed in the CX Zone, you may put this in your Stock.  
[S] **BRAINSTORM** [(1)] 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, put the rest in the WR, and discard a card from your hand to the WR."

Defense Force - Elite | KJ8/S123-013 T: None

L0  
C0

### Kikoru Shinomiya, Secret Behind Captain's Strength

[A] When your Opp.'s CX is placed in the CX Zone, you may put this in your Stock.  
[S] **BRAINSTORM** [(1)] 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, put the rest in the WR, and discard a card from your hand to the WR."

Defense Force - Elite | KJ8/S123-013S T: None

L0  
C0

### Soshiro Hoshina, Encountering No. 8

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
[C] All your other Charas with "Kafka Hibino" in name lose all instances of Kaiju::.  
[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 TRAIT:: or TRAIT::, reveal it, put it in your hand, and shuffle your LB.

Defense Force - Vice Captain | KJ8/S123-014 T: None

L0  
C0

### Soshiro Hoshina, Encountering No. 8

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
[C] All your other Charas with "Kafka Hibino" in name lose all instances of Kaiju::.  
[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 TRAIT:: or TRAIT::, reveal it, put it in your hand, and shuffle your LB.

Defense Force - Vice Captain | KJ8/S123-014S T: None

L0  
C0

### Soshiro Hoshina, Thread of No. 10

[A] [Discard a "Soshiro Hoshina's Personal Weapon, SW-2033" 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 and search for up to 2 Defense Force:: and/or Kaiju:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Defense Force - Vice Captain | KJ8/S123-015 T: None

L0  
C0

### Soshiro Hoshina, Thread of No. 10

[A] [Discard a "Soshiro Hoshina's Personal Weapon, SW-2033" 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 and search for up to 2 Defense Force:: and/or Kaiju:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Defense Force - Vice Captain | KJ8/S123-015S T: None

L0  
C0

### Kikoru Shinomiya, Proper Lady

[C] If you don't have another "Kikoru Shinomiya, Proper Lady", CX with a Choice Trigger Icon in all your Zones gain a Soul Trigger.

[C] During your turn, all your other ::Defense Force:: and/or ::Kaijuu:: Charas gain +1000 Pow.

Defense Force - Elite | KJ8/S123-016 T: Soul

L1  
C0

### Kikoru Shinomiya, Proper Lady

[C] If you don't have another "Kikoru Shinomiya, Proper Lady", CX with a Choice Trigger Icon in all your Zones gain a Soul Trigger.

[C] During your turn, all your other ::Defense Force:: and/or ::Kaijuu:: Charas gain +1000 Pow.

Defense Force - Elite | KJ8/S123-016S T: Soul

L1  
C0

### Kikoru Shinomiya, Seeking More Strength

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Defense Force:: and/or ::Kaijuu:: Charas.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Kikoru Shinomiya's Personal Weapon, Ax-0112" in your WR and return it to your hand.

Defense Force - Elite | KJ8/S123-017 T: None

L1  
C0

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### Kikoru Shinomiya, Seeking More Strength

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Defense Force:: and/or ::Kaijuu:: Charas.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Kikoru Shinomiya's Personal Weapon, Ax-0112" in your WR and return it to your hand.

Defense Force - Elite | KJ8/S123-017S T: None

L1  
C0

### Kikoru Shinomiya, Support Troops

[C] During your turn, if you have another "Reno Ichikawa, Support Troops", this gains +4000 Pow.

[A] [Discard a ::Defense Force:: or ::Kaijuu:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Reno Ichikawa, Support Troops" in your WR and put it in any Slot on the Stage.

Defense Force - Elite | KJ8/S123-018 T: Soul

L2  
C1

### Kikoru Shinomiya, Support Troops

[C] During your turn, if you have another "Reno Ichikawa, Support Troops", this gains +4000 Pow.

[A] [Discard a ::Defense Force:: or ::Kaijuu:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Reno Ichikawa, Support Troops" in your WR and put it in any Slot on the Stage.

Defense Force - Elite | KJ8/S123-018S T: Soul

L2  
C1

## Kaiju No. 8 Booster Pack

### Soshiro Hoshina, Battle Ready

[A] **CX COMBO** When this is placed from hand to the Stage, choose up to 1 "This Is the Current Me" in your WR, return it to your hand, and this gets +1000 Pow for the turn.

[A] **CX COMBO** When "This Is the Current Me" is placed in your CX Zone, if this is in the Front Row and you have another ::Defense Force:: or ::Kaijuu:: Chara, choose 1 of the following 2 effects and perform it. "Look at up to 5 cards from top of your LB and search for up to 2 ::Defense Force:: and/or ::Kaijuu:: Charas, reveal them, put them in your hand, and put the rest in the WR." "Your Opp. puts all of their Stock in the WR, then puts the same number of cards from top of their LB in their Stock."

Defense Force - Vice Captain | KJ8/S123-019 T: Soul

L3  
C2

### Soshiro Hoshina, Battle Ready

[A] **CX COMBO** When this is placed from hand to the Stage, choose up to 1 "This Is the Current Me" in your WR, return it to your hand, and this gets +1000 Pow for the turn.

[A] **CX COMBO** When "This Is the Current Me" is placed in your CX Zone, if this is in the Front Row and you have another ::Defense Force:: or ::Kaijuu:: Chara, choose 1 of the following 2 effects and perform it. "Look at up to 5 cards from top of your LB and search for up to 2 ::Defense Force:: and/or ::Kaijuu:: Charas, reveal them, put them in your hand, and put the rest in the WR." "Your Opp. puts all of their Stock in the WR, then puts the same number of cards from top of their LB in their Stock."

Defense Force - Vice Captain | KJ8/S123-019S T: Soul

L3  
C2

### Isao Shinomiya, Sensing Daikaiju

[A] When this is placed from hand to the Stage, choose 1 of your Charas with "Isao Shinomiya" in name, and if there's no Marker under that Chara, choose up to 1 ::Defense Force:: or ::Kaijuu:: Chara in your WR and put it face-down under that Chara as Marker.

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Defense Force:: or ::Kaijuu:: Chara in your WR and return it to your hand.

Defense Force - Superior | KJ8/S123-020 T: None

L0  
C0

### Isao Shinomiya, Sensing Daikaiju

[A] When this is placed from hand to the Stage, choose 1 of your Charas with "Isao Shinomiya" in name, and if there's no Marker under that Chara, choose up to 1 ::Defense Force:: or ::Kaijuu:: Chara in your WR and put it face-down under that Chara as Marker.

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Defense Force:: or ::Kaijuu:: Chara in your WR and return it to your hand.

Defense Force - Superior | KJ8/S123-020S T: None

L0  
C0

### Soshiro Hoshina, Advice

[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, 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.

[A] When your other ::Defense Force:: or ::Kaijuu:: Chara attacks, this gains +2000 Pow for the turn.

Defense Force - Vice Captain | KJ8/S123-021 T: None

L0  
C0

### Soshiro Hoshina, Advice

[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, 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.

[A] When your other ::Defense Force:: or ::Kaijuu:: Chara attacks, this gains +2000 Pow for the turn.

Defense Force - Vice Captain | KJ8/S123-021S T: None

L0  
C0

### Kaiju No. 10

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Defense Force:: and/or ::Kaijuu:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Cost 0 or lower ::Defense Force:: or ::Kaijuu:: Chara whose Level is equal to or lower than your Level, put it in any Slot on Stage, and shuffle your LB.

Kaiju - Daikaiju | KJ8/S123-022 T: None

L0  
C0

### Kaiju No. 10

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Defense Force:: and/or ::Kaijuu:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Cost 0 or lower ::Defense Force:: or ::Kaijuu:: Chara whose Level is equal to or lower than your Level, put it in any Slot on Stage, and shuffle your LB.

Kaiju - Daikaiju | KJ8/S123-022S T: None

L0  
C0

### Kikoru Shinomiya, Formally Member

[A] When this is placed from hand to the Stage, choose up to 2 "Kikoru Shinomiya, Next Stage" in your WR and put them on the bottom of your LB in any order.

[A] When this is placed from hand to the Stage, choose 1 of your other ::Defense Force:: or ::Kaijuu:: Charas, and that Chara gains +2000 Pow for the turn.

Defense Force - Elite | KJ8/S123-023 T: None

L0  
C0

### Kikoru Shinomiya, Squad Member

[A] When this is placed from hand to the Stage, choose up to 2 "Kikoru Shinomiya, Next Stage" in your WR and put them on the bottom of your LB in any order.

[A] When this is placed from hand to the Stage, choose 1 of your other ::Defense Force:: or ::Kaijuu:: Charas, and that Chara gains +2000 Pow for the turn.

Defense Force - Elite | KJ8/S123-023S T: None

L0  
C0

### Kikoru Shinomiya, First Division

[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 their Memory in any Slot on the Stage.

[A] When this becomes Reversed, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more card this way, choose up to 1 ::Defense Force:: or ::Kaijuu:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Defense Force - Elite | KJ8/S123-024 T: None

L0  
C0

### Kikoru Shinomiya, First Division

[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 their Memory in any Slot on the Stage.

[A] When this becomes Reversed, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more card this way, choose up to 1 ::Defense Force:: or ::Kaijuu:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Defense Force - Elite | KJ8/S123-024S T: None

L0  
C0

Soshiro Hoshina, After Report

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

[A] When your CX with a Shot Trigger Icon is placed in the CX Zone, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand." (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Defense Force - Vice Captain | KJ8/S123-025 T: None

L1C0

Soshiro Hoshina, After Report

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

[A] When your CX with a Shot Trigger Icon is placed in the CX Zone, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand." (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Defense Force - Vice Captain | KJ8/S123-025S T: None

L1C0

Soshiro Hoshina, Truth and Facade

[A] **CX COMBO** When "Vice-Captain's Switch" is placed in the CX Zone, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to your hand." "[A] When this is Front Attacked, you may return this to your hand."

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Defense Force:: and/or ::Kaiju:: Charas.

Defense Force - Vice Captain | KJ8/S123-026 T: None

L1C0

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Soshiro Hoshina, Truth and Facade

[A] **CX COMBO** When "Vice-Captain's Switch" is placed in the CX Zone, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to your hand." "[A] When this is Front Attacked, you may return this to your hand."

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Defense Force:: and/or ::Kaiju:: Charas.

Defense Force - Vice Captain | KJ8/S123-026S T: None

L1C0

Kikoru Shinomiya, Next Stage

--No Text--

Defense Force - Elite | KJ8/S123-027 T: Soul

L1C0

Kikoru Shinomiya, Next Stage

--No Text--

Defense Force - Elite | KJ8/S123-027S T: Soul

L1C0

Kaiju No. 8 Booster Pack

Kikoru Shinomiya, Feelings of Admiration?

[A] When you use the **BACKUP** of this, if you have a ::Defense Force:: or ::Kaiju:: Chara, 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]

Defense Force - Elite | KJ8/S123-028 T: Soul

L1C1

Kikoru Shinomiya, Feelings of Admiration?

[A] When you use the **BACKUP** of this, if you have a ::Defense Force:: or ::Kaiju:: Chara, 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]

Defense Force - Elite | KJ8/S123-028S T: Soul

L1C1

Soshiro Hoshina, Vice-Captain

[C] If the Cost of the Chara Opposite this is 0 or lower, this gains +1 Level and +3500 Pow.

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Defense Force - Vice Captain | KJ8/S123-029 T: None

L1C1

Soshiro Hoshina, Vice-Captain

[C] If the Cost of the Chara Opposite this is 0 or lower, this gains +1 Level and +3500 Pow.

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Defense Force - Vice Captain | KJ8/S123-029S T: None

L1C1

Kikoru Shinomiya's Personal Weapon, Ax-0112

Put the top 4 cards of your LB in the WR, choose up to 1 Level X or lower ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand. X = sum of # of Soul Trigger Icons among those cards.

KJ8/S123-030 T: None

L1C0

Kikoru Shinomiya's Personal Weapon, Ax-0112

Put the top 4 cards of your LB in the WR, choose up to 1 Level X or lower ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand. X = sum of # of Soul Trigger Icons among those cards.

KJ8/S123-030S T: None

L1C0

Soshiro Hoshina's Personal Weapon, SW-2033

If you don't have a ::Defense Force:: or ::Kaiju:: Chara, you cannot play this from your hand.

Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Choose 1 of your Opp.'s Charas, and move it to another empty Slot on your Opp.'s Stage.

KJ8/S123-031 T: None

L2C1

Soshiro Hoshina's Personal Weapon, SW-2033

If you don't have a ::Defense Force:: or ::Kaiju:: Chara, you cannot play this from your hand.

Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Choose 1 of your Opp.'s Charas, and move it to another empty Slot on your Opp.'s Stage.

KJ8/S123-031S T: None

L2C1

Perfectionist Lady

[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)

KJ8/S123-032 T: Choice

Perfectionist Lady

[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)

KJ8/S123-032R T: Choice

Defense Force Squadron Style Axe Technique

[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)

KJ8/S123-033 T: Choice

Defense Force Squadron Style Axe Technique

[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)

KJ8/S123-033R T: Choice



### Hoshina Style Swordsmanship Technique

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Shot Icon]: For the turn, when the next damage dealt by the attacking Chara that triggered this card is cancelled, deal 1 damage to your Opp.)

KJ8/S123-034 T: Soul Shot

### Hoshina Style Swordsmanship Technique

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Shot Icon]: For the turn, when the next damage dealt by the attacking Chara that triggered this card is cancelled, deal 1 damage to your Opp.)

KJ8/S123-034R T: Soul Shot

### Vice-Captain's Switch

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Shot Icon]: For the turn, when the next damage dealt by the attacking Chara that triggered this card is cancelled, deal 1 damage to your Opp.)

KJ8/S123-035 T: Soul Shot

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### Vice-Captain's Switch

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Shot Icon]: For the turn, when the next damage dealt by the attacking Chara that triggered this card is cancelled, deal 1 damage to your Opp.)

KJ8/S123-035R T: Soul Shot

### Reno Ichikawa, Admiration in His Chest

[C] All your other ::Defense Force:: and/or ::Kaiju:: Charas gain +500 Pow.  
[A] **CX COMBO** When "Allies He'd Risk His Life to Protect" is placed in your CX Zone, if you have 3 or more other Charas, choose a Level X or lower ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand. X = # of "Allies He'd Risk His Life to Protect" in your WR.  
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, look at the top card of your LB, put it either on top or bottom of the LB, choose a ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand.

Defense Force - Young Talent | KJ8/S123-036 T: None

### Reno Ichikawa, Admiration in His Chest

[C] All your other ::Defense Force:: and/or ::Kaiju:: Charas gain +500 Pow.  
[A] **CX COMBO** When "Allies He'd Risk His Life to Protect" is placed in your CX Zone, if you have 3 or more other Charas, choose a Level X or lower ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand. X = # of "Allies He'd Risk His Life to Protect" in your WR.  
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, look at the top card of your LB, put it either on top or bottom of the LB, choose a ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand.

Defense Force - Young Talent | KJ8/S123-036S T: None

## Kaiju No. 8 Booster Pack

### Reno Ichikawa, Admiration in His Chest

[C] All your other ::Defense Force:: and/or ::Kaiju:: Charas gain +500 Pow.  
[A] **CX COMBO** When "Allies He'd Risk His Life to Protect" is placed in your CX Zone, if you have 3 or more other Charas, choose a Level X or lower ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand. X = # of "Allies He'd Risk His Life to Protect" in your WR.  
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, look at the top card of your LB, put it either on top or bottom of the LB, choose a ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand.

Defense Force - Young Talent | KJ8/S123-036SP T: None

### Kaiju No. 8, Man Who Became a Kaiju

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage or via **CHANGE** to the Stage, 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)  
[A] When this attacks, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +1500 Pow for the turn.

Defense Force - Kaiju | KJ8/S123-037 T: None

### Kaiju No. 8, Man Who Became a Kaiju

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage or via **CHANGE** to the Stage, 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)  
[A] When this attacks, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +1500 Pow for the turn.

Defense Force - Kaiju | KJ8/S123-037EX T: None

### Kaiju No. 8, Man Who Became a Kaiju

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage or via **CHANGE** to the Stage, 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)  
[A] When this attacks, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +1500 Pow for the turn.

Defense Force - Kaiju | KJ8/S123-037S T: None

### Kafka Hibino, Restart

[C] If all your Charas are either ::Defense Force:: or ::Kaiju::, this gains +1 Level and +1500 Pow.  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Defense Force - Kaiju | KJ8/S123-038 T: None

### Kafka Hibino, Restart

[C] If all your Charas are either ::Defense Force:: or ::Kaiju::, this gains +1 Level and +1500 Pow.  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Defense Force - Kaiju | KJ8/S123-038S T: None

### Kafka Hibino, Restart

[C] If all your Charas are either ::Defense Force:: or ::Kaiju::, this gains +1 Level and +1500 Pow.  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Defense Force - Kaiju | KJ8/S123-038SP T: None

### Reno Ichikawa, Monster Sweeper

[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."  
[S] [Discard a card from your hand to the WR, put this on the bottom of your LB] Search your LB for up to 1 ::Defense Force:: or ::Kaiju:: Chara, reveal it, put it in your hand, and shuffle your LB.

Defense Force - Young Talent | KJ8/S123-039 T: None

### Reno Ichikawa, Monster Sweeper

[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."  
[S] [Discard a card from your hand to the WR, put this on the bottom of your LB] Search your LB for up to 1 ::Defense Force:: or ::Kaiju:: Chara, reveal it, put it in your hand, and shuffle your LB.

Defense Force - Young Talent | KJ8/S123-039S T: None

### Reno Ichikawa, Monster Sweeper

[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."  
[S] [Discard a card from your hand to the WR, put this on the bottom of your LB] Search your LB for up to 1 ::Defense Force:: or ::Kaiju:: Chara, reveal it, put it in your hand, and shuffle your LB.

Defense Force - Young Talent | KJ8/S123-039SSP T: None

### Kafka Hibino, Peaceful Days

[C] If you are Level 1 or higher, this gains the following ability. "[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose a Kaiju No. 8, Man Who Became a Kaiju' in your WR and put it in the Slot this was in."  
[A] ([1] Discard a CX from your hand to the WR] When this is placed from hand to the Stage to the WR, may pay. If so, choose a CX in your WR and return it to your hand.

Defense Force - Kaiju | KJ8/S123-040 T: None

### Kafka Hibino, Peaceful Days

[C] If you are Level 1 or higher, this gains the following ability. "[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose a Kaiju No. 8, Man Who Became a Kaiju' in your WR and put it in the Slot this was in."  
[A] ([1] Discard a CX from your hand to the WR] When this is placed from hand to the Stage to the WR, may pay. If so, choose a CX in your WR and return it to your hand.

Defense Force - Kaiju | KJ8/S123-040S T: None

[C] If you are Level 1 or higher, this gains the following ability. [A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose a 'Kaiju No. 8, Man Who Became a Kaiju' in your WR and put it in the Slot this was in." [A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage to the WR, may pay. If so, choose a CX in your WR and return it to your hand.

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

[C] During your turn, if all your Charas are either ::Defense Force:: and/or ::Kaiju::, this gains +2000 Pow.  
 [A] [(1) Put this in the WR] When your other ::Defense Force:: or ::Kaiju:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

**LO**  
**CO**

[C] During your turn, if all your Charas are either ::Defense Force:: and/or ::Kaiju::, this gains +2000 Pow.  
 [A] [(1) Put this in the WR] When your other ::Defense Force:: or ::Kaiju:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

**LO**  
**CO**

[C] If this is in the Front Row Center Slot, this gains +4000 Pow.

[C] **BODYGUARD**

[A] [Discard a "Kaiju No. 8, Choice Without Hesitation" from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

**L3**  
**C2**

[C] If this is in the Front Row Center Slot, this gains +4000 Pow.

[C] **BODYGUARD**

[A] [Discard a "Kaiju No. 8, Choice Without Hesitation" from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

L3  
C2

[C] If you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +1500 Pow, and during battles involving this, you do not take Damage from effects of [A] of your Opp.'s Charas.

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

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

L3  
C2

[C] If you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +1500 Pow, and during battles involving this, you do not take Damage from effects of [A] of your Opp.'s Charas.

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

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

**L3**  
**C2**

[C] If you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +1500 Pow, and during battles involving this, you do not take Damage from effects of [A] of your Opp.'s Charas.

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

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

**L3**  
**C2**

[A] **CHANGE** [Put this is in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Codename Kaiju No. 8" in your WR and put it in the Slot this was in.

**L3**  
**C2**

[A] **CHANGE** [Put this is in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Codename Kaiju No. 8" in your WR and put it in the Slot this was in.

**L3**  
**C2**

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.

[A] When this is placed from hand to the Stage, if there is 1 or fewer Characters in your Opp.'s Front Row, you may choose a Cost 0 or lower Character in your Opp.'s Front Row and put it in the WR.

**LO**  
**CO**

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.

[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

LO  


---

 CO

[A] [Put the top card of your LB in your Clock, 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 YELLOW CX, reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

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

[A] [Put the top card of your LB in your Clock, 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 YELLOW CX, reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

**LO**  
**CO**

[A] [Discard a CX with a Treasure Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Defense Force:: or ::Kaijuu:: Chara, reveal it, put it in your hand, and put the rest in the WR.

[A] This ability activates up to twice per turn. When your other ::Defense Force:: or ::Kaijuu:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

**LO**  
**CO**

[A] [Discard a CX with a Treasure Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Defense Force:: or ::Kaijuu:: Chara, reveal it, put it in your hand, and put the rest in the WR.

[A] This ability activates up to twice per turn. When your other ::Defense Force:: or ::Kaijuu:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

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

[S] [Put this face-up under a Chara with "Kafka Hibino" in name as Marker] Search your LB f or up to 1 Chara with "Kaiju No. 8" in name, reveal it, put it in your hand, and shuffle your LB.

L1  
C0

[S] [Put this face-up under a Chara with "Kafka Hibino" in name as Marker] Search your LB f or up to 1 Chara with "Kaiju No. 8" in name, reveal it, put it in your hand, and shuffle your LB.

L1  
C0

Iharu Furuhashi, Hachiouji Neutralization College

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

[A] **BOND/"Reno Ichikawa, Admiration in His Chest"** [Discard a card from your hand to the WR]

Defense Force - Tech College Valedictorian | KJ8/S123-049 T: None

L1  
C0

Iharu Furuhashi, Hachiouji Neutralization College

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

[A] **BOND/"Reno Ichikawa, Admiration in His Chest"** [Discard a card from your hand to the WR]

Defense Force - Tech College Valedictorian | KJ8/S123-049S T: None

L1  
C0

Reno Ichikawa, Running Across the Battlefield

[C] For each of your other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +500 Pow.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level 0 or lower ::Defense Force:: or ::Kaiju:: Chara in your WR and put it in any Slot on the Stage.

Defense Force - Young Talent | KJ8/S123-050 T: None

L1  
C0

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Reno Ichikawa, Running Across the Battlefield

[C] For each of your other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +500 Pow.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level 0 or lower ::Defense Force:: or ::Kaiju:: Chara in your WR and put it in any Slot on the Stage.

Defense Force - Young Talent | KJ8/S123-050S T: None

L1  
C0

Reno Ichikawa, Rookie Defense Force Member

[A] When this attacks, if there are 4 or more cards in your hand, this gains +3000 Pow for the turn.

[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.

Defense Force - Young Talent | KJ8/S123-051 T: None

L1  
C0

Reno Ichikawa, Rookie Defense Force Member

[A] When this attacks, if there are 4 or more cards in your hand, this gains +3000 Pow for the turn.

[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.

Defense Force - Young Talent | KJ8/S123-051S T: None

L1  
C0

## Kaiju No. 8 Booster Pack

Kafka Hibino, Alongside Allies

[C] If all your Charas are either ::Defense Force:: or ::Kaiju::, this gains +4000 Pow.

[A] **CX COMBO** When this attacks, if "Days of Improving with Classmates" is in the CX Zone, look at up to 4 cards from top of your LB and search for up to 2 ::Defense Force:: and/or ::Kaiju:: Charas, choose 1 of them and put it in your hand, choose 1 of them and put it in your Stock, and put the rest in the WR.

Defense Force - Kaiju | KJ8/S123-052 T: Soul

L2  
C1

Kafka Hibino, Alongside Allies

[C] If all your Charas are either ::Defense Force:: or ::Kaiju::, this gains +4000 Pow.

[A] **CX COMBO** When this attacks, if "Days of Improving with Classmates" is in the CX Zone, look at up to 4 cards from top of your LB and search for up to 2 ::Defense Force:: and/or ::Kaiju:: Charas, choose 1 of them and put it in your hand, choose 1 of them and put it in your Stock, and put the rest in the WR.

Defense Force - Kaiju | KJ8/S123-052S T: Soul

L2  
C1

Reno Ichikawa, Support Troops

[C] **ASSIST** All your ::Defense Force:: and/or ::Kaiju:: Charas in front of this gain +1500 Pow.

[S] [Put this on bottom of the LB] Choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Defense Force - Young Talent | KJ8/S123-053 T: Soul

L2  
C1

Reno Ichikawa, Support Troops

[C] **ASSIST** All your ::Defense Force:: and/or ::Kaiju:: Charas in front of this gain +1500 Pow.

[S] [Put this on bottom of the LB] Choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Defense Force - Young Talent | KJ8/S123-053S T: Soul

L2  
C1

Kaiju No. 8, Kaiju Who Helps Human

[A] [Put this Standing card in the WR] At the start of your Attack Phase, if this is in the Front Row and you have another Chara with "Kikoru Shinomiya" in name, may pay. If so, put up to 4 cards from top of your LB in your Stock, choose a Level 0 or lower Chara with "Kafka Hibino" in name in your WR and put it Rested in the Slot this was in, choose up to 4 Charas in your Opp.'s WR and return them to the LB, and your Opp. shuffles their LB.

Defense Force - Kaiju | KJ8/S123-054 T: Soul

L2  
C1

Kaiju No. 8, Kaiju Who Helps Human

[A] [Put this Standing card in the WR] At the start of your Attack Phase, if this is in the Front Row and you have another Chara with "Kikoru Shinomiya" in name, may pay. If so, put up to 4 cards from top of your LB in your Stock, choose a Level 0 or lower Chara with "Kafka Hibino" in name in your WR and put it Rested in the Slot this was in, choose up to 4 Charas in your Opp.'s WR and return them to the LB, and your Opp. shuffles their LB.

Defense Force - Kaiju | KJ8/S123-054S T: Soul

L2  
C1

Kafka Hibino, I Won't Die Just Yet

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

[A] **CHANGE** [(1) Discard a card from your hand to the WR, put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Kaiju No. 8, Choice Without Hesitation" in your WR and put it in the Slot this was in.

Defense Force - Kaiju | KJ8/S123-055 T: Soul

L2  
C2

Kafka Hibino, I Won't Die Just Yet

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

[A] **CHANGE** [(1) Discard a card from your hand to the WR, put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Kaiju No. 8, Choice Without Hesitation" in your WR and put it in the Slot this was in.

Defense Force - Kaiju | KJ8/S123-055S T: Soul

L2  
C2

Reno Ichikawa, Strong Trust

[C] During your turn, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +2500 Pow and the following ability. [C] Chara Opposite this cannot move to another Slot.

[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** [(1) When the Battle Opp. of this becomes Reversed, if "Let Me, For This Moment" is in your CX Zone, may pay. If so, put that Chara in Clock, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB.

Defense Force - Young Talent | KJ8/S123-056 T: Soul

L3  
C2

Reno Ichikawa, Strong Trust

[C] During your turn, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +2500 Pow and the following ability. [C] Chara Opposite this cannot move to another Slot.

[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** [(1) When the Battle Opp. of this becomes Reversed, if "Let Me, For This Moment" is in your CX Zone, may pay. If so, put that Chara in Clock, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB.

Defense Force - Young Talent | KJ8/S123-056S T: Soul

L3  
C2

Reno Ichikawa, Strong Trust

[C] During your turn, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +2500 Pow and the following ability. [C] Chara Opposite this cannot move to another Slot.

[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** [(1) When the Battle Opp. of this becomes Reversed, if "Let Me, For This Moment" is in your CX Zone, may pay. If so, put that Chara in Clock, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB.

Defense Force - Young Talent | KJ8/S123-056SP T: Soul

L3  
C2

Haruichi Izumo, Scion of Izumo Tech

[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.

[A] When this attacks, choose 1 of your other ::Defense Force:: or ::Kaiju:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Defense Force:: and/or ::Kaiju:: Charas.

Defense Force - Scion | KJ8/S123-057 T: None

L0  
C0

[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.

[A] When this attacks, choose 1 of your other ::Defense Force:: or ::Kaiju:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Defense Force:: and/or ::Kaiju:: Charas.

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

**LO**  
**CO**

**L0**  
**C0**

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 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] (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 ::Defense Force:: or ::Kaijuu:: Chara in your WR and return it to your hand, choose 1 of your other ::Defense Force:: or ::Kaijuu:: Charas, and that Chara gains +1000 Pow for the turn.

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

(A) When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 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) ([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 ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand, choose 1 of your other ::Defense Force:: or ::Kaiju:: Charas, and that Chara gains +1000 Pow for the turn.

**LO**  
**CO**

**LO**  
**C0**

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

L1  
C0

**L1**  
**C0**

[A] [Return this to your hand] At the start of your MP, if you are Level 3 or higher, may pay. If so, choose up to 1 ::Defense Force:: or ::Kaijuu:: Charas in your hand, put it in the Slot this was in, and that Chara gains ::Daikajuu:: for the turn.

[S] [Rest this] Choose 1 of your ::Defense Force:: or ::Kaijuu:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

**L2  
C1**

[A] [Return this to your hand] At the start of your MP, if you are Level 3 or higher, may pay. If so, choose up to 1 ::Defense Force:: or ::Kaiju:: Charas in your hand, put it in the Slot this was in, and that Chara gains ::Daikajiu:: for the turn.

[S] [Rest this] Choose 1 of your ::Defense Force:: or ::Kaiju:: Charas, and that Chara gains +1000 Pow until the next end of your Opp. S turn.

L2  
C1

Choose up to 2 ::Defense Force:: and/or ::Kaiju:: Charas in your WR and return them to your hand. Reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

**L2**  
**C2**

Choose up to 2 ::Defense Force:: and/or ::Kaiju:: Charas in your WR and return them to your hand. Reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

L2  
C2

[Counter] You may discard a card from your hand to the WR. If so, put up to 1 card from top of your Clock in your WR, send this to Memory, choose 1 of your Charas, and that Chara gains the following ability for the turn.

"[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot this was in."

L2  
C0

[Counter] You may discard a card from your hand to the WR. If so, put up to 1 card from top of your Clock in your WR, send this to Memory, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot this was in."

**L2**  
**C0**

[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)

[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)

[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)

KJ8/S123-066 T: Treasure

#### Days of Improving with Classmates

[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)

KJ8/S123-066R T: Treasure

#### Let Me, For This Moment

[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)

KJ8/S123-067 T: Treasure

#### Let Me, For This Moment

[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)

KJ8/S123-067R T: Treasure

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#### Mina Ashiro, Daily Life She Wants to Protect

[A] 1/Turn When you play an Event, you may draw a card. If so, discard a card from your hand to the WR.  
[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.

Defense Force - Captain | KJ8/S123-068 T: None

L0  
C0

#### Mina Ashiro, Daily Life She Wants to Protect

[A] 1/Turn When you play an Event, you may draw a card. If so, discard a card from your hand to the WR.  
[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.

Defense Force - Captain | KJ8/S123-068S T: None

L0  
C0

#### Mina Ashiro, Daily Life She Wants to Protect

[A] 1/Turn When you play an Event, you may draw a card. If so, discard a card from your hand to the WR.  
[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.

Defense Force - Captain | KJ8/S123-068SSP T:

L0  
C0

### Kaiju No. 8 Booster Pack

#### Mina Ashiro, Next Battlefield

[A] When this attacks, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +1500 Pow for the turn.  
[A] **CX COMBO** When "Mina Ashiro's Way of Being" is placed in your CX Zone, if you have another "Mina Ashiro, Next Battlefield" in the Front Row, choose up to 1 Level 0 or lower Chara in your Opp.'s Back Row, put it in the WR, declare LB or WR, search the zone you declared this way for up to 1 "Mina Ashiro's Personal Weapon, T-25101985", reveal it, and put it in your hand. If you declared LB, shuffle your LB.

Defense Force - Captain | KJ8/S123-069 T: None

L1  
C0

#### Mina Ashiro, Next Battlefield

[A] When this attacks, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +1500 Pow for the turn.  
[A] **CX COMBO** When "Mina Ashiro's Way of Being" is placed in your CX Zone, if you have another "Mina Ashiro, Next Battlefield" in the Front Row, choose up to 1 Level 0 or lower Chara in your Opp.'s Back Row, put it in the WR, declare LB or WR, search the zone you declared this way for up to 1 "Mina Ashiro's Personal Weapon, T-25101985", reveal it, and put it in your hand. If you declared LB, shuffle your LB.

Defense Force - Captain | KJ8/S123-069S T: None

L1  
C0

#### Mina Ashiro, Next Battlefield

[A] When this attacks, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +1500 Pow for the turn.  
[A] **CX COMBO** When "Mina Ashiro's Way of Being" is placed in your CX Zone, if you have another "Mina Ashiro, Next Battlefield" in the Front Row, choose up to 1 Level 0 or lower Chara in your Opp.'s Back Row, put it in the WR, declare LB or WR, search the zone you declared this way for up to 1 "Mina Ashiro's Personal Weapon, T-25101985", reveal it, and put it in your hand. If you declared LB, shuffle your LB.

Defense Force - Captain | KJ8/S123-069SSP T:

L1  
C0

#### Gen Narumi, Proof of Being Strongest

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.  
[C] If you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +3000 Pow and the following ability. "[A] When this attacks, look at the top card of your Opp.'s LB and put it either on top of the LB or in the WR."  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Defense Force - Captain | KJ8/S123-070 T: Soul

L3  
C2

#### Gen Narumi, Proof of Being Strongest

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.  
[C] If you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +3000 Pow and the following ability. "[A] When this attacks, look at the top card of your Opp.'s LB and put it either on top of the LB or in the WR."  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Defense Force - Captain | KJ8/S123-070S T: Soul

L3  
C2

#### Gen Narumi, Proof of Being Strongest

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.  
[C] If you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +3000 Pow and the following ability. "[A] When this attacks, look at the top card of your Opp.'s LB and put it either on top of the LB or in the WR."  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Defense Force - Captain | KJ8/S123-070SP T: Soul

L3  
C2

#### Mina Ashiro, Fully Unleashed

[C] If there is a Marker under this, this gains +3000 Pow.  
[A] When this is placed from hand to the Stage, you may choose up to 1 "Mina Ashiro's Personal Weapon, T-25101985" in your WR, put it face-up under this as Marker, and reveal the top card of your LB. If it's a ::Defense Force:: or ::Kaiju:: Chara or "Mina Ashiro's Personal Weapon, T-25101985", you may choose 1 of your Opp.'s Level 3 or lower Charas and put it in the WR. (Put the revealed card back where it was)  
[A] **CX COMBO** At the start of your Attack Phase, if "This Is the Current Me" is in the CX Zone, this is in the Front Row, and you have 4 or more other ::Defense Force:: and/or ::Kaiju:: Charas, choose up to 2 Charas in your WR and return them to your hand.

Defense Force - Captain | KJ8/S123-071 T: Soul

L3  
C2

#### Mina Ashiro, Fully Unleashed

[C] If there is a Marker under this, this gains +3000 Pow.  
[A] When this is placed from hand to the Stage, you may choose up to 1 "Mina Ashiro's Personal Weapon, T-25101985" in your WR, put it face-up under this as Marker, and reveal the top card of your LB. If it's a ::Defense Force:: or ::Kaiju:: Chara or "Mina Ashiro's Personal Weapon, T-25101985", you may choose 1 of your Opp.'s Level 3 or lower Charas and put it in the WR. (Put the revealed card back where it was)  
[A] **CX COMBO** At the start of your Attack Phase, if "This Is the Current Me" is in the CX Zone, this is in the Front Row, and you have 4 or more other ::Defense Force:: and/or ::Kaiju:: Charas, choose up to 2 Charas in your WR and return them to your hand.

Defense Force - Captain | KJ8/S123-071EX T: Soul

L3  
C2

#### Mina Ashiro, Fully Unleashed

[C] If there is a Marker under this, this gains +3000 Pow.  
[A] When this is placed from hand to the Stage, you may choose up to 1 "Mina Ashiro's Personal Weapon, T-25101985" in your WR, put it face-up under this as Marker, and reveal the top card of your LB. If it's a ::Defense Force:: or ::Kaiju:: Chara or "Mina Ashiro's Personal Weapon, T-25101985", you may choose 1 of your Opp.'s Level 3 or lower Charas and put it in the WR. (Put the revealed card back where it was)  
[A] **CX COMBO** At the start of your Attack Phase, if "This Is the Current Me" is in the CX Zone, this is in the Front Row, and you have 4 or more other ::Defense Force:: and/or ::Kaiju:: Charas, choose up to 2 Charas in your WR and return them to your hand.

Defense Force - Captain | KJ8/S123-071S T: Soul

L3  
C2

#### Mina Ashiro, Kaiju Extermination

[C] "Mina Ashiro's Personal Weapon, T-25101985" in your hand gets -1 Cost.  
[C] You may choose "Mina Ashiro's Personal Weapon, T-25101985" in your WR for the effect of Comeback Trigger Icon.  
[C] All your other "Mina Ashiro, Next Battlefield" gain the following ability. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +3000 Pow for the turn."

Defense Force - Captain | KJ8/S123-072 T: None

L0  
C0

#### Mina Ashiro, Kaiju Extermination

[C] "Mina Ashiro's Personal Weapon, T-25101985" in your hand gets -1 Cost.  
[C] You may choose "Mina Ashiro's Personal Weapon, T-25101985" in your WR for the effect of Comeback Trigger Icon.  
[C] All your other "Mina Ashiro, Next Battlefield" gain the following ability. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +3000 Pow for the turn."

Defense Force - Captain | KJ8/S123-072S T: None

L0  
C0

#### Mina Ashiro, Oath at the Sworn-In Ceremony

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] **CX COMBO** When this attacks, if "Face of the Japanese Anti-Kaiju Defense Force" is in the CX Zone and there are 6 or fewer cards in your hand, put the top card of your LB in the WR, choose up to 1 Level X or lower ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand. X = Level of that card. (CX are considered to be Level 0 for this effect)

Defense Force - Captain | KJ8/S123-073 T: None

L0  
C0

Mina Ashiro, Oath at the Sworn-In Ceremony

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] **CX COMBO** When this attacks, if "Face of the Japanese Anti-Kaiju Defense Force" is in the CX Zone and there are 6 or fewer cards in your hand, put the top card of your LB in the WR, choose up to 1 Level X or lower ::Defense Force:: or ::Kaiju:: Chara in your WR and return it to your hand. X = Level of that card. (CX are considered to be Level 0 for this effect)

Defense Force - Captain | KJ8/S123-073S T: None

L0  
C0

Gen Narumi, Private Life of a Captain

[A] [(1) 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, search your LB for up to 2 ::Defense Force:: and/or ::Kaiju:: Charas, reveal it, put it in your hand, and shuffle your LB.

Defense Force - Captain | KJ8/S123-074 T: None

L0  
C0

Gen Narumi, Private Life of a Captain

[A] [(1) 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, search your LB for up to 2 ::Defense Force:: and/or ::Kaiju:: Charas, reveal it, put it in your hand, and shuffle your LB.

Defense Force - Captain | KJ8/S123-074S T: None

L0  
C0

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Gen Narumi, Private Life of a Captain

[A] [(1) 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, search your LB for up to 2 ::Defense Force:: and/or ::Kaiju:: Charas, reveal it, put it in your hand, and shuffle your LB.

Defense Force - Captain | KJ8/S123-074SSP T:

L0  
C0

Gen Narumi, Only One Request

[C] During your turn, if you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Observing with a Great View" is in your CX Zone, look at up to 3 cards from top of your LB and search for up to 1 ::Defense Force:: or ::Kaiju:: Chara or Event, reveal it, put it in your hand, choose up to 2 of them and put them on the bottom of the LB in any order, and put the rest in the WR.

Defense Force - Captain | KJ8/S123-075 T: None

L1  
C0

Gen Narumi, Only One Request

[C] During your turn, if you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Observing with a Great View" is in your CX Zone, look at up to 3 cards from top of your LB and search for up to 1 ::Defense Force:: or ::Kaiju:: Chara or Event, reveal it, put it in your hand, choose up to 2 of them and put them on the bottom of the LB in any order, and put the rest in the WR.

Defense Force - Captain | KJ8/S123-075S T: None

L1  
C0

Kaiju No. 8 Booster Pack

Gen Narumi, Only One Request

[C] During your turn, if you have 2 or more other ::Defense Force:: and/or ::Kaiju:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Observing with a Great View" is in your CX Zone, look at up to 3 cards from top of your LB and search for up to 1 ::Defense Force:: or ::Kaiju:: Chara or Event, reveal it, put it in your hand, choose up to 2 of them and put them on the bottom of the LB in any order, and put the rest in the WR.

Defense Force - Captain | KJ8/S123-075SP T: None

L1  
C0

Mina Ashiro, I Need Your Help

[A] When this is placed from the Stage to the WR, look at up to 4 cards from top of your LB and search for up to 1 CX with a Comeback Trigger Icon, 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.

Defense Force - Captain | KJ8/S123-076 T: None

L1  
C0

Mina Ashiro, I Need Your Help

[A] When this is placed from the Stage to the WR, look at up to 4 cards from top of your LB and search for up to 1 CX with a Comeback Trigger Icon, 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.

Defense Force - Captain | KJ8/S123-076S T: None

L1  
C0

Mina Ashiro, Taking Out Kaiju

[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** [Discard 2 cards from your hand to the WR] When this attacks, if "This Is the Current Me" is in the CX Zone and you have another "Soshiro Hoshina, Battle Ready" in the Front Row, may pay. If so, deal 4 Damage to your Opp.. If this Damage is Cancelled, choose up to X cards in your Opp.'s WR, return them to the LB, and your Opp. shuffles their LB. X = # of your other ::Defense Force:: and/or ::Kaiju:: Charas. (DC can occur)

Defense Force - Captain | KJ8/S123-077 T: Soul

L3  
C2

Mina Ashiro, Taking Out Kaiju

[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** [Discard 2 cards from your hand to the WR] When this attacks, if "This Is the Current Me" is in the CX Zone and you have another "Soshiro Hoshina, Battle Ready" in the Front Row, may pay. If so, deal 4 Damage to your Opp.. If this Damage is Cancelled, choose up to X cards in your Opp.'s WR, return them to the LB, and your Opp. shuffles their LB. X = # of your other ::Defense Force:: and/or ::Kaiju:: Charas. (DC can occur)

Defense Force - Captain | KJ8/S123-077S T: Soul

L3  
C2

Gen Narumi, Strongest Man

[A] **CX COMBO** [Put a "Gen Narumi's Personal Weapon, GS-3305" from your WR face-up under this as Marker, put a "Becoming the Strongest Division" from your CX Zone in the WR] At the start of your Attack Phase, may pay. If so, Stand this, look at your Opp.'s hand, choose up to 1 card and send it to Memory, and at the end of the turn, your Opp. returns that card to their hand.  
[A] When this attacks, reveal the top card of your LB. If it's a ::Defense Force:: or ::Kaiju:: Chara or "Gen Narumi's Personal Weapon, GS-3305", you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

Defense Force - Captain | KJ8/S123-078 T: Soul

L3  
C2

Gen Narumi, Strongest Man

[A] **CX COMBO** [Put a "Gen Narumi's Personal Weapon, GS-3305" from your WR face-up under this as Marker, put a "Becoming the Strongest Division" from your CX Zone in the WR] At the start of your Attack Phase, may pay. If so, Stand this, look at your Opp.'s hand, choose up to 1 card and send it to Memory, and at the end of the turn, your Opp. returns that card to their hand.  
[A] When this attacks, reveal the top card of your LB. If it's a ::Defense Force:: or ::Kaiju:: Chara or "Gen Narumi's Personal Weapon, GS-3305", you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

Defense Force - Captain | KJ8/S123-078S T: Soul

L3  
C2

Mina Ashiro, Victory of the Third Division

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Defense Force:: or ::Kaiju:: Chara or "Mina Ashiro's Personal Weapon, T-25101985", choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's a Level 2 or higher card among them, you may return this to your hand. (CX are considered to be Level 0 for this effect)

Defense Force - Captain | KJ8/S123-079 T: None

L0  
C0

Mina Ashiro, Victory of the Third Division

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Defense Force:: or ::Kaiju:: Chara or "Mina Ashiro's Personal Weapon, T-25101985", choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's a Level 2 or higher card among them, you may return this to your hand. (CX are considered to be Level 0 for this effect)

Defense Force - Captain | KJ8/S123-079S T: None

L0  
C0

Konomi Okonoki, Operator

[A] [Discard a ::Defense Force:: or ::Kaiju:: Chara 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 "Kikoru Shinomiya's Personal Weapon, Ax-0112", "Gen Narumi's Personal Weapon, GS-3305" or "Mina Ashiro's Personal Weapon, T-25101985", reveal it, put it in your hand, and shuffle your LB.

Defense Force - Operator | KJ8/S123-080 T: None

L0  
C0

Konomi Okonoki, Operator

[A] [Discard a ::Defense Force:: or ::Kaiju:: Chara 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 "Kikoru Shinomiya's Personal Weapon, Ax-0112", "Gen Narumi's Personal Weapon, GS-3305" or "Mina Ashiro's Personal Weapon, T-25101985", reveal it, put it in your hand, and shuffle your LB.

Defense Force - Operator | KJ8/S123-080S T: None

L0  
C0

Mina, Emergency Summons

[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] [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)

Defense Force - Captain | KJ8/S123-081 T: None

L0  
C0

### Mina. Emergency Summons

[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] [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)

Defense Force - Captain | KJ8/S123-081S T: None

L0  
C0

### Mina Ashiro, Transporting No. 8

[A] When this is placed from hand to the Stage, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +2000 Pow until the next end of your Opp.'s 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 1 of your Opp.'s Charas and return it to their hand.

Defense Force - Captain | KJ8/S123-082 T: None

L0  
C0

### Mina Ashiro, Transporting No. 8

[A] When this is placed from hand to the Stage, if you have another ::Defense Force:: or ::Kaiju:: Chara, this gains +2000 Pow until the next end of your Opp.'s 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 1 of your Opp.'s Charas and return it to their hand.

Defense Force - Captain | KJ8/S123-082S T: None

L0  
C0

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### Mina Ashiro, Kafka's Heart

[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Defense Force:: or ::Kaiju:: Chara or "Mina Ashiro's Personal Weapon, T-25101985", reveal it, put it in your hand, and put the rest in the WR.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.  
[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Defense Force - Captain | KJ8/S123-083 T: None

L0  
C0

### Mina Ashiro, Kafka's Heart

[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Defense Force:: or ::Kaiju:: Chara or "Mina Ashiro's Personal Weapon, T-25101985", reveal it, put it in your hand, and put the rest in the WR.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.  
[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Defense Force - Captain | KJ8/S123-083S T: None

L0  
C0

### Gen Narumi, Title of the Strongest

[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] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Defense Force - Captain | KJ8/S123-084 T: None

L0  
C0

## Kaiju No. 8 Booster Pack

### Gen Narumi, Title of the Strongest

[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] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Defense Force - Captain | KJ8/S123-084S T: None

L0  
C0

### Youn Mina Ashiro

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

Defense Force - Captain | KJ8/S123-085 T: Soul

L1  
C0

### Youn Mina Ashiro

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

Defense Force - Captain | KJ8/S123-085S T: Soul

L1  
C0

### Mina Ashiro, No. 8's Escape

[A] When this is placed from hand to the Stage, this 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.

Defense Force - Captain | KJ8/S123-086 T: Soul

L1  
C0

### Mina Ashiro, No. 8's Escape

[A] When this is placed from hand to the Stage, this 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.

Defense Force - Captain | KJ8/S123-086S T: Soul

L1  
C0

### Mina Ashiro, Town at Twilight

[A] When this is placed from hand to the Stage, put the top 4 cards of your LB in the WR. If there is at least 1 CX 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.

Defense Force - Captain | KJ8/S123-087 T: Soul

L1  
C1

### Mina Ashiro, Town at Twilight

[A] When this is placed from hand to the Stage, put the top 4 cards of your LB in the WR. If there is at least 1 CX 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.

Defense Force - Captain | KJ8/S123-087S T: Soul

L1  
C1

### Gen Narumi, Treatment of No. 8

[C] If all your Charas are either ::Defense Force:: or ::Kaiju::, this gains +1500 Pow and "[A] **EBCORE** [Discard a Chara from your hand to the WR]".

Defense Force - Captain | KJ8/S123-088 T: None

L1  
C1

### Gen Narumi, Treatment of No. 8

[C] If all your Charas are either ::Defense Force:: or ::Kaiju::, this gains +1500 Pow and "[A] **EBCORE** [Discard a Chara from your hand to the WR]".

Defense Force - Captain | KJ8/S123-088S T: None

L1  
C1

### Gen Narumi, Overwhelming "Strength"

[A] [Discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your ::Defense Force:: or ::Kaiju:: Chara and return it to your hand.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Defense Force - Captain | KJ8/S123-089 T: Soul

L2  
C1

### Gen Narumi, Overwhelming "Strength"

[A] [Discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your ::Defense Force:: or ::Kaiju:: Chara and return it to your hand.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Defense Force - Captain | KJ8/S123-089S T: Soul

L2  
C1

### Mina Ashiro, Drink After Bathing

[C] All your other "Mina Ashiro, Fully Unleashed" gain +500 Pow and the following ability. "[A] 1/Turn [(2) Discard 2 ::Defense Force:: and/or ::Kaiju:: Charas from your hand to the WR] When Damage dealt by this is Cancelled, may pay. If so, deal 4 Damage to your Opp." (DC can occur)  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

Defense Force - Captain | KJ8/S123-090 T: Soul

L2  
C1

#### Mina Ashiro, Drink After Bathing

[C] All your other "Mina Ashiro, Fully Unleashed" gain +500 Pow and the following ability. "[A] 1Turn [(2) Discard 2 ::Defense Force:: and/or ::Kaiju:: Charas from your hand to the WR] When Damage dealt by this is Cancelled, may pay. If so, deal 4 Damage to your Opp.;" (DC can occur)  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

Defense Force - Captain | KJ8/S123-090S T: Soul

L2  
C1

#### Mina Ashiro, Everyone Chasing After Her

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if there's a CX in your CX Zone, search your LB for up to 1 ::Defense Force:: or ::Kaiju:: Chara, reveal it, put it in your hand, and shuffle your LB.

Defense Force - Captain | KJ8/S123-091 T: Soul

L2  
C1

#### Mina Ashiro, Everyone Chasing After Her

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if there's a CX in your CX Zone, search your LB for up to 1 ::Defense Force:: or ::Kaiju:: Chara, reveal it, put it in your hand, and shuffle your LB.

Defense Force - Captain | KJ8/S123-091S T: Soul

L2  
C1

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#### Gen Narumi, Summoned by Hasekawa

[C] If you have 3 or more other Charas, this gains +3000 Pow.  
[A] **ENCORE** [Discard a ::Defense Force:: or ::Kaiju:: Chara from hand to the WR]

Defense Force - Captain | KJ8/S123-092 T: Soul

L2  
C2

#### Gen Narumi, Summoned by Hasekawa

[C] If you have 3 or more other Charas, this gains +3000 Pow.  
[A] **ENCORE** [Discard a ::Defense Force:: or ::Kaiju:: Chara from hand to the WR]

Defense Force - Captain | KJ8/S123-092S T: Soul

L2  
C2

#### Mina Ashiro's Personal Weapon, T-25101985

If you don't have a ::Defense Force:: or ::Kaiju:: Chara, you cannot play this from your hand.  
Choose 1 of the 2 following effects and perform it.  
"Choose a Chara in your WR and return it to your hand."  
"Choose a Cost 1 or lower Chara in your Opp.'s Front Row and put it in the WR."

KJ8/S123-093 T: None

L1  
C1

### Kaiju No. 8 Booster Pack

#### Mina Ashiro's Personal Weapon, T-25101985

If you don't have a ::Defense Force:: or ::Kaiju:: Chara, you cannot play this from your hand.  
Choose 1 of the 2 following effects and perform it.  
"Choose a Chara in your WR and return it to your hand."  
"Choose a Cost 1 or lower Chara in your Opp.'s Front Row and put it in the WR."

KJ8/S123-093S T: None

L1  
C1

#### Gen Narumi's Personal Weapon, GS-3305

Search your LB for up to 1 CX with a Standby Trigger Icon, reveal it, put it in your hand, and shuffle your LB.  
Look at up to 2 cards from top of your LB and put them on top of the LB in any order.

KJ8/S123-094 T: None

L1  
C1

#### Gen Narumi's Personal Weapon, GS-3305

Search your LB for up to 1 CX with a Standby Trigger Icon, reveal it, put it in your hand, and shuffle your LB.  
Look at up to 2 cards from top of your LB and put them on top of the LB in any order.

KJ8/S123-094S T: None

L1  
C1

#### Something You Shouldn't Fire at People

[Counter] If all your Charas are either ::Defense Force:: and/or ::Kaiju::, choose 1 of your Opp.'s Charas in battle, that Chara gets -2 Soul for the turn, and you draw up to 1 card. If you draw a card this way, discard a card from your hand to the WR.

KJ8/S123-095 T: None

L2  
C2

#### Something You Shouldn't Fire at People

[Counter] If all your Charas are either ::Defense Force:: and/or ::Kaiju::, choose 1 of your Opp.'s Charas in battle, that Chara gets -2 Soul for the turn, and you draw up to 1 card. If you draw a card this way, discard a card from your hand to the WR.

KJ8/S123-095S T: None

L2  
C2

#### Mina Ashiro's Way of Being

[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)

KJ8/S123-096 T: Salvage

#### Mina Ashiro's Way of Being

[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)

KJ8/S123-096R T: Salvage

#### This Is the Current Me

[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)

KJ8/S123-097 T: Salvage

#### This Is the Current Me

[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)

KJ8/S123-097R T: Salvage

#### Face of the Japanese Anti-Kaiju Defense Force

[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)

KJ8/S123-098 T: Salvage

#### Face of the Japanese Anti-Kaiju Defense Force

[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)

KJ8/S123-098R T: Salvage

#### Observing with a Great View

[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)

KJ8/S123-099 T: Soul Standby



Observing with a Great View

[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)

KJ8/S123-099R T: Soul Standby

Becoming the Strongest Division

[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)

KJ8/S123-100 T: Soul Standby

Becoming the Strongest Division

[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)

KJ8/S123-100R T: Soul Standby

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The Being Known as Kikoru Shinomiya

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

KJ8/S123-101A T: Choice

Big Kaiju Going Down in History!?

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

KJ8/S123-102A T: Treasure

Kaiju No. 8 Booster Pack